

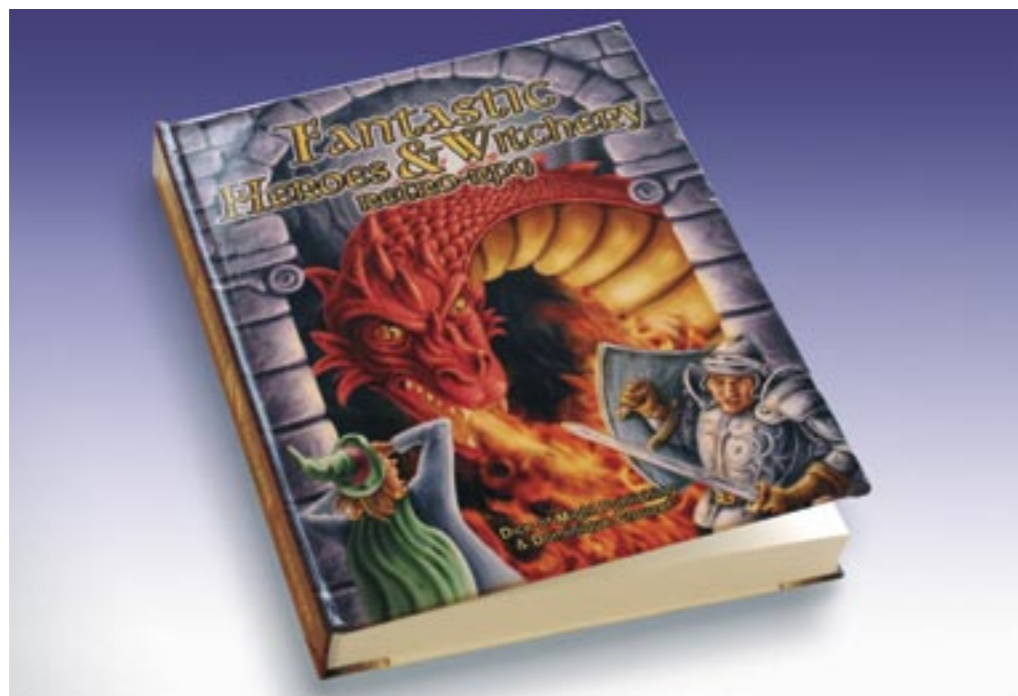
Fantastic Heroes & Witchery RETRO-RPG

Free PDF of the game, though without indexes.



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Fantastic Heroes & Witchery

RETRO-RPG

VERSION 1.1



O.G.L. Fantasy Roleplaying Game

This old-school RPG is mostly based on existing Open Gaming Content. It is almost 100% compatible with the material (adventures, creatures, magical items, etc.) published for several other retro-clones and simulacrum of the game it is based upon.

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Illustrations by Andy Taylor, Brian Thomas, Dominique Crouzet, Jim Holloway, plus a lot of stock-art and old copy-left art. Logos and layout by Dominique Crouzet.

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A complete **index of spells**, plus a complete **general index** are available in the printed book and the fully bookmarked PDF (that will eventually be available on RPGnow).

Thanks for your comprehension. *Fantastic Heroes & Witchery* has been an extensive lot of work, and many clip-arts purchases. Hence, I believe it would be fair that if people like what they see here and want to use it, that I could get back some money from this game. Especially when it would be an incentive for me to produce other supplements for the game.

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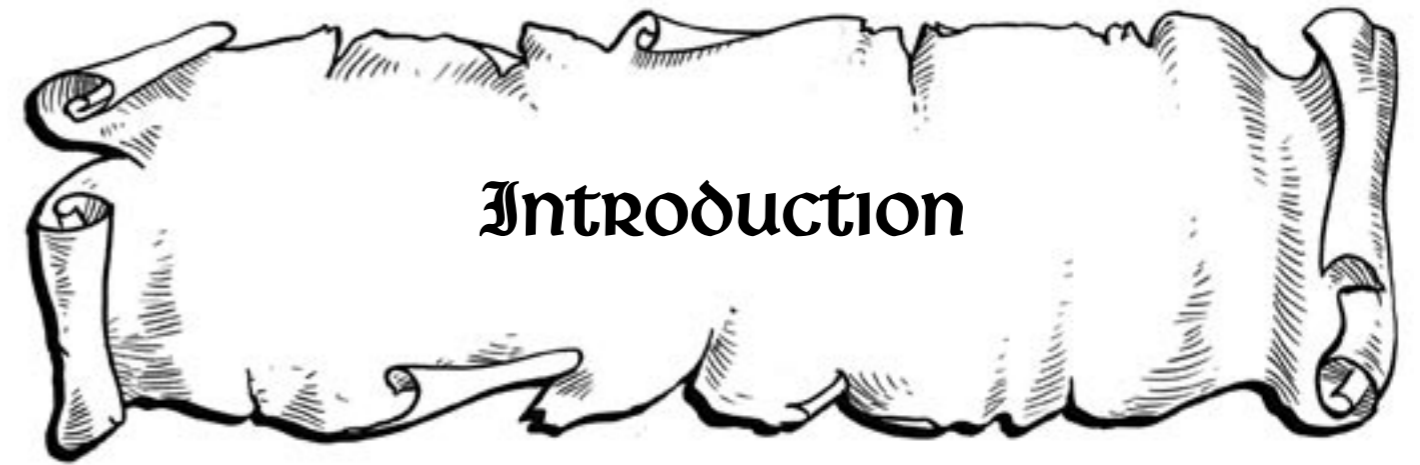
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In memory to GARY GYGAX (1938-2008) and DAVE ARNESON (1947-2009), the original creators of the most widely known role-playing game, to which this one pays homage.

CREDITS

Game rules: First of all, much thanks to Wizards of the Coast, Inc., who gave us the d20 OGL that made it possible to recreate clones and simulacrum of Gary's game. Then, thanks to: Chris Gonnerman for BFRPG; Stuart Marshall for OSRIC; Daniel Proctor for LABYRINTH LORD; Daniel Proctor and Ryan Denison for MUTANT FUTURE; and several others, such as N. Wright for AREMORICAN ADDENDUM VOL.1: PLAYER OPTION for example, plus all the third party publishers who created d20 Open Gaming Content back in the days. Also, many thanks to the Dragonsfoot community for their invaluable contributions that often made their way into this version of the game. FANTASTIC HEROES & WITCHERY is the sum of many influences and inspirations, to which I added my own ideas.

Illustrations: Original art by: ATOM (Andy Taylor), DOM (Dominique Crouzet), GLAD (Brian Thomas) and JIM HOLLOWAY. Stock art by: JASON WALTON from Images Portfolios by Louis Porter, Jr. Design; WILLIAM MCAUSLAND from Outlands Art ("Some artwork copyright William McAusland, used with permission"); MACIEJ ZAGORSKI from The Forge studios; BRADLEY K MCDEVITT from Postmortem Studios; JOSEPH WIGFIELD ("Some artwork in this book is ©2007 Reality Deviant Publications, used with permission"); RICK HERSHEY ("Some artwork taken from the Publisher's Assistant™ Clip Art Series by Politically Incorrect Games. ©2006 Rick Hershey, used with permission.

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PEN AND PAPER ROLE-PLAYING GAMES

It is assumed that readers of this book already know what a role-playing-game is, and furthermore are acquainted with a few, or all editions of the game that was originally created by Gary Gygax.

If you don't, lets say that a role-playing-game is a pastime of "pretend and make believe." It vaguely resembles a theater's play where the participants are both actors and spectators. They sit around a table, with dice and gaming material. Players have a sheet of paper recording all the information about the characters they play, so they know their abilities and limits, which are often resolved with dice rolls and verbal interactions. Then, the game master (or GM) has a story written down, that he/she will unravel to the players, as they progress through it. In any case, the players decide and describe the actions their characters undertake, and the game master referees it all, using this book and any other appropriate rules supplement. A typical session of role-playing-game generally runs as follows:

The GM has designed a set of caverns filled with traps, monsters, and treasures that the players' characters will explore, probably killing its evil denizen and taking their treasures along the way. Looking at his notes the GM thus tells the players:



GM: "Not far from the river, you (i.e. the players' characters in the fictional game world) notice a flight of stairs reaching a cavern's entrance. What do you do?"

Player 1: "Well, before approaching, we look carefully all around, to see if there would be some hidden guards."

GM: "There is obviously no guard nor creature, and everything seems quiet."

Player 1: "I nonetheless draw my sword just in case. I don't want to be taken by surprise."

Player 2: "Mmmmh... I have heard bad things about places like this, and I prefer to cast a divination spell before we enter into this cavern."

GM: "Okay, what spell do you cast?"

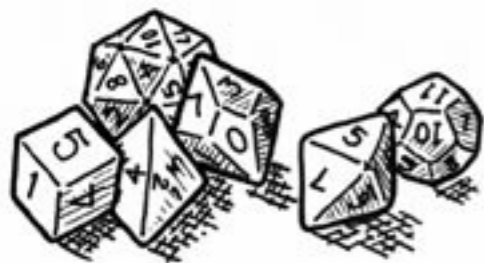
Player 2: "Well, I am suspicious of an open entrance like this one, without door nor guards. There is maybe an invisible demon guarding it. After all, this is supposed to be the evil temple we have been told about. So I cast *Detect Invisibility*."

GM: "As you cast the spell, you see appear strange runes carved into the stone all around the doorway. They were indeed hidden by some magical invisibility."

Player 2: "Really?! Can I identify them? After all, I am a mage..."

GM: "Sure. Make an Arcane Lore skill check at DC 20..."

Etc.



As with all other versions of the game, FANTASTIC HEROES & WITCHERY requires some character sheets (see book's last page) where to inscribe the characters' statistics, plus a set of polyhedral dice (d4, d6, d8, d10, d12 and d20) to play the game. A majority of gamers also use miniatures and a board (where to draw the dungeons). Lastly, for those who really like dice, there is a bunch of cool fancy dice (such as d12 for body localization, or d8 for compass directions) that could find some use during play. I got most of mine on the Internet.

FANTASTIC HEROES & WITCHERY, IN SHORT

If you are acquainted with such games as Basic-Fantasy RPG, Labyrinth Lord, Osric, or the original games upon which they are based, you already know the rules. Nothing to re-learn! The only two main differences with these games are: First, there is no longer any THACO or Attack Tables to resolve combat (instead, a bonus is added to a d20 roll to determine if it hits an AC); Then, skill checks don't use a percentage roll, but a d20 roll + bonus equal or higher to a DC, very similar to the combat procedure. So, the main characteristic of this game is to provide a lot of options, plus different character classes, spells, etc., rather than propose a new system. It can be summarized as follows:

FANTASTIC HEROES & WITCHERY's rules are similar to those found in "the original game" and its simulacrums, but draw on several editions to create its own style. FANTASTIC HEROES & WITCHERY was done with the following goals in mind: ability to use most earlier material (monsters, magical items, modules, GM books, etc.) without conver-

sion; simple and streamlined rules mostly based on the original game's mechanics; but also some different character classes, and many new spells. Overall, FANTASTIC HEROES & WITCHERY remains the same ancient game, but with slightly modernized rules, plus a few options and additions. Here is a digest of the game mechanics:

1) Ability Scores: The six traditional attributes (Str, Int, Wis, Dex, Con, and Cha) remain, but all use the same modifiers (as in Basic or Labyrinth Lord games for example).

2) Races: The seven PC races (Dwarf, Elf, Gnome, Halfling, Half-elf, Half-orc, and Human) are much similar to their models, though they also have been streamlined and simplified. Then, other races have been added to play in different genres of fantasy.

3) Classes: More than 30 classes are proposed, in two groups: Firstly, 24 traditional fantasy classes that include the well known archetypes (fighter, thief, wizard, etc.) based on earlier versions, and several new classes such as the friar. Then, a group of 7 classes that were designed for different campaigns such as based on Swords & Planets or dark fantasy (of the Cthulhu-like genre).

4) Skills: As in old-school games, characters primarily describe what their characters do, hence verbal interactions replace skill checks wherever applicable. Yet, a simple skill system also exists, to be used when verbal descriptions alone cannot determine the success of an action. Skill checks use the same system as combat, where you roll a d20 + bonuses vs. a target number reflecting the difficulty of the action or task attempted. This target number "DC" (i.e. difficulty class) is similar to the "AC" (i.e. armor class).

5) Combat: Very similar to 1e/2e combat, except attack rolls. FANTASTIC HEROES & WITCHERY uses the simple method of ascending attack bonuses vs. ascending AC. No charts are necessary, characters add a bonus to their attack rolls that increases as they gain levels. Roll a d20 and beat the AC. Then, despite ascending AC (the higher, the better) is the norm, both ascending or descending AC values can be used almost interchangeably. There is no need for conversions, though converting descending AC into ascending AC is very simple.

6) Initiative and Surprise: Both use the d6 in the spirit and flavor of older editions. For initiative players roll a d6 and add the relevant modifiers (speed factors, casting times, etc.); then, the lower result acts first. For surprise, a modified roll of 1 or 2 on the d6, means that a creature (or group of creatures) is surprised by its potential opponents. Many circumstantial factors can help the GM determine whether surprise should be rolled or not.

7) Saving Throws: Based on older editions of the game, saving throws are made by rolling a d20 against a target number. The character's class and level determines this target number. Then, each class gets save bonuses against specific threats, and various other bonuses and penalties could be applied when circumstances dictate. There is no more saving throw categories however, such as Fortitude /Reflex /Willpower, or Aimed Magic Items /Breath Weapons /Spells /etc. Instead, characters add the most appropriate ability score's modifier to the roll.

8) Spellcasting: The usual system of preparing a spell in advance and casting it later has been kept, but a few new classes (e.g. fae-mage and psychic) use different methods. However, there is no more distinction between arcane and divine magic; all spellcasters are magic-users, but using either white, gray or black magic. Then, a total of 666 spells are proposed, that match earlier spell lists (of clerics, druids, magic-users, etc.) but add many new spells into the mix. The spells come from the d20 SRD and are well detailed, but often have been rewritten for game balance and more flavor.

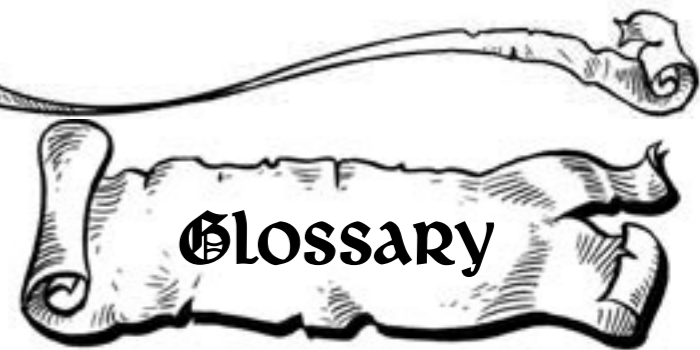
RULES SHOULD HELP, NOT HINDER

FANTASTIC HEROES & WITCHERY is a game book with a lot of options. Some readers may be daunted by the number of pages to read. Too many rules may quickly bloat a game and slow down its pace to a crawl. There is more fun and adventure when the action runs fast. Fortunately, the basic game mechanics are very simple. All the detailed descriptions are not to be read and memorized extensively; they should be used only when truly necessary.

A good example is combat. If you look at the combat chapter, all the options, bonuses and penalties according to situations, special maneuvers, and so on: it may appear overwhelming! However, GM and players may begin simple (normal roll to hit against AC), and read options later, when they want more game mechanics. Until then, the GM may just improvise on the fly, with bonuses ranging from -4 to +4. Once again, it's not important if you don't play exactly by the book, so long as everyone has fun. Only read through all the combat chapter when you really need it. It becomes useful when straight-to-hit rolls become boring, and players want more. Until then, all these rules are no requirement if they would bog down the game.

FANTASY AND SCIENCE-FANTASY

FANTASTIC HEROES & WITCHERY is before all a fantasy RPG game, mostly of the Sword & Sorcery type. However, you will discover that several chapters include additional rules for science-fiction races, classes, skills, etc. Yet, they are not intended for running real science-fiction adventures (such as emulating films like Alien, Blade Runner or Star Trek), but for games of the Dying Earth, Post Apocalyptic, or Sword & Planets genres.



This glossary not only explains the terms pertaining to this RPG, but also to earlier versions of the game it is based upon, so players know how these terms relate to FANTASTIC HEROES & WITCHERY.

1e: Designates the first advanced edition of the original game.

2e: Designates the second advanced edition of the original game.

3e: Designates the third edition of the original game, from which came the OGL/OGC that made it possible to create all of these retro-clones and simulacrums.

Ability Check: A 1d20 roll adding the character's ability score's modifier. A result that is equal to or more than the DC (set by the rules or the GM) indicates that the attempted action succeeds.

Ability Score: The six physical and mental attributes by which the basic traits of characters and creatures are defined. They are: strength (Str), dexterity (Dex), constitution (Con), intelligence (Int), wisdom (Wis) and charisma (Cha). For PC races, ability scores normally range from 3 to 18, though the norm is 9 to 11.

AC: Abbreviation for "Armor Class".

Action: In game terms, actions are strictly defined, such as moving, drawing a weapon, attacking an opponent, etc. They mostly help determine what a character can do during a round of combat. Where combat is concerned, the game usually distinguishes between primary and secondary actions.

Alignment: The psychological trait that defines a creature's ethic, its general moral and personal attitudes toward others, the world, etc. FANTASTIC HEROES & WITCHERY doesn't use alignments, but makes them possible in taking an appropriate allegiance.

Allegiance: An optional variant to the alignment system. In this system, characters may have no allegiance at all, may have an allegiance that recreates an alignment to Law or Chaos, or may have an allegiance to a cause, organization, etc.

Arcane Magic: In other versions of the game, there is two kinds of magic: Arcane (for wizard types) and Divine (for priest types). There is no such distinction in FANTASTIC HEROES & WITCHERY, that doesn't give spells to priest classes.

Area of Effect: Determines the physical location where a spell or breath weapon will take effect.

Armor Class (AC): This is the rating representing a creature's degree of protection against physical attacks. This protection comes from skin's toughness, dodging ability, armor worn, etc. In older editions of the game, it ranged from 10 (the worst) to -10 (the best possible); this is called descending AC. Later it ranged from 10 (the worst) to 30 (and even higher); this is called ascending AC.

Astral: Pertains to the astral plane (see Planes).

Attack Roll: A d20 roll (to which is added the BtH and various relevant modifiers) to determine if an attack is successful and thus deals damage (that is rolled separately).

Attribute: Another term for “Ability Score”.

BAB: Abbreviation for “Base Attack Bonus”.

Base Attack Bonus: Another term for Bonus To Hit; it was used in 3e, but not in FANTASTIC HEROES & WITCHERY.

Base Speed: Expressed in feet per round.

Bonus: A number that is added to a die roll, generally a to-hit roll or skill check, to reflect some assistance the character gains.

Bonus Spells: Extra spells gained for having a high relevant ability score (usually Intelligence).

Bonus To Hit (BtH): The number added to the d20 roll to determine if a physical attack is successful.

Breath Weapon: A creature’s supernatural attack that involves spitting out a substance such as fire or poisonous gas. The archetypal breath weapon is that of a dragon blowing out fire on victims around.

BtH: Abbreviation for “Bonus To Hit”.

Campaign: Designates the adventures that occur in the GM’s fantasy world, itself termed as the “campaign world” or “campaign setting”.

Cantrip: A word to designate zero-level arcane spells. These are not used in FANTASTIC HEROES & WITCHERY.

Casting Time: The time necessary to cast a spell. It is generally expressed in segments, that is a number added to the d6 initiative roll to determine when a spell’s effect occurs during a combat round.

Cha: Abbreviation for “Charisma”.

Challenge Level (CL): A modifier used to determine the difficulty level of a task or action to be performed. FANTASTIC HEROES & WITCHERY instead uses DC ratings, based on the 3e rules. Nonetheless, when encountering CB or CL in a module, just use it as a modifier added (or subtracted) to 15, to determine the action’s DC.

Chance of Spell Failure: In “Vancian” spellcasting, casting a prepared spell is automatically successful. However, in some cases the GM may declare there is a chance of spell failure, which is determined in rolling an attribute check (e.g. Intelligence) vs. an appropriate DC.

Chance to Know Spell: In older editions of the game, magic-users trying to learn a new spell had to roll a percentage chance to determine if they would succeed. In FANTASTIC HEROES & WITCHERY mages must succeed at an Arcane Lore skill check at DC = 10 + spell’s level. If they don’t have this skill, they simply make an Intelligence check.

Character: A character is an individual featuring in the game. Each player controls one character (PC), save the GM, who controls all the characters not controlled by a player (NPCs).

Character Class: A profession that provides a character with special skills and talents, combat abilities, and hit-points. As the characters gain levels in their classes, they get more abilities and augment their efficacy in combat and skills.

Character Level: Another term for “Class Level.” Yet, when characters have more than one class, their character level represents all of their levels added together. As such, a Fighter3-Wizard2 has five character levels, but only three class levels in the fighter class.

Character Race: This refers to a character’s species. RPG fantasy worlds feature a wide variety of non-human races, some of which (such as elves or gnomes) can be PCs, but the majority of which (such as goblins or ogres) are restricted to NPCs only.

Charisma (Cha): The ability score representing a character’s strength of personality, willpower and ability to influence and lead others. Contrary to the general misconception, it doesn’t represent a character’s beauty or ugliness.

Check: A die roll to determine if an action succeeds or not.

CL: abbreviation for “Challenge Level”.

Class: Abbreviation for “Character Class”.

Class Level: A measure of the characters’ expertise in their profession (character class). The more levels characters have, the better they are at what they do, and the tougher they are against adversity.

Clone: Where game mechanics are concerned, a clone is an OGL game that reproduces almost exactly some older edition of “the game.” OSRIC and Labyrinth Lord are two examples of clone rpgs. There is also a spell called *Clone*.

Cohort: A creature or character with class and levels under control of the player, who is a trusted servant and loyal friend of the PC.

Common: The universal language all intelligent humanoid species are supposed to speak. It’s up to the GM to decide if such a language exists in the campaign world, and how much refined and widespread it is.

Con: Abbreviation for “Constitution”.

Constitution (Con): Ability score that represents a character’s general physique, hardiness, and state of health.

Critical Hit: A natural to-hit roll of 20 on the d20, indicating the best hit possible against the target. The consequences of a critical hit is normally to inflict more damage than normal.

Critical Miss (or Fumble): A natural to-hit roll of 1 on the d20, indicating the worst hit possible against the target. The consequences of a critical miss / fumble are normally detrimental to the attacker.

d (d4, d6, d8, etc.): Abbreviation for “die” or “dice”, always printed in conjunction with a subsequent number indicating the number of sides (hence, a traditional cube-shaped die with six sides is called a d6). A number appearing before the “d” indicates how many dice are to be rolled (and if there is no number, it should be assumed to be 1); hence, “3d8” means “roll three eight-sided dice and sum the total.” The special notation “d%” means “roll 2d10 and treat the first number as tens and the second number as units”, thus generating a random number from 1 to 100.

d6 Roll: In older editions of the game, success or failure was often determined in rolling a d6. Conversion to a d20 roll is as follows: 1 on a d6 chances of success becomes a d20 roll vs DC18 ; 1-2/d6 becomes d20 vs DC15 ; 1-3/d6 becomes d20 vs DC11 ; and 1-4/d6 becomes d20 vs DC8.

d20 System: FANTASTIC HEROES & WITCHERY adopts the standardized d20 system for determining the success or failure of most tasks, rather than multiple game mechanics. That system is: d20 + Modifiers vs. Target Number (DC). The Modifiers and Target Number are determined by the type of task. If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure. A “natural 20” on the die roll is generally considered an automatic success. A “natural 1” on the die roll is generally considered an automatic failure.

Damage (dmg): Physical harm resulting from combat, burning, falling into a pit, etc., is expressed with a number of hit-points subtracted from the character’s current total.

Darkvision: The ability of certain character races (such as dwarves) or other creatures to see in complete (non-magical) darkness. Darkvision has a limited range (usually 60 feet), and does not let distinguish colors and details.

DC: Abbreviation for “Difficulty Class”.

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

Dex: Abbreviation for “Dexterity.”

Dexterity (Dex): The ability score representing a character’s agility, reflexes, hand-eye coordination, and the like.

Dice: Most actions in the game that cannot be role-played, are resolved with rolling dice. The game requires d4, d6, d8, d10, d12 and d20 to play.

Difficulty Class (DC): A number representing the level of difficulty of successfully performing some action. When the GM deems an action requires a die roll to succeed, he/she sets a DC. This is the number that the die roll must equal or exceed to determine if the character is successful. The default DC = 15.

Divine Magic: The spells and magical abilities of clerics, druids, shamans, etc., in other editions of the game.

DM: An abbreviation for “Game Master” that is used in some books and modules.

dmg: Abbreviation for “Damage.”

Dual-class Character: In other editions, a character who first gained levels in a single class, then abandoned it and began from 1st level again in another class; upon exceeding the level of the former class with the second class, the character could finally use the abilities of both classes. FANTASTIC HEROES & WITCHERY doesn’t allow dual-class characters, though it allows “split-classed” characters based on the 3e version of multiclassing.

Encumbrance: The burden imposed on PCs by all the equipment and treasure they are carrying, which can affect their movement rate and skill checks when there is too much of it.

Energy Drain: A creature’s supernatural attack that drains a victim’s life energy in the form of ability scores’ points or level loss. The archetypal energy draining is that of undead making their victim lose experience levels when hitting them.

Ethereal: Pertains to the ethereal plane.

Experience Level: Another term for “Class Level”.

Experience Points (XP): A number of points earned through adventuring, to reflect the characters gaining experience, which enables them to gain levels. Experience points are commonly gained when slaying monsters, but GMs may award XP in many other ways (succeeding adventures, good role-playing, etc.).

F: Abbreviation for “Focus.”

Fatigue: FANTASTIC HEROES & WITCHERY rarely takes into account the effects of fatigue. Nonetheless, a few rules indicate that in some cases characters will suffer hindrances and penalties for being fatigued.

Feat: A special kind of abilities that characters may gain in 3e. FANTASTIC HEROES & WITCHERY doesn’t have feats, but suggests to replace them with talents if the GM allows them.

Focus (F): An item which is necessary to cast a spell, but that is not consumed by the casting of the spell and could be re-used.

Followers: NPC commoners under control of both the player and the GM, who work for a character not just for money, but also for admiring the PC. Followers are gained only when the PC becomes seasoned and renown at higher levels.

For: Abbreviation for “Fortitude.”

Fortitude (For): A category of saving throws in 3e. In FANTASTIC HEROES & WITCHERY it would be replaced by either a Strength or Constitution save.

Fumble: Another term for Critical Miss.

Gaze Attack: A creature’s supernatural attack that produces magical effects when making eye contact with the victim. The archetypal gaze attack is that of a medusa turning its victims to stone.

Game Master (GM): The person responsible for running the game. The GM describes the world and stories in which the players take part with their PCs. The GM controls all monsters and NPCs and determines the outcome of events and actions according to the rules. In those cases where the rules are unclear or non-existent, the GM has the final say on what happens or not.

GM: Abbreviation for “Game Master.”

gp: Abbreviation for gold piece, a popular form of currency in most campaign settings.

HD: Abbreviation for “Hit Die.”

Henchman: NPC with class and levels under control of the GM, who accompanies the PC on adventures for a share of the treasures found.

Hireling: NPC commoner under control of the GM, who works for a character just for money. Hirelings will rarely, if ever, accompany a PC on adventuring, for which they normally have very little skills.

Hit-Die (HD): This determines a creature’s number of hit-points, but also represents a rough measure of a creature’s toughness and power, or at least its size (in case of giant animals for example): the more HD a creature has, the more powerful it is.

Hit-Points (hp): A measure of health and toughness (and according to some interpretations: also the ability to reduce the gravity of attacks in combat), hp represent the amount of damage a creature can withstand. The number and type of HD (or levels) a creature gets, determines the number of hit-points. For each HD or level, a creature rolls a d4, d6, d8, d10 or d12 according to his creature type or character class.

Holy Symbol: An item of religious significance, such as a crucifix, that represents a particular deity or religion. A priest (friar, mystic and maybe others as well) normally carries a holy symbol at all times. It often serves as the priest’s divine focus (see Focus) to get prayers answered.

hp: Abbreviation for “Hit Point.”

Humanoid: Humanoids are human-like creatures. In some older edition of the game, “humanoid” specifically refers to evil or ill-disposed human-shaped races such as orcs, goblins or hobgoblins.

Infravision: Another term for “Darkvision” (the term infravision was used in older editions of the game).

Initiative: A d6 roll + relevant modifiers to determine who will act first in a round.

Int: Abbreviation for “Intelligence.”

Intelligence (Int): The ability score representing a character's intellectual capacities, such as memory, reasoning, and learning.

Level: A term that has different meanings in different contexts. It can refer to a character's experience (see Character Level), to a monster's power relative to character level, to the relative power of a spell, or to a particular depth into a dungeon.

Magic Resistance (MR): The ability of a creature to completely ignore magic. A successful Magic Resistance check will totally insulate a creature from magical effects, except those natural effects resulting from the magic. For example, a creature standing on a bridge is the target of a huge *Fireball* spell: the MR may shield it from the spell's damage, but if the bridge is destroyed, the MR won't prevent the creature to fall into the chasm below. MR is expressed by a percentage number: if the creature rolls equal or lower than this number, the check is successful.

Melee: Pertains to hand-to-hand weapons and combat with opponents in direct contact with claws, swords, daggers, etc.

Memorized Spell: Another term for Prepared Spell.

Missile: Pertains to thrown (daggers, spears, etc.) and missile (bows/arrows) weapons and combat, such as with opponents who shoot arrows at their enemies from a distance.

Monster: A generic word often used to describe the hostile creatures the PCs will encounter during their adventures, and will probably have to fight.

Movement Rate (Mvt): Another term for "Base Speed."

MR: Abbreviation for "Magic Resistance."

Multiclass Character: A character who progresses in two classes at once, requiring more experience points. FANTASTIC HEROES & WITCHERY doesn't allow multi-class characters.

Mvt: Abbreviation for "Movement Rate."

Natural 1: A d20 roll resulting in the number 1 on the die. A natural 1 generally indicates automatic failure, and sometimes additional detrimental effects as well.

Natural 20: A d20 roll resulting in the number 20 on the die. A natural 20 generally indicates automatic success, and sometimes additional special benefits as well.

Non Weapon Proficiency (NWP): In older editions of the game, NWP encompassed what would later become skills and feats. They are not used in FANTASTIC HEROES & WITCHERY, but may be replaced by Talents.

NPC: Abbreviation for "Non-Player Character."

NWP: Abbreviation for "Non Weapon Proficiency."

Old School: A term to designate RPGs, adventures and play that emulate the way the game was supposedly played back in the days. In those times the rules were simpler, and the game was more about verbal interaction and improvisation on the fly, than rolling dice. Likewise, old school art is typically black and white line art as found in this book.

Old School Renaissance: A term to designate all the clones and simulacrum, and adventure modules that go with them, that have been released these last years. FANTASTIC HEROES & WITCHERY belongs to this trend.

Orison: A word to designate zero-level divine spells. FANTASTIC HEROES & WITCHERY doesn't make use of orisons

OSR: Abbreviation for "Old School Renaissance."

PC: Abbreviation for "Player Character."

Penalty: A number that is subtracted to a die roll, generally a to-hit roll, saving throw or skill check, to reflect some hindrance the character suffers.

Percentage 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.

Plane: Refers to one of the universes in which the campaign takes place. The prime material plane is the normal physical world where the PCs were born and live. Then, there are many other planes: the elemental planes of Air/Earth/Fire/Water; the Ethereal plane that links the material plane with the elemental planes; the outer planes of Hell, Heavens, etc.; the Astral plane that links the prime material plane to the outer planes; etc.

Player and Non-Player Character (PC, NPC): PCs refer to those characters controlled by the players. NPCs refer to characters controlled by the GM; that is, the characters with whom the PCs will interact. The peasant in his farm, the bandit on the road, the noble in his castle, the helpful priest and the villainous cultists run by the GM are all NPCs.

Prepared Spell: With the traditional "Vancian" method, spellcasters must prepare their spells in advance. This is normally done in the morning, when they pre-cast their spells, and thereafter will just need a few words and gestures to complete the casting and release their effects.

Primary Ability (Prime): An ability score in which the characters are more practiced, which gives them a bonus to all ability checks that involve it. FANTASTIC HEROES & WITCHERY doesn't use this mechanic; there is no special attribute.

Prime: Abbreviation for "Primary Ability."

Prime Requisite: The minimum ability score that a character must have to be eligible for a character class.

Proficiency: Normally refers to being trained in the use of a particular weapon (weapon proficiency), or being trained in a certain skill. Usually, characters who use a weapon in which they are not proficient suffer a -2 or -4 penalty to their attack roll.

r: Abbreviation for "Round."

Random Encounter: Characters and creatures the PCs will meet during their adventures, as determined by a die roll the GM makes on some relevant table.

Rate of Fire (ROF): The number of times per round, a missile weapon such as a bow or crossbow can fire missiles. FANTASTIC HEROES & WITCHERY doesn't use this mechanic.

Ref: Abbreviation for "Reflex."

Referee: Another word for "Game Master."

Reflex (Ref): A category of saving throws in 3e. In FANTASTIC HEROES & WITCHERY it would be replaced by a Dexterity save.

RPG: Abbreviation for "Role Playing Game."

Resistance: A creature's ability to take less damage or suffer less hindrances from some kind of attack, threat, etc. There are many kinds of resistance: to fire, poison, spells, fear, etc. A resistance could add a bonus to certain saving throws, may render the creature totally immune to something, etc.

Reversible: A spell for which exists a variant that produces the exact opposite effects. When a spell is indicated as "reversible", its description indicates how the opposite variant works.

Rnd: Abbreviation for "Round."

ROF: Abbreviation for "Rate of Fire."

Round (Rnd): An abstract measure of time mostly used to resolve combat. By default a round is approximately equal to 10 seconds in combat situations, and 1 minute in non-combat situations. However, in combat a character can only perform one or two actions (moving and attacking, readying an item or casting a spell) rather than trying to guess what one could possibly do during 10 seconds.

Save: Abbreviation for "Saving-Throw."

Saving Throw (Save): A die roll to determine if a character resists an attack (natural, magical, physical, etc.) that is not resolved with an attack roll against the character's AC. FANTASTIC HEROES & WITCHERY uses a system inspired from earlier editions of the game.

Simulacrum: Where game mechanics are concerned, an OGL game that resembles some older editions of the game, but has its own variant rules. There is also a spell called *Simulacrum*.

School of Magic: All spells belong to one of eight categories called "Schools of Magic": Abjuration, Alteration, Conjunction/Summoning, Divination, Enchantment/Charm, Evocation, Illusion and Necromancy.

Skill: An ability that requires training and learning, which improves with level, and requires a check to see if it fails or succeeds. Characters can attempt to do anything they want, but having a skill greatly augments the chances of success and what can be actually achieved.

Skill Bonus: Characters usually add a bonus equal to their class level when making skill checks with class skills. Some races or backgrounds will likewise provide a bonus to some skill checks.

Skill Check: A d20 roll + skill bonus vs a DC. See Ability Check.

Spell: A one time magical effect produced by a magic-user through a combination of mystical words, strange gestures, and exotic material components. The ability to cast spells is restricted to a few character classes. There exists many different spells, divided into levels of power, and requiring to be of the appropriate class and level to cast.

Spell-like Effect: A creature's innate magical ability that otherwise duplicates a spell effect. Creatures use their spell-like abilities on a thought, and do not require the spellcasting procedures of magic-users.

Spell Resistance (SR): Another term for "Magic Resistance". SR is expressed with a number normally ranging from 1 to 20. If the caster of a spell rolls equal or higher than this number, with 1d20 + his own level, he/she beats the creature's SR. It should be noted that SR and MR are two different game mechanics for a creature's immunity against magic. The GM must choose either one or the other in the campaign.

Split-classed character: A character who improves in two or more classes, advancing in each class separately.

SR: Abbreviation for "Spell Resistance."

Stack (to stack): Determines if various modifiers can or cannot be added together. For example, if the +2 AC bonus provided by an armor spell stacks with a ring of protection +1, it means that both bonuses can be cumulated so the character gets a +3 bonus to AC. Conversely, if the bonuses do not stack, only the higher of the two will apply.

Str: Abbreviation for "Strength."

Strength (Str): The ability score representing the characters' muscle power, that dictates if they can deal more weapon damage and carry heavier weights.

Surprise Roll: A die roll 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. FANTASTIC HEROES & WITCHERY uses a d6 for surprise rolls.

System Shock: A die roll to determine if a character will instantly die from a traumatic event, regardless of the amount of damage points the event would make lose or not. This normally uses a percentage roll which chances of success depends on the character's Constitution score not the class level (see p.362).

Talent: Designates many different special abilities that characters could get in addition to their normal class abilities. Talents, in FANTASTIC HEROES & WITCHERY, replace proficiencies (both WP and NWP) and feats from earlier editions.

Target: Designates the creature or item a spell or attack will affect.

Thac0: Abbreviation for "To Hit Armor Class Zero". This is how attack rolls were resolved in the older system; FANTASTIC HEROES & WITCHERY replaced it with the "BtH" (Bonus to Hit). To convert a Thac0 to a BtH, subtract the Thac0 value to 20. For example, a Thac0 of 18 is a BtH of +2, obtained as follows: 20 - 18 = 2.

To-Hit Roll: Another term for "Attack Roll."

Touch: Designates the need to make contact, usually by hand, with the target to deliver the spell effect.

Turn: In older editions of the game, a turn is a measure of time equal to 10 minutes.

Turn undead: The ability of some character classes to repel undead away, or even destroy them if they are powerful enough. This is a divine ability granted by the gods, ancestors' spirits, etc., and requiring a divine focus (generally the priest's holy symbol) to use.

Untrained: Pertains to skills. A character can attempt to perform a task even if untrained in the relevant skill, but won't be able to achieve the same kind of results (if successful) a trained character would.

Vancian Spellcasting Method: This term refers to the way spells are cast in older editions of the game. That is, by having to memorize a spell in advance, before being able to cast it.

Weapon Proficiency (WP): In older editions of the game, WP meant being proficient in the use of a particular weapon. In FANTASTIC HEROES & WITCHERY, all characters begin play being proficient in a number of weapons as relevant to their class. Then, later, if Talents are allowed, they might gain proficiencies in additional weapons.

Will: A category of saving throws in 3e. In FANTASTIC HEROES & WITCHERY it would be replaced by either a Wisdom or Charisma save.

Wis: Abbreviation for "Wisdom."

Wisdom (Wis): The ability score representing a character's perception and intuition, as well as the ability to perceive the world for what it is, hence providing the character with common sense.

WP: Abbreviation for "Weapon Proficiency."

XP: Abbreviation for "Experience Points."



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chapter 1 - - Creating a Character

The first thing players need to do before beginning the game, is to create a character. This is done in three steps. The first step, which concerns this chapter, is to determine the basic characteristics of the character. Then, the second chapter deals with the character's class, and the third chapter is about the character's equipment.

Characters are first defined by their six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Then, the player chooses a race (among those allowed by the GM, with the default character race being humans), and after that a personal background (what the character's experience was before becoming an adventurer, that is, before taking a character class). Note that players may further define their character by determining its age, height and weight, personality, alignment, social origin and motivations for adventuring. These secondary aspects may just be hand-waved or overlooked, yet for those wanting guidelines, the Appendix chapter provides several optional rules to that end.

Ability Scores

A character's basic attributes are represented in the game by six ability scores: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of them is expressed by a number ranging from 3 to 18, the higher the better. The typical scores of an average human range from 9 to 11 however. A score of 15 should be considered that of a truly gifted individual, while a score of 18 will represent an abnormally strong, agile, wise, etc., character very rarely encountered. Then, the game sets the maximum limit for an ability score at 25 (and 19 for PCs, without magic). Note otherwise that, as with earlier editions of the game, these numerical values don't represent a linear progression, but are more of an abstract indication. For example, if a very strong human has a strength of 15, a creature twice as strong won't have a score of 30, but merely of 18 (i.e. 18 is the strength score of an ogre, 19 of a hill giant).

The procedure to determine ability scores usually vary from one group of players to the next. The basic method is to roll 3d6 for each attribute in order. A popular method is to roll 4d6 and discard the lower die, six times, then distribute over the six attributes as the player wants. Another method where players choose a pre-determined set of scores to distribute as they want, is provided in the Appendix chapter.

FANTASTIC HEROES & WITCHERY uses the same modifiers and numerical values for all ability scores. Then, though the table below provides the base modifiers, more variables have been provided in the Appendix chapter for use by the GMs whenever they see fit.

Score	Character is	Human comparisons	Modifier
1	Disabled	baby	-4
2-3	Impaired	young child	-3
4-5	Pathetic	older kid	-2
6-8	Inferior	elderly person	-1
9-12	Average	average adult	0
13-15	Superior	trained or gifted person	+1
16-17	Exceptional	athlete or erudite	+2
18	Extraordinary	champion or genius	+3
19	Phenomenal	divine / magic endowed	+4

Score	Max spell lvl.	Bonus spells per day
1-10	None	None
11	1st	None
12	2nd	None
13	3rd	One 1st
14	4th	Two 1st
15	5th	Three 1st
16	6th	Three 1st, one 2nd
17	7th	Three 1st, two 2nd
18	8th	Three 1st, two 2nd, one 3rd
19	9th	Three 1st, two 2nd, one 3rd, one 4th

Each of the 6 attributes represents a different physical or mental aspect of the character. The character attributes, the abbreviation for each, and the definitions of each are:

1. STRENGTH (Str): Measures a character's muscles and physical might, including the ability to lift or move heavy objects and make powerful attacks.

Modifier: Melee attack and damage rolls; Physical skill checks such as jumping, running, swimming, etc.; Saving throws against constricting or impeding effects by external forces and obstacles.

2. DEXTERITY (Dex): Represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks.

Modifier: Armor class; Range attack rolls (but not damage); Agility skill checks such as acrobatics, opening locks, pick-pocketing, sneaking (hiding, moving silently), riding, etc.; Saving throws against any effect that can be dodge aside such as a dragon's breath weapon, or a trap.

3. CONSTITUTION (Con): Reflects a character's overall health and vitality, including the ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison.

Modifier: Added or subtracted number of hit-points per hit-die; Saving throws against effects that affect health and body, such as poison, polymorphing, necromancy and energy draining.

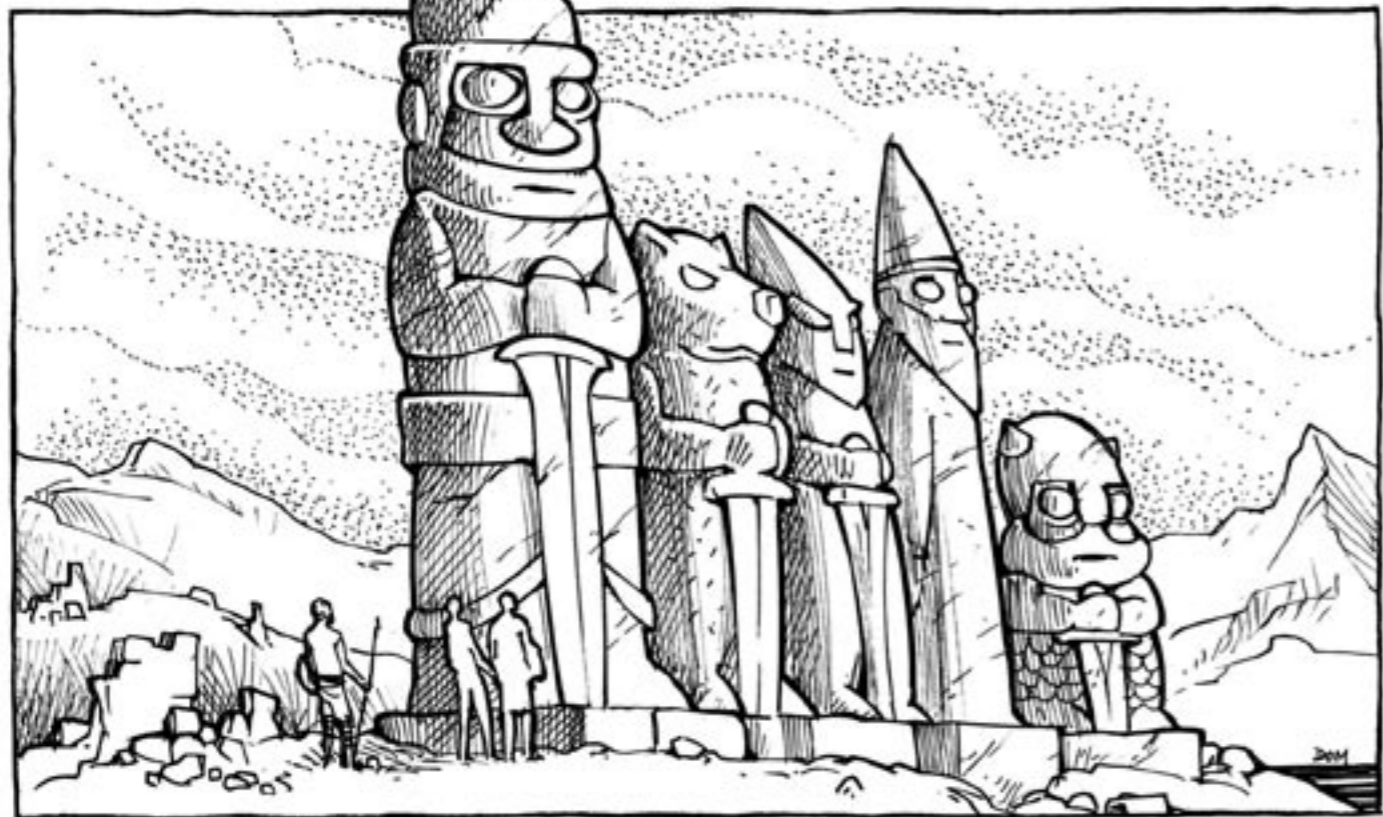
4. INTELLIGENCE (Int): Reflects a character's mental aptitude, including the ability to recall facts, analyze information and handle abstract concepts.

Modifier: Knowledge skill checks, and all wizardry related checks (researching, learning or casting new spells, creating or identifying magical items, etc.); Saving throws against illusions and politicians' lies.

Spellcasting: All magic-users use their Intelligence score to determine if they can prepare and cast more spells per day, and what maximum level of spell may be available to them.

5. WISDOM (Wis): Measures a character's perceptions and intuitions, including the ability to relate to them and make well-considered decisions or judgments.

Modifier: Turn Undead attempts; Perception skill checks, such as noticing things (by taste, smell, view, sound), searching, orienteering, empathy, sensing others' motives, etc.; Saving throws against effects that mislead and disorient.



6. CHARISMA (Cha): Represents a character's force of will and personality, persuasiveness and personal magnetism, including the ability to lead and influence others.

Modifier: Creatures' loyalty toward the character; Communication skill checks such as bluffing, bargaining, intimidating, diplomacy, gathering information, handling animals, disguise, etc.; Saving throws against mind-affecting spells and effects that subjugate and dominate, as well as fear effects.

Character Races

After determining its ability scores, the player chooses a race for his character. In most fantasy games, player characters need not be humans. One may opt to incarnate other humanoid races such as dwarves, elves or halflings. Each race has some special abilities, and sometimes hindrances as well, that make it different to play from the others.

FANTASTIC HEROES & WITCHERY first proposes the seven player character races standard to the game: Dwarves, Elves, Half-elves, Gnomes, Halflings, Half-orcs, and Humans. The background descriptions remain general; players and GMs should not feel bound by the assumptions given in a race's description (reasons for which a few alternatives and variants are sometimes suggested). Then, a set of new character

Table 1.3: Minimum and Maximum of Ability Scores by Race (Traditional Fantasy)

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Dwarf	8/18	3/17	11/18	3/18	3/18	3/17
Elf	3/17	11/18	3/17	9/18	6/18	9/18
Half-elf	3/18	6/18	3/18	6/18	3/18	6/18
Gnome	3/11	3/18	6/18	7/18	3/18	3/18
Halfling	3/11	7/18	8/18	3/18	3/17	3/18
Half-orc	9/18	3/17	11/18	3/12	3/17	3/14
Human	3/18	3/18	3/18	3/18	3/18	3/18

Table 1.4: Maximum Class Levels by Race (Traditional Fantasy)

Classes	Dwarf	Elf	Half-Elf	Gnome	Halfling	Half-orc	Human
Fighter	7	6	6	5	5	10	U
Berserker	7	—	—	—	—	U	U
Knight	—	5	6	—	—	—	U
Ranger	—	6	6	—	—	—	U
Friar	8	—	7	—	4	—	U
Mystic	—	—	8	—	6	—	U
Templar	8	—	5	—	—	4	U
Thief	U	9	U	11	8	8	U
Acrobat	—	U	U	8	6	8	U
Assassin	9	10	11	8	—	U	U
Bard	—	U	U	U	10	—	U
Wizard	—	11	7	6	—	—	U
Warlock	—	9	7	6	—	—	U
Wise-man	—	10	7	7	4	—	U
Clans-dwarf	U	—	—	—	—	—	—
Gothi	U	—	—	—	—	—	—
Eldritch-archer	—	U	6	—	—	—	—
Fae-mage	—	U	7	—	—	—	—
Forestal	—	U	10	—	—	—	—
Warden	—	U	6	—	—	—	—
Illusionist	—	—	—	U	—	—	—
Trickster	—	—	—	U	—	—	—
Folk champion	—	—	—	—	U	—	—
Scout	—	—	—	—	U	—	—

("U" means unlimited in level. The Appendix chapter provides rules for gaining levels past the 13th.)

racers are also proposed for different fantasy genres such as grim sword and sorcery, cosmic horror or swords and planets. Check with the GM which of those races are available in his campaign setting.

Note otherwise that the standard races have been streamlined and simplified. They only get a few basic racial traits, and will have to select racial classes (inspired by a former concept of "races-as-classes") to acquire such cultural traits as a +1 bonus to hit with swords and bows, or the ability to discern many aspects of underground rocky environments.

Base Requirements: All non-human or demi-human races have ability score requirements and maximum limits. In order for a character to qualify for the race they must meet the base requirement on their ability score rolls. If the base score is below or above the requirement, the character does not qualify for the race.

Classes and Levels Limitations: Only when choosing their own racial classes, the non-humans PCs are unlimited in level advancement. Otherwise, as inspired by earlier versions of the game, non-humans are generally limited to a maximum level they can attain in a given class, when the class is allowed to them at all. Then, contrary to former versions of the game, these are absolute limits that cannot be exceeded by



high ability scores, though the GM may allow a Wish spell or divine intervention to gain levels past them.

Note however, that in FANTASTIC HEROES & WITCHERY, there is a distinction between character level and class level. That is, when characters have reached the maximum level allowed to their race in a certain class, they could still gain further character levels in another class. There is no multi-classing or dual classing as in former versions of the game, but characters may change of class during their career (see split class rules).

Racial Hit-Die: Each character has two sorts of hit-points: first, the hit-points due to their racial hit-die, that are considered wound hit-points; and then the hit-points due to their class level, that are considered vitality hit-points. This line indicates the racial HD; all character races have but 1 hit-die, and then will get hit-points from levels.



Lifespan: This line indicates the average number of years a character of a given race will live before dying of old age.

Size: All character races are either of small or medium size. A small race means that an adult is more or less of a human child's size; and medium is similar to human adult size (except for dwarves who are short but squat).

Base speed: To help compatibility with various editions of the game, two systems have been kept. As such, the base movement rate / base speed of each race is expressed both in 1e/2e and 3e format. That is, for most character races it is indicated as: 12" (30 feet).

Attribute Adjust.: Once players have determined their character's attributes, they must then apply the racial adjustment. For example, if the character has 14 both in Strength and Intelligence, and the race chosen indicates "+1 Str, -1 Int", the character will then have 15 in Strength and 13 in Intelligence.

Special: Lists and describes the special abilities and weaknesses (if any) shared by all members of that race.

Traditional Fantasy Races



DWARVES

Dwarves are short (usually 4 to 5 feet tall) but with stocky features. Their body has thick muscles and heavy bones, so dwarves tend to be of the same weight and strength as humans. This makes them much resistant, but also less agile than other races. Dwarves are otherwise often renown for their long hair and thick beards.

Archetypal dwarves tend to carve kingdoms under the mountains, and have a love and affinity for everything mineral (stone and metals, especially gold). However, different dwarven cultures may exist, including communities of dwarves living among humans in cities. Likewise, their name of "dwarf" is but a nickname given to them by humans and elves, not the way they call themselves. Dwarves as a race should rather be called Durin, Dvergar, Kuzgar, Modsogner, etc.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 350 years

Size: medium

Base speed: 8" (20 feet).

Attribute Adjust.: +1 Con, -1 Dex.

Infravision: Dwarves can see in complete darkness up to 60 feet. Infravision is monochromatic, somewhat blurred, doesn't allow to read books, and beyond 10 feet doesn't allow to recognize people from their visage or clothing. It otherwise enables to function (move, combat, etc.) without any light just fine.

Dwarven Resistance: Dwarves get a +2 bonus to their saving throws vs magic and poison (including alcohol and drugs).

Stone Affinity: Dwarves get a +2 bonus to all skill checks that are related to minerals, such as climbing a cliff, appraising a gem, studying a stonework, practicing stone sculpture, etc.

ELVES

Elves are elegant and graceful with delicate features. They are smaller and leaner than humans, but also less robust. They have a fair skin and always appear smooth shaven, for elves do not grow beards or body hair. They nonetheless have long and fine flowing hair, ranging from gold to black in color. They are otherwise renown for their pointed ears. Elves are extremely long-lived, being able to live several centuries, and thus appear almost immortal to humans.

Archetypal elves tend to live in beautiful natural locations where they may construct invisible magical castles or hidden forest villages. Yet, elven cultures can be as varied as those of humans. Best known are the Sylvan Elves who share a deep bond with nature and live in remote forests, or the High Elves who live apart from mankind, usually concerning themselves with art and magic.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 700 years

Size: medium

Base speed: 12" (30 feet).

Attribute Adjust.: Wood elves: +1 Dex, -1 Con; High elves: +1 Int, -1 Con.

Infravision: Elves can see in complete darkness up to 60 feet, and outdoors slightly illuminated by the stars and the moon, up to 120 feet. Infravision is as per dwarves.

Elven Resistance: Elves are immune to *Charm Person* and *Sleep* spells, and to the Paralysis touch of ghouls and other undead.

Keen Perceptions: Elves get a +2 bonus on all Detection checks (e.g. searching for secret doors, noticing far away things, etc.).



Wood elf



High elves

HALF-ELVES

Half-elves are crossbreeds between elves and humans, sharing the features of the two races. They might look more human or more elvish, depending on the circumstances, but will always have some feature betraying their mixed origin (such as having a small beard and slightly pointed ears).

Archetypal half-elves tend to be loners really at home in neither the elven or human communities. Superstitious humans might believe them to be characters who were touched by the fey at birth, with all the consequences that may entail in particular cultures (especially those that fear the supernatural). Then, some elves consider human/elf interbreeding as a sin of sort, and are thus prejudiced against half-elves. Nonetheless, though half-elves generally come as lone individuals, there may exist entire communities of half-elves, like wandering fellowships much similar to gypsies for example.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 180 years

Size: medium

Base speed: 12" (30 feet).

Attribute Adjust.: +1 Dex (Wood elf), or +1 Int (High elf)

Infravision: As per elves, but at half range (i.e. 30 feet in darkness; 60 feet outdoors).

Keen Perceptions: Half-elves get a +1 bonus on all Detection checks.

GNOMES

Gnomes are in fact a cousin race of the dwarves, probably an offshoot that got some fey blood in a distant past. As such, gnomes resemble smaller dwarves with bigger noses and pointed ears, and have a habit of wearing funny and colorful clothing. However, the main difference with their dwarven cousins, is that gnomes can use magic (even though it is normally restricted to illusion spells).

There mostly exist two sub-races of gnomes: woodland gnomes and deep gnomes. The woodland gnomes tend to live in rolling and well wooded hills, where they usually build underground villages, or live in large, hollow trees. They often live in good company with fey creatures such as pixies, unicorns, dryads, etc. Then, deep gnomes live in remote caverns deep underground in a manner much similar to dwarves.

Racial Hit-Die: 1d6 (wound hit-points)

Lifespan: 220 years

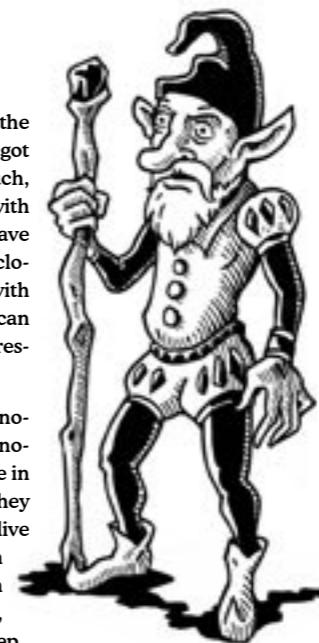
Size: small

Base speed: 8" (20 feet).

Attribute Adjust.: +1 Cha, -1 Str.

Infravision: Gnomes can see in complete darkness up to 60 feet. Infravision is as per dwarves.

Gnome Resistance: Gnomes get a +2 bonus to their saving throws vs magic and poison (including alcohol and drugs).



Small Size: Gnomes get a +4 bonus to Stealth checks, then a +2 bonus to AC when fighting large humanoid such as ogres and trolls, and a +4 bonus when fighting giants.

Small weapons: Due to their small size and short arms gnomes can only use small-sized weapons such as daggers, short-sword, short-bow, hand axe, etc. A battle-axe, longsword or similar weapon would have to be used two handed; and larger weapons such as two-handed swords cannot be used.

HALFLINGS

Halflings resemble humans of child size, with round features and large hairy feet. Their small size makes them physically feeble compared to other races, and they likewise must use smaller, less effective weapons. However, halflings tend to be cheerful and easy-going, leading simple lives, being generally sympathetic and seemingly posing no threat. As such halflings tend to be well accepted in most places, even if some rumors depict them as thieves.

Archetypal halflings tend to live in quiet rural environments, where they dig houses in the hills. They are an industrious race, though not overly dedicated, and enjoy the company of others. Halflings normally prefer the comforts of home to adventuring, so halfling adventurers are an oddity among their kin. They're not cowardly, but they would sooner avoid a fight than engage in one.

Racial Hit-Die: 1d6 (wound hit-points)

Lifespan: 110 years

Size: small

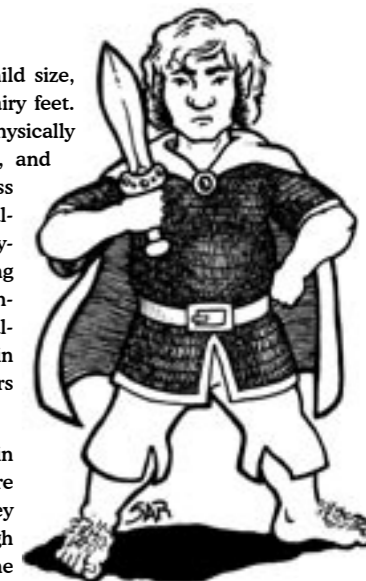
Base speed: 8" (20 feet).

Attribute Adjust.: +1 Dex, -1 Str.

Lucky: Halflings seem to be favored by a good fortune. They get a +1 bonus to all saving throws because of this luck, that will also manifest against detrimental events once per day. For example, if they were brought below zero hit-points by a single attack, they would miraculously survive at but 1 hp remaining; if some horrendous foe would have to choose between them or a companion for a meal, the foe would choose the companion; etc. This is left at GM's determination, but if dice rolls are to be involved, halflings should roll twice and choose the best result.

Small Size: As per the gnome race's ability.

Small weapons: As per the gnome race's ability.



HALF-ORCS



Half-orcs are crossbreeds between orcs and humans, sharing the features of the two races. Or alternately, if the GM prefers, this race could represent some Neanderthal primitives, or a sub-race of more civilized and evolved orcs (rather than half-breeds). In any case, half-orcs appear as ugly and bestial humans with thick jaws, short necks and powerful bodies. They are stronger and less intelligent than humans, and tend to have bad tempers.

As half-breeds, half-orcs either belong to their human or orc parent's culture, and so act and behave as a human or orc would. Nonetheless, half-orcs generally endure lasting rejection, thus tend to become asocial, if not violent characters. Half-orcs are seldom accepted in any human communities, and thus have not much choice but live the life of a brigand, mercenary or adventurer. In orc tribes, half-orcs usually die quickly unless they prove to be stronger and smarter, and succeed in gaining a position of power above the others.

Racial Hit-Die: 1d10 (wound hit-points)

Lifespan: 70 years

Size: medium

Base speed: 12" (30 feet).

Attribute Adjust.: +1 Str, +1 Con, -1 Int, -1 Cha.

Infravision: Half-orcs can see in complete darkness up to 60 feet. Infravision is as per dwarves.

Half-orc Hardiness: Half-orcs get a bonus of +4 permanent hit-points (i.e. vitality hit-points) at first level.

HUMANS

Humans don't need any particular description. In many campaigns they are modeled on the typical European humans of the middle-ages, though this doesn't have to be necessarily so.

Because of their high birth rate, quick maturation compared to other races, usually industrious attitude, tenacity and ingenuity, humans have created vast empires and spread their influence to every corner of the world. Then, among humans there is a minority of individuals who generally become the leaders, movers and shakers of human society. Human player characters, as well as important NPCs, should be of this special type, who get the racial benefits described below (while other humans get no special abilities; roll 3d6 in order for their ability scores; and are capped at 9th level).



Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 90 years

Size: medium

Base speed: 12" (30 feet).

Attribute Adjust.: +1 bonus to a single, chosen ability score.

Experience Bonus: If having a score of 15+ in the requirements of their class (e.g. Strength for fighters) humans get a +20% bonus to their earned experience points (e.g. if a character earned 1000 XP at the end of the adventure, the player records +1200 XP on the character sheet).

TIEFLINGS

Tieflings are members of various races who can trace their bloodline back to a fiend (e.g. a demon such as a succubus). The effects of having a supernatural being in one's heritage last for many generations. Although not as dramatically altered as half-demons, tieflings still retain a few special qualities and a usually bad personality. As such, tieflings resemble the specie of their humanoid parents (and thus could look as a dwarf, elf, human, etc.), but with unpleasant features that betray their dark origin. Hence, a gnome with red eyes, clawed hands and pointed teeth, who stares at you with a creepy smile, is probably a tiefling. In any case, no two tieflings are the same.

Due to their tainted heritage and their being often rejected from society, tieflings tend to be criminals, when they aren't evil sorcerers. They don't fit in any culture except the most corrupt ones. Tieflings are likely to hide their nature from others. However, when they are powerful enough to impose themselves and rule, they pretend to be of superior origin and look down upon normal people with contempt. Yet, there are also tieflings who don't conform to this cliché. Some tieflings have been obsessed with cleansing themselves from the taint, while others relentlessly hunt demons in order to exact a just vengeance for what they had done to their ancestors.

Tieflings are rare and special individuals born tainted by Chaos. Sometimes their whole family are tieflings, but they still retain the major characteristics of their humanoid parents' race. For example, although they bear a mark that betrays their fiendish lineage, and have different racial traits not shared by members of their normal parents' race, tieflings may usually interbreed with them. Nonetheless, the GM might want to create a whole specie of tieflings (such as the Dark Elves shown here), descended from a whole community of people who were warped by Chaos, and then produced the stable lineage of a whole new race.

Racial Hit-Die: As per humanoid parent's race.

Lifespan: As per humanoid parent's race, or 170 years.

Size: As per humanoid parent's race.

Base speed: As per humanoid parent's race.

Ability Scores Limitations: As per humanoid parent's race.

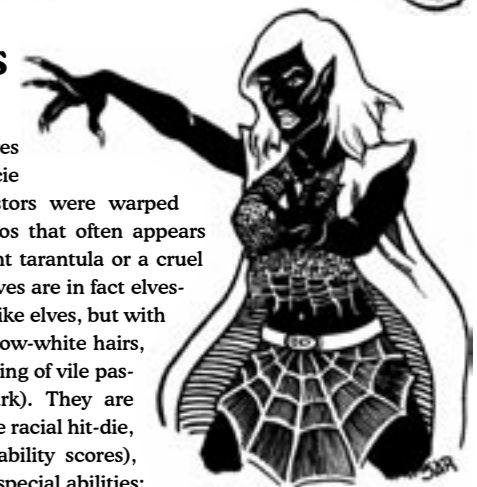
Attribute Adjust.: As per humanoid parent's race.

Character Classes: As per humanoid parent's race for core classes. However, tieflings cannot be of their humanoid parent's racial classes. Instead, they can reach unlimited level advancement in the Assassin and Warlock classes. (See also p.393)

Infravision: Tieflings can see in complete darkness up to 60 feet. Infravision is as per dwarves.

Special abilities: Tieflings get three special abilities, randomly determined on the table thereafter (roll until you find three different abilities, discarding identical results).

DARK ELVES (Tiefling race)



This sub-race of elves are an infamous specie whose distant ancestors were warped by a goddess of Chaos that often appears in the shape of a giant tarantula or a cruel elvish queen. Dark elves are in fact elves-tieflings who appear like elves, but with a pitch-black skin, snow-white hairs, and vicious eyes burning of vile passions (their Hell Mark). They are mostly elves (i.e. same racial hit-die, lifespan, speed and ability scores), but get the following special abilities:

Attribute Adjust.: Female dark elves get a -1 to Strength and +1 to Charisma; Male dark elves get a -1 to Wisdom and +1 to Dexterity.

Light Hurts: When exposed to daylight (sunny day) or a *Continual Light* spell, dark elves suffer a -1 penalty to all attack and damage rolls, skill checks and saving throws. In addition, their spellcasting level (if any) is at -1 (e.g. a 5th level dark elf mage would cast a 4d6 *Fireball*, rather than a normal 5d6 one).

Infravision: Dark elves can see in complete darkness up to 60 feet. Infravision is as per dwarves.

Dark-Elf Resistance: +2 bonus to saving throws against poison and against spells and magical effects.

Spell-like Abilities: Can cast *Darkness 15' radius*, 1/day at their caster level or half character level.

Table 1.5: Tieflings Special Abilities (roll a d100)

01-10:	+2 bonus to saving throws and ½ dmg. vs acid
11-20:	+2 bonus to saving throws and ½ dmg. vs cold
21-30:	+2 bonus to saving throws and ½ dmg. vs electricity
31-40:	+2 bonus to saving throws and ½ dmg. vs fire
41-50:	+2 bonus to saving throws vs spells and magic effects
51-55:	Immunity to poison and disease
56-60:	<i>Charm Person</i> spell-like ability 1/day*
61-65:	<i>Darkness 15' rad.</i> spell-like ability 1/day*
66-70:	<i>Detect Thoughts (ESP)</i> spell-like ability 1/day*
71-75:	<i>Detect Good/Evil</i> spell-like ability 2/day*
76-80:	<i>Detect Magic</i> spell-like ability 3/day*
81-85:	<i>Invisibility</i> spell-like ability 2/week*
86-90:	<i>Vampiric Touch</i> spell-like ability 1/week*
91-00:	Choose any ability above

(*: Cast at the tiefling caster's level, or half character's level if not a spellcaster)

Chaos Affinity: Tieflings cannot be of the Law alignment.

Fiend Blood: For all effects (magical or not) related to race, a tiefling is considered a fiend. That is, all magical items, sacred places and the like that would adversely affect a demon, also affect the tiefling. Note however that tieflings are natives to the prime material plane, and thus are not subject to banishment magic.

Hell mark: Tieflings are recognizable as such. They all have some demonic feature marking them as evil, such as pointed teeth; forked tongue; cloven hooves; a small thin tail; black, red, or feline eyes; six fingered hands; a scaly skin; small horns on the forehead...



Weird Tales Races



Table 1.6: Minimum and Maximum of Ability Scores by Race (Weird Tales)

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Human	3/18	3/18	3/18	3/18	3/18	3/18
Human-Tainted	3/18	3/18	3/16	3/18	3/15	3/16
Primate	9/18	7/18	7/18	3/15	3/18	3/18
Reptilian	9/18	3/17	6/18	3/18	3/18	3/17
Revenant	3/18	3/18	—	3/18	9/18	11/18
Winged Folk	7/18	3/18	7/18	3/18	3/18	3/18
Witchling	3/18	3/18	3/18	3/18	3/15	3/16

Table 1.7: Maximum Class Levels by Race (Weird Tales)

Classes	Human Exotic	Human Earthling	Human Tainted	Primate	Reptilian	Revenant	Winged Folk	Witchling
Fighter	U	U	9	8	U	6	9	5
Berserker	U	—	11	8	—	—	—	—
Thief	U	8	U	8	11	8	6	11
Acrobat	U	8	U	11	6	11	6	6
Assassin	U	8	U	—	11	11	—	11
Bard	U	—	U	—	—	8	—	6
Necronimus	9	—	U	4	9	U	11	9
Occultist	—	—	U	—	—	U	—	U
Psychic	9	9	U	—	9	U	11	9
Rifleman	6	U	6	—	6	—	—	—
Savant	6	U	6	—	6	—	—	—
Sky-lord	6	U	6	—	6	—	6	—
Wild-brute	U	—	6	U	U	—	U	—

(*U" means unlimited in level. The Appendix chapter provides rules for gaining levels past the 13th.)

HUMANS

In most Sword & Sorcery campaign worlds, humans are normal (i.e. as per fantasy humans p.15). However, in a Swords & Planets setting, humans could be subtly or significantly different from Earth-men. This difference especially comes into play when an occasional visitor from Earth meets them. Hence, at GM's discretion, human PCs in such a world, may either belong to the setting's native human race (i.e. be an "exotic human"), or be the rare occasional visitor from Earth (i.e. be an "earthling").

1) Exotic Humans

Although humans are treated as a single race, they may come in many varieties, both from a cultural point of view and physical aspect. Some of them belong to savage societies torn by war and crime, while others could be the last descendants of some antique, scientifically advanced civilization, who live reclusive amidst the last citadels of their glorious past. In any case, these humans generally have some physical distinction, when compared to those who might come from Earth. Native humans may thus have a light blue skin that insulates them from their sun's radiation; their face might be relatively different, such as having a very small nose; their eyes might be entirely blue; etc. These slight mutations always represent an adaptation to an alien environment (compared to Earth), whether it was genetically engineered by their distant forefathers, or appeared naturally over long periods of time.

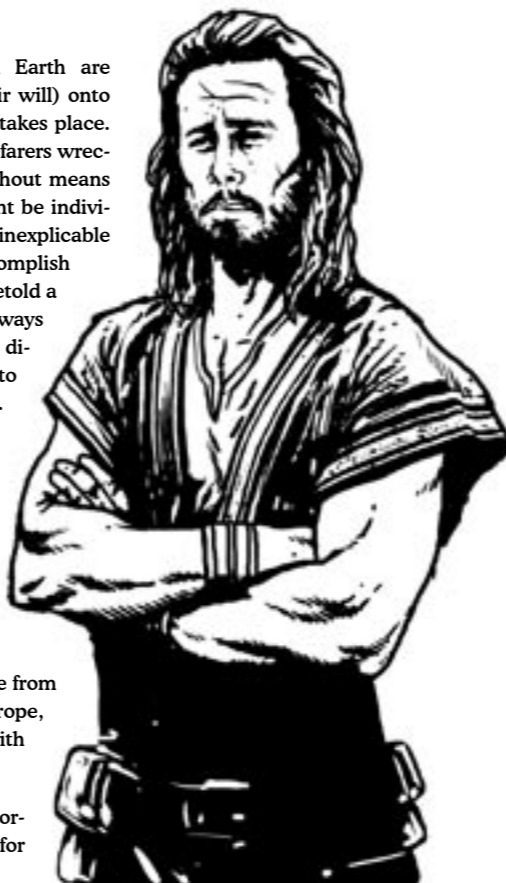
Racial Traits: As per normal humans described for fantasy races.

Attribute Adjust.: GMs could assign an adjustment to different races of exotic humans. For examples: the mystically oriented blue men would get +1 Wis and -1 Str; the ancient, technologically dependant, gray men would get +1 Int and -1 Con; and the aggressive and primitive crimson men would get +1 Str and -1 Int.

2) Earthlings

Occasionally, humans from Earth are brought (usually against their will) onto the planet where the action takes place. Such humans could be spacefarers wrecked upon an alien world without means to return home; or they might be individuals brought there by some inexplicable event or accident, to accomplish some improbable destiny foretold a long time ago. Earthlings always display some subtle physical divergence when compared to native (i.e. exotic) humans. However, their main difference is physiological, as for having been born and raised on a distant planet, earthlings can react in special ways to their new environment. Note otherwise, that (in typical Swords & Planets settings) most of the time earthlings seem to come from the 20th century US or Europe, and are well acquainted with sciences and technology.

Racial Traits: As per normal humans described for fantasy races.



Weird Aspects: Earthlings get 1d4 special advantages or disadvantages, randomly chosen on the table below. Note however that they aren't traits inherent to the character or his/her race, but advantages that in fact stem from the character being on an alien planet. If the character were to go back to Earth, these circumstantial benefits or hindrances would no longer apply. Note also, that at GM's discretion, earthlings might become accustomed to the different conditions of the planet, so eventually they would cease to affect them. In this case, for each special advantage or disadvantage, there is a 5% cumulative chance per adventure (gaming session) that it no longer applies, as the character has grown used to the peculiar circumstances that generated it in the first place.

Table 1.8: Earthling's Weird Aspects (roll a d100)

01-10: Alien Brain. +2 bonus to all saving throws vs mind affecting spells and effects. The structure of the Earth human's brain is oddly different, rendering it highly resistant to powers designed to work against the planet's natives.

11-20: Compelling Figure. +2 bonus to all Charisma-based skill check with the planet's native humans. Then, wherever the character goes, his deeds are told and retold, with tales traveling ahead of him faster than would seem plausible. Something about the character's alien nature strikes an odd, almost subconscious, chord in the native humans' psyche. He may recall them their distant, legendary forefathers, or may resemble a prophesied figure, someone who is part of ancient lore and religion, or both.

21-30: Dense Flesh. DR 2 (i.e. -2 points of damage per die down to a minimum of 1) against all melee or thrown weapons, missiles from bows and crossbows, and damage from falls, but not from ray-guns, firearms and the like. Either because Earth has a heavier gravity, or whatever other unknown reason, the character's skin and bones are more dense than that of native creatures, and thus are more resistant to injury.

31-40: Disease Immunity. Immunity to all of the planet's natural diseases, and a +2 bonus to saving throws against supernatural diseases. The Earth human's DNA is incompatible with that of local viruses, so they are just ineffective against him.

41-50: Enhanced Reflexes. +2 bonus to initiative, and a +1 bonus for not being surprised. For some reason, the character's nerves and muscles twitch faster on this planet, thus grant him extraordinary reaction abilities.

51-60: Enhanced Vigor. +4 bonus to Acrobatics and Athletics skill checks, and the character's encumbrance capacity is calculated as if his strength was 4 points higher. The planet has a lower gravity, so the character seems to be stronger (this doesn't simply result in a Strength score increase, for mass remains the same).

61-70: Hindered Senses. -2 penalty to all Detection checks involving sight, hearing or smell. The character is at a loss in the dim light and thin atmosphere of the planet, where his eyes are normally adapted for the brighter sun and his ears adapted for the thicker air of Earth.

71-80: Inedible Food. Each time the character consumes food, he must succeed a Constitution saving throw or be poisoned, with the resulting effect (roll 1d6): 1-3 = the character is nauseous and incapacitated, suffering a -2 penalty to all rolls until next day; 4-5 = the character is disabled until next day, incapable of physical activities, or suffering a -6 penalty to all rolls if he attempts any;

6 = the character is mortally poisoned and dies in 1d6 turns. The character cannot digest the planet's food, unless he finds some method (technological or magical) to make it edible. (Note that the spell *Purify Food & Drink* operates with regard to the native creatures, not the character who would thus have to create his own variant of the spell...)

81-90: Poisonous Air. The character has difficulty to breath, and coughs a lot. Each time he is engaged in strenuous activities (requiring him to breath more air) such as fighting, he must succeed a Constitution saving throw, or be incapacitated for 1d6 rounds. (If the character fails the save by more than 5 points, he can only cough in a painful way and also loses 1d4 hit-points; otherwise he is at but a -2 penalty to attack rolls, saving throws and skill checks.)

91-00: Sensory Protection. +4 bonus on all saves against effects which cause Blindness or Deafness. The character's senses, used to the bright lights and thick air of Earth, are notably resistant to forces which can overwhelm the weaker senses of the native humans.

HUMANS - TAINTED

Tainted humans are unfortunate individuals who were tainted at birth by the corrupting energies some of their ancestors dealt with, such as those resulting from studying the Cthulhu Mythos extensively. Tainted humans thus appear physically warped, with bent legs, hips or feet. As such they can't but move slower, and are physically less resistant. However, what they lack physically, tainted humans make up with an instinctive sense of the dark horrors that lurk in the foul recesses of the world, and nearby dimensions of nightmare. Unfortunately, for the same reason, tainted humans are forever haunted by secrets mankind was never meant to know.

Tainted humans are found in human communities. At GM's discretion, they might even come from Earth, having been drawn into another dimension or onto another planet because of what warped them in the first place. In any case, tainted humans tend to be paranoids constantly on their guards for natural or supernatural aggression. They both fear normal human society that shun them out of suspicion, and they fear the supernatural horrors at the origin of their curse. For these reasons, most tainted humans prefer to spend their lives in isolation, overprotected with thick walls, electronic devices, traps and weapons, and magic if they can.

Racial Hit-Die: 1d6 (wound hit-points)

Lifespan: 90 years

Size: medium.

Base speed: 10" /25 feet.

Attribute Adjust.: +1 Int., -1 Con.

Horror Sense: Tainted humans intuitively sense the presence of supernatural evil in the vicinity, and recognize it when they see it. They can *Detect Evil* and *Detect Magic* at will, as per the 1st level spell, if that evil and/or magic pertains to supernatural evil and horror (e.g. they would sense the evil of a demon, but not of a mere commoner). Furthermore tainted humans gain a +2 bonus on all skill checks made to detect, recognize, or know something about supernatural evil.

Immunity to Sleep: Immunity to sleep inducing magic and drugs. In addition, tainted humans make Hear-Listen skill checks

while asleep as though awake; and can act immediately upon waking. Tainted humans are in fact paranoids afraid of the dark; they fear of being hopeless while sleeping and be attacked by supernatural horrors in the darkness of the night.

Paranoid Alertness: As related to the two abilities above, tainted humans gain a +1 bonus for not being surprised (i.e. are surprised but on a 1 on d6) by evil supernatural creatures.



PRIMATES

Primates are tall hominids resembling an evolved specie of Earth-like apes, which they actually might be in certain campaign settings (e.g. Planet of the Apes). They stand at an average of 7 feet tall (2.1 meters) and weigh in around 210 lbs. Primates are covered with thick fur except for their face, and have retractable claws. The fur of both genders normally range in color from light to dark brown. Primates are a primitive specie that usually live in the depth of forests or high amidst snowy mountains. They can be very strong, but are often prone to irrational actions and a lack of insight.

Primate are usually content to live in harmony with nature in their native forests. As an arboreal specie, they usually have a deep respect and understanding of the cycles of life and nature. These primitive hunters are nonetheless driven by curiosity and are moreover extremely adaptable. As such, when a primate hears «The Call», although he may be awed by the outer world's wonders, he will stop at nothing to go on adventuring to discover the marvels of the universe. On the other hand, primates rarely understand nor care for the concepts of fame and fortune.

Racial Hit-Die: 1d10 (wound hit-points)

Lifespan: 70 years

Size: medium

Base speed: 8" (20 feet) on two legs, or while climbing; but 16" (40 feet) on all four limbs.

Attribute Adjust.: +1 Str, +1 Con, -1 Int, -1 Cha.

Clawed Hands: The primates' clawed hands are natural weapons that can deal 1d4 of (lethal) damage. However, these big hands are not as well developed for gripping as those of humans, so primates suffer a -2 penalty on all skill checks where fine manipulation is required, such as picking pockets or opening locks.

Prehensile Toes: Primates can grasp objects with their feet. This grants them a +2 bonus on Climb checks. It also may grant other useful abilities at the GM's discretion, such as being able to make attacks with a weapon held in their feet while hanging to a wall or tree (though this cannot grant additional attacks, and incurs a -2 off-hand penalty to hit).

Thick Fur: The primates' heavy fur coat grants them a +2 bonus to AC, and protects them from cold as for humans wearing heavy clothing.

Superstitious: Primates are afraid of sorcery. They suffer a -2 penalty to their saving throws against fear when it involves anything supernatural; and might be required (at GM's discretion) to make a Charisma saving throw to willingly deal with anything magic (such as wearing or using magical items, unless they are of the most basic sort, like a +1 dagger).

REPTILIANS

Reptilians are humanoid descended from reptiles instead of mammals. They stand between 6 to 7 feet tall and weight from 200 to 260 lbs. Reptilians resemble some kind of humanoid lizards or crocodiles, covered in a thick scaly skin, and who have clawed hands and feet as well as a big tail. They are strong but also tend to be clumsy. Otherwise, it is left to the individual GMs to determine who reptilians specifically are. Depending on the campaign, reptilians could either be lizardmen, saurians (humanoids descended from dinosaurs), half-dragons (humans with draconic blood in their veins), or whatever.

Reptilians usually have a culture and a way of thinking almost alien to other humanoid races. They tend to be instinctive, deciding on the spur of the moment what they will do according to subtle hints such as smell, that other races would probably overlook. Yet, reptilians are also extremely patient, able to wait calmly for days or weeks for the right opportunity to present itself. Their cultural level will depend on what the GM decides this race represents: lizardmen are usually primitives living in tribes amidst tropical swamps; saurians are often the inheritors of some antique civilization now almost disappeared; half dragons do not necessarily form a race of their own, and could live among other races or near their draconic parent; etc.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 150 years

Size: medium

Base Speed: 12" (30 feet).

Attribute Adjust.: +1 Str, -1 Dex.

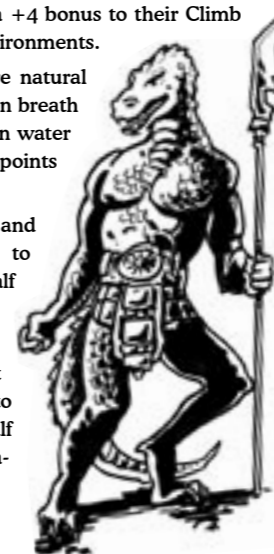
Reptilian Affinity: +4 bonus to all Charisma-based skill checks and reaction rolls with reptilian animals and monsters (including dragons), but not other members of their specie and sub-species.

Scaly Skin: It grants them a +2 bonus to AC.



Special Ability: Reptilians come into different sub-species that get different special abilities:

- **Blue (storm reptilians):** Against electricity attacks, they get a +2 bonus to their saving throws and suffer only half damage.
- **Gray (cavern reptilians):** They get a +4 bonus to their Climb and Stealth checks when in rocky environments.
- **Green (swamp reptilians):** They are natural swimmers at their base speed, and can breath water. However, they must immerse in water at least 1 hour per day or lose 1d6 hit-points from dehydration.
- **Red (fire reptilians):** Against fire and heat attacks, they get a +2 bonus to their saving throws and suffer only half damage. Then, in natural hot desert weather they suffer no discomfort.
- **White (snow reptilians):** Against cold attacks, they get a +2 bonus to their saving throws and suffer only half damage. Then, in natural arctic weather they suffer no discomfort.



(Optional race) Half-Dragons

Some GMs may want their half-dragons (if any such race does exist in the campaign world) to be more powerful and more evolved than a simple lizardfolk-type of reptilian humanoids. The following addresses such a concern. However, even with the additional hindrance, half-dragons are clearly more powerful than all other races, and as such might better be restricted to the occasional NPC.

Advantages: As reptilians above, plus the following additional abilities and hindrance:

- **Breath Weapon:** Half-dragons get a breath weapon appropriate to their color (fire for red, acid for green, lightning for blue, etc. as the GM sees fit). They can use it a number of times per day equal to 1 + con bonus (if any); it is a 10 feet long cone, 3 feet wide at the end; damage is dependant upon level: 1d8 from 1st to 3rd lv; 2d8 from 4th to 6th lv; 3d8 from 7th to 9th lv; 4d8 from 10th to 12th lv; and 5d8 thereafter.
- **Infravision:** Half-dragons can see in complete darkness up to 120 feet. Infravision is as per dwarves.
- **Keen Senses:** +2 bonus on all Detection skill checks.
- **Long Lived:** Half-dragons inherit the longevity of their draconic parent. They have the same lifespan as elves.
- **Slower Level Progression:** Half-dragons are slower to gain levels. For all their superiority, half-dragons are also accustomed to live almost forever, and are thus used to take their time to learn. As such half-dragons need more experience to gain levels. To reach the 2nd level a half-dragon must accumulate the XP normally needed to get to the 3rd level. Then the XP of the 4th level to reach the 3rd level, and so on. (That is, with the same amount of XP, a half-dragon is one level below a character from another race.)

Allowed Classes: In addition to the classes and level allowed to normal reptilian characters, half-dragons can gain unlimited level advancement as Psychics and Wizards.

REVENANTS

Revenants are not another humanoid specie, but the ghost-like shades of once-living people. They are disembodied spirits who return from death with a semi-solid body made from ectoplasm. Their flesh, hair and clothing are drained of color, causing them to appear as dulled versions of themselves. Yet, revenants appear to be in perfect physical condition, looking like an idealized version of their former selves. For example, old people emerge looking as they did in their prime, wearing their favorite clothes and equipment. However, revenants with low self-esteem may appear dressed in rags, while those with a very high opinion of themselves have the ideal clothes for their personality. In any case, revenants are not living people, but undead, with all that entails: revenants do not eat nor breath, but have to drain the life-force of other beings to remain operational; they do not sleep, but enter a state of inactivity in which they disappear inside a nearby object, recovering strength while dormant.

Revenants have traded their mortality for the curse of undeath and the promise of tying up loose ends in their lives. The irony is that the transition from living to dead destroys part of their former being and they end up unable to remember what they returned to life for. They are nonetheless driven by their sheer force of personality to seek out the truth about their former lives, and remember what the important obligations that made them return, were. In any case, revenants can only exist alongside mortals, provided they keep their appetites in check, a task that they can achieve, unlike their regular undead cousins.

Racial Hit-Die: 1d10 (wound hit-points)

Lifespan: Unlimited

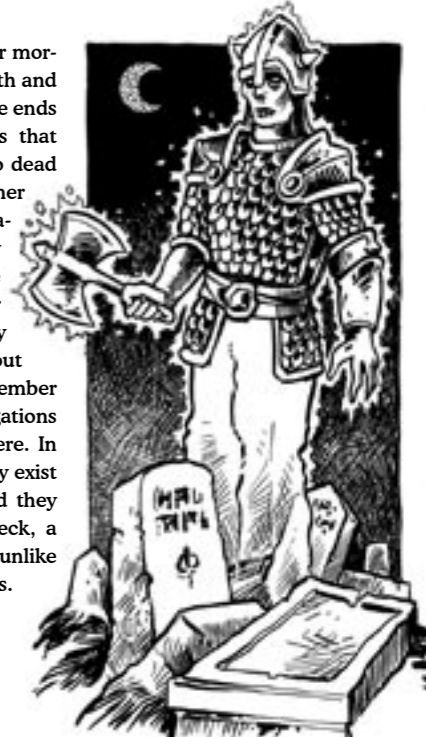
Size: medium

Base speed: 16" (40 feet).

Attribute Adjust.: +1 Cha, -1 Str.

Darkvision: Revenants can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight and revenants can function just fine with no light at all (in fact the revenants' darkvision functions much better than living creatures' infravision).

Ectoplasmic Body: A revenant's body is held together by will, and is not made of natural matter. It has no weight (so it doesn't trigger pressure traps below the feet; grants a +4 bonus to all Climb checks; etc.), and all physical, non-magical attacks only deal half damage to it, as they partly pass through its substance. However, having a nearly insubstantial body incurs other consequences: Revenants can only manipulate objects crudely, enough to open doors and lift items, but not with enough strength nor dexterity to use them very efficiently. As such, they cannot don clothing nor armor, cannot apply Strength bonuses in combat, and cannot apply Dexterity bonuses to delicate manipulations of objects (e.g. pick-pocket and open locks attempts).



In fact, the only equipment that revenants can use without restriction, is the equipment that is an integral part of their ectoplasmic body. That is, a revenant comes back to the world of the living with items that were once part of the character's life and are now made of ectoplasm, but usable normally. In game terms, the characters buy starting equipment normally, as per the rules. This equipment is part of themselves, but will be usable like its normal, physical counterpart would (e.g. armor protects as normal, but is weightless and non-hindering; weapons deal normal damage, to which is added strength modifiers; a rope can be used to climb a wall; etc.). However, this equipment is never lost, never destroyed (though it disappears if the revenant is slain), cannot be given to other people or revenants, etc. Revenants cannot gain additional equipment unless using some powerful magic (e.g. a *Wish* spell) to make it become an integral part of them.

No Constitution: Revenants don't have vital, bodily functions. As such they don't have a Constitution score, and thus are immune to: any effect that requires a Constitution saving throw (e.g. diseases, poison); ability damage, ability drain and energy drain; backstab and critical hits; cold; fatigue (e.g. revenants can run indefinitely without stopping); lack of air to breathe; etc.

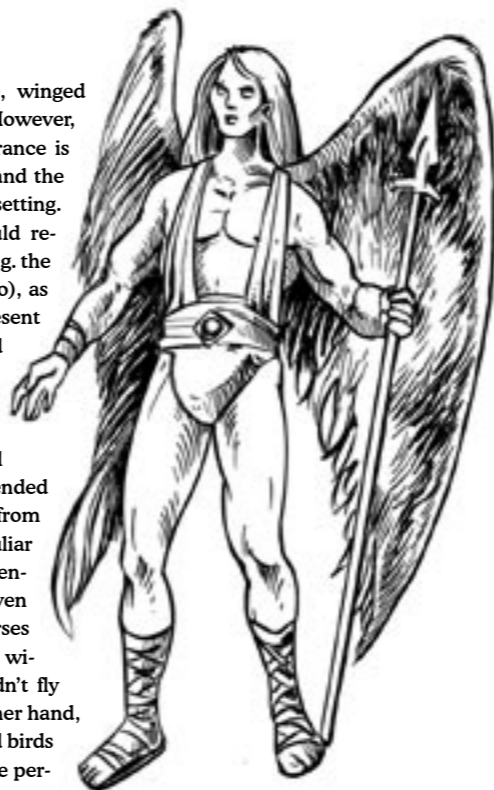
Life Drain: Revenants need nourishment, but cannot ingest (and even less digest) food; they can lose hit-points, but cannot recover them with magic or healing. In both cases, a revenant needs the life force of living beings. This requires to make a successful unarmed attack, and then the target to fail a Constitution saving throw, in which case revenants drain 1d8 hit-points from their victim. If the target succeeds its save however, the attack has no effect.

Vulnerabilities: Revenants are subject to Turn/Rebuke Undead. Their level count as hit-dice of undead. In addition, revenants are subject to holy/unholy water, as well as all magic items and spells that specifically affect undead.

WINGED FOLK

Winged folk are bird-like, winged humanoids who can fly. However, the details of their appearance is left to the individual GM and the specifics of the campaign setting. As such, winged folk could represent winged humans (e.g. the Hawkmen of planet Mongo), as much as they could represent a race of bipedal humanoid birds (e.g. Aarakocra or Kenku). Note that races of winged humans generally have a supernatural origin, such as being descended from celestial creatures, or from ancestors who had a peculiar relationship with the Elemental plane of Air. It could even be that some magic courses through their veins, and without it winged folk couldn't fly (but only glide). On the other hand, a race of bipedal humanoid birds such as Aarakocra could be perfectly natural creatures.

Winged folk often hail from planets with a lower gravity than Earth, and a denser atmosphere, both of which are more propitious to flight, especially when winged humans are considered. In swords & planets settings, winged folk could be genetically engineered humans, yet na-



tural bipedal humanoids such as Aarakocra would probably fit better. In any case, winged folk typically live high atop of mountains, recluse from other humanoid races. They form but small communities and are said to build their homes perched on cliffs, or on mountain peaks. As they abhor enclosed spaces however, winged folk are never found underground unless brought there against their will.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 100 years

Size: medium

Base speed: 10" (25 feet); fly: 16" (40 feet).

Attribute Adjust.: +1 Wis, -1 Dex.

Avian: Winged folk can fly with their wings (maneuverability C).

Cold Inured: Winged folk spend most of their time in altitude in rather cold areas, and cannot wear heavy clothing, so evolution inured them against cold. As such they treat any natural cold environmental temperature as if it was two grades less (e.g. Severe Cold has the same effects as Moderate). In addition, winged folk get a +4 bonus to saving throws vs cold magical attacks.

Keen Vision: Winged folk have a +4 bonus to see/discern things far away (for close range detection checks involving sight, this bonus is only of +2). Similarly, winged folk can see thrice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also distinguish color and detail under these conditions. However, in complete darkness, winged folk are as blind as humans are.

Claustrophobia: Winged Folks are claustrophobic and don't feel well in enclosed space, especially underground. They suffer a -2 penalty to all rolls when in such environments.

Restrictive Form: Winged folks are hindered by their unusual shape and wings. First, when flying they are encumbered as if what they are carrying were double weight. Then, winged folk can only wear special armor made for them, which provide an AC bonus 1 point lower than the same type of armor made for humans.

WITCHLINGS

Witchlings are a degenerate offshoot of the human race. They look like warped humans, coming in all shapes and sizes. As such they could be the height of dwarves or towering over the tallest of humans; their bodies likewise range from gaunt to portly, while their hair, beard, and body hair may be from complete baldness to a near fur. It's not unusual for witchlings to have ugly features such as being hunchbacked or having six fingered hands. The one thing that witchlings have in common however, is that they are uniformly sickly looking; their skin is pale, almost chalky in appearance, and their cold white eyes are deeply sunk in their sockets.

Once normal humans, witchlings degenerated into their own warped race from constant dealings in the occult and demonology. They

once ruled a vast empire with the help of powerful sorcery, but today live recluse amidst the black walls and blind towers of their last city. Being born and raised in a culture rife with intrigue and deception, witchlings tend to become devious and paranoid. Moreover, all who survive to adulthood develop a certain amount of callousness, having been witness to far more cruelty than a stranger would have thought possible in a lifetime.

Racial Hit-Die: 1d8 (wound hit-points)

Lifespan: 175 years

Size: medium

Base speed: 10" (25 feet).

Attribute Adjust.: +1 Int, -1 Con.

Arcane Expert: Witchlings get a +2 (and +10%) bonus on all checks related to magic and its use. This bonus applies to Knowledge checks, rolls to learn new spells, etc., but also to the thief's Use Magic Scrolls ability.

Arcane Resistance: Witchlings get a +2 bonus to their saving throws vs magic.

Chaos Affinity: Witchlings cannot be of the Law alignment.

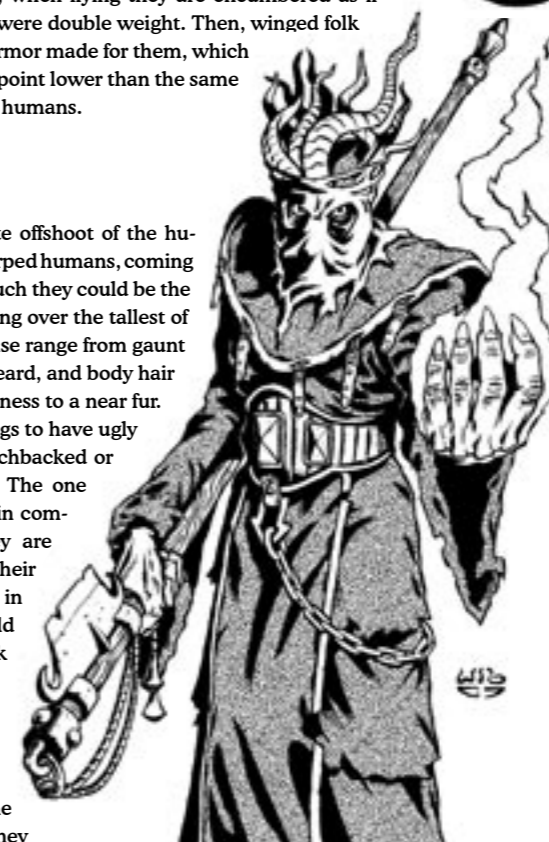
Infravision: Witchlings can see in complete darkness up to 60 feet. Infravision is as per dwarves.

Character Backgrounds

Backgrounds provide a means for establishing the past experiences and profession of a character, prior to their joining one of the character classes in the game. Each background is deliberately broad in definition and players are encouraged to fill in the details to add more depth to the character.

In situations where characters make a die roll to determine success when attempting an action (i.e. mostly skill checks, sometimes saving throws, but never attack rolls), the GM may grant them a +4 bonus to the roll, if their background would give them an advantage at the task. When characters have a class that is directly related to their background (e.g. bard + troubadour, thief + scoundrel, fighter + soldier, etc.), this bonus increases by +1 per level above the 4th (e.g. a 7th level thief + scoundrel would get a +7 bonus rather than +4). In situations where the character's background is only partly relevant (e.g. a peasant building a barn), half the bonus can be used, at GM's discretion. In any case, this bonus doesn't stack with that provided by a character class' abilities; only the best of the two applies (e.g. a 4th level thief with the highlander background gets a +6 bonus to climb a mountain, not +10).

Players may choose any background for their characters, but the GM may forbid any combination of class and background that seems to make little sense (e.g. barbarian + wizard, or vagabond + wizard).





Aristocrat

These characters were born and raised among the upper class of their societies. Generally wealthy and well-educated (almost all are literate), aristocrats are well versed in etiquette, dancing, diplomacy and other skills useful in courtly circles. Then, they usually get the respect, and sometimes fear or admiration of the common people, at least provided they behave as is expected of their lot.

Barbarian

A barbarian is an imposing and impressive character from a less civilized and more primitive culture (i.e. compared to the traditional medieval-like societies from which come knights, wizards, etc., and where are manufactured such equipment as full plate armors, crossbows, war machines, etc.). Barbarians are illiterate and ignorant in the ways of urban people, and normally do not use full-plate armors and such that they feel cumbersome and hindering. They are also wary of anything that resembles sorcery, and generally shun it. However, barbarians are athletes proficient at climbing cliffs, moving stealthily in the wilderness, swimming rivers, hunting, tracking and outdoor survival.

Ecclesiastic

These characters spent much of their life in a monastery, whether they eventually opted for the ecclesiastical life or not. If they still belong to the Church, they don't necessarily have to be of a priest class; they could just be a simple acolyte serving in any competence they have (such as a fighter protecting his temple as a Church soldier). In any case, these characters are well acquainted with the religious life (i.e. living as a monk or running a temple), and are proficient in the religion's theology. Ecclesiastics would also more easily discern an unfaithful priest, or detect something wrong in a monastic community, than other people.

Forester

Foresters spend their lives in the woodlands, where they feel at home. They might belong to communities used to live in forests, such as Sylvan elves, or may be solitary trappers, poachers, lumberjacks, or even hermits and witches. In any case, foresters are well acquainted with the fauna and flora of the woodlands, and are proficient in tracking, hunting, trapping and survival in such environments, as well as climbing trees.



Healer

The character is a physician who knows enough about human physiology and medicinal plants, to bandage and stitch wounds (i.e. stop blood loss), mend broken bones, recognize diseases and prevent contagion, concoct herbal brews, etc. This remains a crude, medieval medicine, so the healer has a limited empirical knowledge, and knows nothing about viruses, etc. As such a healer doesn't remove a disease nor gives back

hit-points like magic would, but only helps natural recovery. Under a healer's care, patients add their Constitution modifier to natural recovery, and are granted a new saving throw against a disease (including the +4 bonus).

Highlander

The character is a clansman from the harsh mountainous regions known as the Highlands. He was raised doing things "the old way" and knows very little about the modern world. As such, highlanders are often illiterate, and feel most of the time out of place in urban environments. However, they are at home in the mountains, know how to survive there, resist cold weather better than other people, and are good climbers.



Nomad

This character was born and raised among a community of moving people, such as gypsies, barbarian horse-riders, or even a traveling circus; or she may be a traveling merchant, or perhaps just a character who cannot remain in the same place for too long. Nomads are good at predicting the weather, assessing natural hazards and blazing the most efficient path through uncharted territory. They have some knowledge of geography, and the cultures and environments found in various lands. Lastly, nomads are good riders.

Outlaw

The character is considered a criminal in the eyes of the authorities. However, this character is not necessarily a bandit, and may have various reasons for being against the law: Heretics are people who chose to follow their own religion rather than the official one; Slaves were dispossessed of their freedom, but when they tried to get it back, it was against the law; Others were but modest and honest farmers who rebelled against tyrants; etc. Outlaws are wanted by the authorities of their homeland, and sometimes searched by bounty-hunters. As such, they are proficient at remaining anonymous and discreet, as well as noticing and eluding pursuers.

Peasant

Experience at herding and/or cropping, handling domesticated animals, manual labor, etc. Peasants tend to be very practical and good at solving problems with improvised tools and materials. They generally never lose their rural behavior and demeanor, and will often be well accepted in peasant communities.

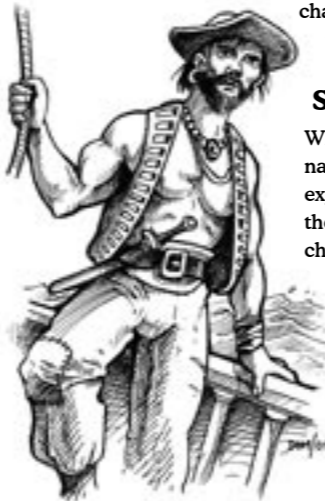


Scholar

Whether as an historian, herald, linguist or theologian, this character has highly specialized knowledge in a particular field and a broad knowledge of related fields. All scholars are otherwise literate and often inept at most physical and practical tasks, although they excel at research, writing and recalling obscure facts.

Scoundrel

Scoundrels have been raised in, or still belong to, the shabby criminal underworld. They are competent in street lore and gathering rumors, and know how to contact the local thieves' guild, which is generally useful to smuggle items, get access to the black market (and forbidden stuff like drugs, poison, demon's claws or heart, etc.), get difficult to obtain information, hire assassins, etc. Note however that even for a thief character in her own guild, such services never come for free.



Seafarer

Whether as a simple sailor, a merchant navigator or a pirate, the character is an experienced seafarer. Depending upon their past role aboard their ship, these characters are skilled at rowing boats, manning the sails/rigging, navigating, naval combat or the logistics of sea voyages. Also, seafarers are generally able swimmers, and know many things about the sea, most of which has been heard in taverns from other mariners, and thus may not be much accurate.

Soldier

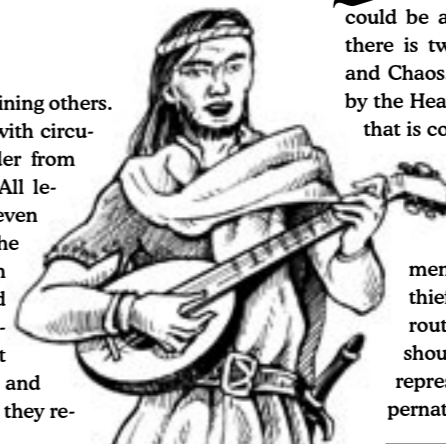
Soldiers are those who have received formal military training in some kind of martial organization. This could be a town militia, a mercenary company or the army of an important ruler. Soldiers are skilled in military tactics, the repair and maintenance of weaponry, the use of large war machines (catapults, etc.), and the logistics of organizing and moving large numbers of troops. A soldier without a character class is generally a zero-level man-at-arms.

Tradesman

The character has some kind of experience as a craftsman, tradesman or merchant, and can make a living out of it between adventures. There are many professions for tradesmen to embrace, among which are: blacksmith, bowyer-fletcher, cobbler, jeweler, leatherworker, locksmith, merchant, sculptor, tailor, weaponsmith, etc., but also more intellectual professions such as astrologer or magistrate. Tradesmen/women may or may not be literate depending upon the nature of their trade or craft. In any case, tradesmen are not only competent in crafting items or such, but can also appraise the work or others of their profession, deal with customers, etc.

Troubadour

The character makes a living by entertaining others. Troubadours often travel in groups or with circuses and carnivals. These shows wander from town to town and castles to castles. All levels of society like to be entertained, even if most of their public come from the middle classes. Troubadours perform as well as actors, dancers, singers and musicians. In addition, due to their travels and meeting with many different people, they know about many rumors and actual facts of the various communities they regularly entertain.



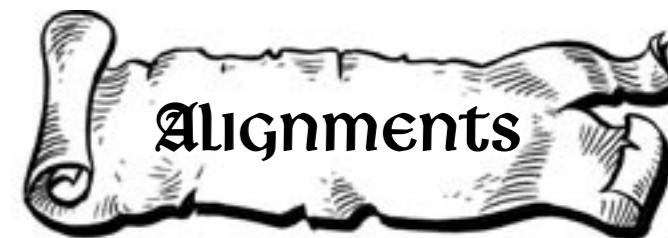
Vagabond

The character was born and raised among the destitute, and spent most of his life in squalid conditions, living on the edges of established society. Vagabonds aren't criminals at heart, but will generally rely on begging and petty thievery just to survive. They know where to get meager food and find temporary shelter both in urban or rural environments. Also, since there is so many others poor like them that people usually prefer to ignore, vagabonds can easily blend in the crowds of city streets to become almost undetectable.



Villain

This despicable character seems to have no other purpose and pleasure in life, than making people suffer. As a child, he would probably torture animals, or accuse others of his own faults just for fun. As an adult, he is mostly a sociopath with pervert tendencies. As such, the villain's area of expertise lies in making others feel miserable, usually psychologically, although he will physically hurt them as well, given the opportunity. This character is an expert manipulator who knows how to deviously insult and humiliate people (easily finding what could hurt them), sometimes without them understanding that the villain is at fault. This worthless person has no other skill. Villains can never become of the Law alignment, but have no obligation to eventually take an alignment to Chaos. The GM may veto this background to player characters, and reserve them to NPC foes.



FANTASTIC HEROES & WITCHERY, doesn't make use of traditional alignments. In fact, most creatures and people are neutral, meaning they don't have an alignment per se, despite they could be altruistic, uncaring, selfish, individualistic, whatever. Then, there is two alignments that represent otherworldly absolutes: Law and Chaos. Law represents all that is virtuous and idealistic, inspired by the Heavens and celestials. Chaos on the other hand, represents all that is corrupt and despicable, inspired by Hell and demons. All characters should begin the game without alignment (i.e. be neutral), and might eventually evolve into Law or Chaos alignments as their behaviors dictate. Note however, that a benevolent priestess doesn't become of the Law alignment just because she is a good hearted healer, while a selfish thief doesn't become of the Chaos alignment just because he routinely robs others for his own benefit. Getting an alignment should also involve a willingness to promote what the alignment represents, swearing special oaths, making pacts with related supernatural creatures, etc.



chapter 2 - - Character Classes

All player characters are members of a specific class. This class embodies their special training before they became an adventurer. When characters begin their career, they are of the first level in their class, and thus only have the abilities indicated on the 1st level's line. Then, as they acquire experience during their adventures, they will become of the 2nd, 3rd, and higher levels, gaining more abilities, more hit-points, improved attack bonuses and saving throws, etc. All of these are detailed after the classes' descriptions.

There are four class groups; Warrior, Rogue, Divine and Magic-user. Each group bestows the same hit dice, attack bonus, and saving throw progression. Then, the non-human races each have their own two specialized character classes that often combine aspects of different groups (e.g. the eldritch-archer is both warrior + magic-user).

Group	Classes (and sub-classes)
Warriors	Fighter + Berserker, Knight, Ranger
Rogues	Thief + Acrobat, Assassin, Bard
Divines	Friar + Mystic, Templar
Magic-users	Wizard + Warlock, Wise-man/woman
Dwarves	Clans-dwarf, Gothi
Elves (High)	Eldritch-archer, Fae-mage
Elves (Sylvan)	Forestal, Warden
Gnomes	Illusionist, Trickster
Halflings	Folk-champion, Scout
Weird Tales	Necronimus, Occultist, Psychic, Rifleman, Savant, Sky-lord, Wild-brute.

Players and GMs acquainted with other clones and simulacrum of the game, will find in this chapter the major difference between FANTASTIC HEROES & WITCHERY and its cousins: compared to their models, all the classes have been in fact re-interpreted. One can still play a fighter, thief or wizard, but they aren't exactly the same. For others, the changes are much more visible. For example, the divine classes are an important departure from the original cleric and druid. Unlike their predecessors, these classes don't cast spells, and furthermore tend to represent the priests of Christian-like religions rather than generic priests of various pantheon gods. FANTASTIC HEROES & WITCHERY assumes that spells are but the province of magic-users, and former divine spells are now white magic. As such, those who would play a cleric or druid, will have to instead play the optional classes described p.157.

When players want to choose a character class, they should first ask their GM which of them are available in the campaign setting. Normal-

ly, the Fighter, Thief, Friar and Wizard are always allowed, but peculiar campaign worlds may not allow them.

CLASS DESCRIPTIONS

Class Table: This table details how characters improve as they gain experience levels. It indicates their number of hit-dice*, bonus-to-hit*, base saving throws DC, and class features. (*: each line presents the total bonus or number of hit-dice for that level. As such a 3rd level fighter has a base attack bonus of +3, and a total of 3d10 hit-points; a 3rd level fighter does NOT have a base attack bonus of +6 because +1 +2 +3 = +6, and likewise not 6d10 hit-points.)

► **Hit Dice:** The type of die characters roll to determine their hit points. One hit-die is rolled every time a level is gained until 9th level, and added to the previous total. Characters add their Constitution modifier to each hit-die roll. Then, at 10th level and beyond characters gain a fixed number of hit points, as indicated in the table and don't anymore add their Constitution modifier to it.

Note that all these hit-points are considered Vitality Hit-points, and represent more luck, stamina, etc., than an ability to withstand injury. The ability to withstand injury is represented by Wound Hit-points, and all PC races gain one die of wound hit-points at zero level, and never more. (Hence, player characters have 1 Wound HD, plus 1 Vitality HD per level.)

See Chapter 6: Hazards & Injuries, for more information about hit-points and their recovery.

► **BtH:** The Bonus-to-Hit is a measure of fighting skill. To make an attack roll, characters roll 1d20 + BtH + other relevant modifiers, and must obtain a high enough result to successfully hit, past the opponent's AC. The AC (i.e. Armor Class) measures a creature's degree of protection against attacks. Depending on various versions of the game, AC is either "descending," which means that a lower value is better; or "ascending," which means that a higher value is better. However, players and GMs may use both ascending and descending AC when running combat. Just use the following methods:

- 1) Hit if: $1d20 + BtH + \text{modifiers} \geq \text{target's ascending AC}$.
- 2) Hit if: $1d20 + BtH + \text{modifiers} + \text{target's descending AC} \geq 20$.

See Chapter 4: Combat, for more information about BtH and AC.

► **Save:** Against certain attacks or threats, the GM will ask the characters to roll a saving throw, either to entirely avoid their detrimental effects, or at least reduce their effectiveness. This is done by rolling a d20 (+ any relevant modifiers) \geq the number indicated in this column. See the end of this chapter (and p.405), for more information about saving throws.



Requirements: All classes require to have certain minimums in a few ability scores that are most relevant to the class. A character must have the minimum indicated or higher in each relevant ability score to qualify for the class. In some cases, there are additional requirements, such as being of a certain race to take a class.

Armors: Lists the armors that all characters of that class are proficient in. They could nonetheless wear non-allowed armors, but with some hefty penalties that will usually make it a bad option.

Weapons: Lists the number of weapons that a character of that class will be proficient in, at first level. Characters may later expand the number of weapons

they are proficient in, if the GM allows them to get the Weapon Proficiency talent. They otherwise suffer the indicated penalty to attack rolls for using weapons in which they aren't proficient.

Saving Throws Bonuses: Although the class' progression table indicates the generic save DC that the class gets for all saving throws, this line then indicates special bonuses the class gets against certain kinds of saving throws.

Class Features: Special characteristics of the class, such as magic-use or trained skills. See the end of this chapter (and p.377), for more information about skill checks.

EXPERIENCE AND LEVELS

Gaining levels is a most important aspect of the game. This is how the characters' experience and consequently improved capability in their profession (class) is represented. The higher the level, the more heroic a character is.

Level	XP Required	Overall Category
zero	—	Ordinary people of low skills / ambitions
1st	0	Above average, gifted or trained people
2nd	2,000	Experienced (seasoned individuals)
3rd	4,500	Professionals (journeymen, veterans)
4th	10,000	
5th	25,000	Masters (guild-masters, military officers)
6th	50,000	
7th	100,000	Elites (renown sages, military leaders)
8th	200,000	
9th	300,000	Geniuses / Heroes (warlords)
10th+	+ 300,000/ lvl	Famous heroes
14th+	+ 450,000/ lvl	Epic heroes of legend (optional levels)

Experience levels: Characters must gain experience to get levels. All classes use the same XP chart progression, which makes it easy for a character to gain levels in different classes (see split-class rules below). Experience points are usually gained for defeating monsters and succeeding adventures. FANTASTIC HEROES & WITCHERY doesn't provide rules for granting XP, instead leaving it to GM's judgment. When a character has reached the appropriate total number of XP, he is entitled to a new level.

Maximum level: FANTASTIC HEROES & WITCHERY indicates advancement to up the 13th level (though more levels are possible as explained in the Appendix chapter p.402). However, for the number of levels retaining signification (especially when you compare high level characters to the creatures that normally inhabit the world), one should consider that people who reach the 6th level are already heroes in their own right. Then, only the most dedicated reach the 9th level, being so impressive and renown at this point, that they begin to attract followers. Furthermore, starting at 10th level, a character enters the realm of legendary heroes and villains, and should remain rare. For example, in terms of game mechanics, the nine heroes of the Company of the Ring (i.e. from Tolkien's LotR) were but 4th to 6th level characters at their peak (except Gandalf who might have been of 9th-11th level), then, only a few legendary elves of the past who fought balrogs and such, may have been in the 13th level range. This is suggested by the fact that orcs have but 1 HD, wraiths 4 HD, and balrogs 13 HD.



Split-class rules: During their career, characters may stop gaining levels in a class, in order to get another character class. For example, a 4th level fighter wants to learn magic. When she reaches the 5th level, instead of becoming a 5th level fighter, she adds the first level of wizard to her four levels of fighter. Between the two classes, the attack bonuses stack, 1d4 hp are added to the existing 4d10 hp, and so on. Then, the PC becomes a 5th level character who essentially fights as a 4th level fighter and casts spells as a 1st level wizard.

There is some restrictions to split-classing however:

- Saving Throws.** Characters use the best saving throw of their different classes (e.g. the 5th level character above would save as a 4th level fighter), but add all the bonuses granted to their different classes (e.g. the 5th level character would get both the +2 bonus vs. Str/Con saves and the +4 vs. magic, together).
- Skill Checks.** Characters make skill checks using the level they have in the class which skill they use (e.g. the 5th level character would make an Arcane Lore check as a 1st level wizard).
- Experience Points Progression.** Split-class characters determine their XP requirements to gain levels as pertains to their character level, not their class level. As such, to gain her first level of wizard, the 4th level fighter must get the XP to reach the 5th level.

No Multi-class rules: Characters who advance in two classes simultaneously at each level, are not allowed (they are too powerful compared to single class characters, even when lagging one level behind).

Core Classes

WARRIORS

The FIGHTER

Fighters are warriors who dedicate all their time and efforts to the sole practice of weapons, and all manners of combat tricks and maneuvers. They come in many shapes, from stylish swashbucklers to sturdy peasants expert with an axe or bow. Yet, they are mostly characters practiced to a life of danger, combats, and violence. Some fighters use their skills to uphold a just cause and defend their homeland, while others are but lawless bullies using the strength of arms to get what they want by force. Nonetheless, fighters are generally cold-blooded professionals, even when they enjoy combat. They do not burden themselves with foolish behaviors of chivalry, but adopt pragmatic tactics when confronting their foes.

REQUIREMENTS: Strength 11+

ARMORS: All types of armors and shields.

WEAPONS: Any six weapons of the character's choice. Non-proficiency penalty: none (note however, that being non-proficient in a weapon still precludes taking weapon specialization and such).

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS FEATURES: Battle tricks, Combat specialties.

- Battle Tricks:** Whenever fighters plan battle tactics (e.g. make a coordinated attack to get an advantage), or stunts during combat (e.g. jumping on a foe from a balcony above), they get a +2 bonus to the relevant skill checks. Then, when they attempt dirty fighting tricks (e.g. throwing sand into the opponent's eyes to blind him), their opponents suffer a -2 penalty to their saving throw to avoid it. Then, this bonus/penalty increases to +3/-3 at 5th level; +4/-4 at 9th level; and +5/-5 at 13th level.

Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Combat specialty, Battle tricks (+2/-2)
2nd	2d10	+2	15	—
3rd	3d10	+3	14	Combat specialty
4th	4d10	+4	13	—
5th	5d10	+5	12	Combat specialty, Battle tricks (+3/-3)
6th	6d10	+6	11	—
7th	7d10	+7	10	Combat specialty
8th	8d10	+8	9	—
9th	9d10	+9	8	Combat specialty, Battle tricks (+4/-4)
10th	9d10 +4	+10	7	—
11th	9d10 +8	+11	6	Combat specialty
12th	9d10 +12	+12	6	—
13th	9d10 +16	+13	6	Combat specialty, Battle tricks (+5/-5)

- Combat Specialties:** At 1st, 3rd, 5th, 7th, 9th, 11th, and 13th level, fighters gain a combat specialty chosen among the following. Each of them can be taken only once unless otherwise noted.

—**Agile Dodging.** Gains a +2 bonus to AC when unarmored, and lightly or not encumbered.

—**Armor Specialization.** Gets a +1 bonus to AC when wearing a specific type of armor (e.g. leather armor, plate-mail armor, etc.). This ability can be taken more than once, but each time applying to a different type of armor.

—**Brawler.** Is considered armed (opponent doesn't get a +2 bonus to hit) and does 1d4 points of (lethal) damage when fighting unarmed. This ability can be taken a second time for 1d6 of damage.

—**Mighty Blow.** This takes a full-round action, and incurs a -4 penalty to hit and initiative. If the attack roll is successful, this maneuver adds the fighter's level to the total damage roll.

—**Mow the Rabble.** Against creatures with only one hit die, the fighter makes one attack per level each round.

—**Weapon Specialization.** Gets a +1 bonus to hit, and a +2 bonus to damage rolls with a specific type of weapon. This ability can be taken more than once, but each time applying to a different type of weapon.



The BERSERKER

Berserkers are ferocious warriors usually found in barbarian societies and among Norse raiders. They are prone to bouts of exceptional rage during which they experience an irresistible urge to destroy the enemy. When subject to such battle frenzies, berserkers rush forward into combat like mad wolves, foaming at the mouth and biting their shields, and killing people at a blow. Rumor has them not calming down after battle until doused with cold water. Berserkers have a deserved reputation for aggressiveness and invincibility, and people usually shun them.

REQUIREMENTS: Strength 13+, Constitution 13+

ARMORS: All types of armors up to chain-mail and shields.

WEAPONS: Any four melee weapons of the character's choice (such as battle-axe, spear, two-handed sword, etc.). Non-proficiency penalty: -2 to hit for other similar melee weapons, or -4 to hit otherwise.

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as the Fighter class.

CLASS FEATURES: Battle-rage, Bully, Bear totem (9th level).

- **Battle-Rage:** Once per day (then 2/day at 5th level, and 3/day at 9th level), berserkers can enter in a furious state during combat. They become like madmen unable to think or even recognize friends from foes, granting them a +1 bonus to hit and +3 to damage, as well as 2 temporary bonus hit-points per level. The rage ends with the combat or after a number of rounds equal to the berserker's Constitution score. When it ends, the remaining



bonus hit-points disappear, and the character is fatigued (suffering a -2 penalty on all rolls) until having rested for at least 30 minutes. During a rage berserkers can only fight immediate opponents in melee combat, get a +3 bonus to any check made to break things, and are immune to mind-affecting magic and fear effects.

- **Bully:** Berserkers add their level to any check made to intimidate others through the force of arms, or with a threatening behavior.

- **Bear Totem:** At 9th level, berserkers can once per day shape-change into a bear. They get a natural AC 14; three attacks per round for 1d6/1d6 (claws) and 1d8 (bite) + Str modifier; the bear's movement; but retain their own hit-points, ability scores, saves, etc. Once returning to human shape they regain 1d8 lost hit-points (if any).

- **Greater Rage:** At 13th level, berserkers get a +2 bonus to hit and +4 to damage (instead of +1/+3) during a rage, and are no longer fatigued when it ends. All other effects remain the same.

The KNIGHT

Knights are the central figures of medieval, feudalistic societies, whom the common people regard with awe. They are those lofty cavaliers wearing shiny metal armors and wielding lances and swords, but above all who uphold and defend an ideal with the strength of arms. Knights often embody everything a truly ideal hero calls for: quests for Truth, Justice, and the elimination of Evil. However, while many knights are pure of heart and strive to further an altruistic cause, others are but self-serving and follow evil ways.

REQUIREMENTS: Strength 11+, Charisma 13+

ARMORS: All types of armors and shields. Note however that knights will always seek to don the best-looking armor, and would thus choose a set of normal plate-mail over a powerful magical leather armor.

WEAPONS: Dagger, Lance (any type), Long-sword, and Mace (horseman's). Non-proficiency penalty: -2 to hit, and knights will also refuse to use "peasant weapons" (bow, club, staff, hand-axe, etc.).

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as the Fighter class.

CLASS FEATURES: Horsemanship, Indomitable chivalry, Mounted combat; Aura of courage (4th level); Knight's challenge (4th levels).

- **Horsemanship:** Knights are trained riders, and add their level to all checks pertaining to riding, to mounts and handling them, etc. Then, knights have a discerning eye for horses and can tell at a glance (no check required) how many hit points any horse has, making them an excellent choice of horseflesh when it comes time to buy a new mount.

- **Indomitable Chivalry:** So long as knights uphold the code and virtues of chivalry, they gain a +2 bonus to their saving throws against mind-affecting spells and effects. In addition, if knights fail their saving throw against such spells or effects, they will be entitled a new saving throw to negate it, as soon as the caster or creature holding sway on their mind would ask them to betray their code of honor and act in unacceptable or dishonorable ways.

- **Mounted Combat:** When attacking from their mount (using a weapon with which they are proficient), knights gain a +1 bonus to their attack rolls. This bonus increases to +2 at 7th level, and +3 at 13th level. Furthermore, when attacking with the lance from a charging mount, knights not only double the base lance damage (as normal), but also add their level to it (this bonus is not doubled). When charging with



another weapon however (e.g. long-sword or mace), they only gain a bonus to damage equal to half their level rounded down.

- **Aura of Courage:** At 4th level, knights become immune to fear spells and effects, and instill courage in their companions and followers within 30 feet, granting them a bonus to saving throws against fear spells and effects equal to half the knight's level (rounded down). Note that being immune to fear and abiding by the code of chivalry, doesn't mean being stupid. A knight won't attack an elder dragon all by himself, if it appears as an obvious and useless suicide.

- **Knight's Challenge:** At 4th level, knights can 1/day issue a challenge that will cause fear and dread in the ranks of foes and enemy forces. If the enemies understand the knight and fail a Charisma saving throw while the knight charges them, they react as follows: the weaker enemies (usually orcs and other similar cannon fodder) will retreat from the knight, while the strongest foe (often the leader) suffers a -1 penalty to its attack rolls. This ability can be used once per day, and lasts until the end of the combat. Then, at 9th level, knights can use this ability twice per day, and incur a -2 penalty to their opponents attack rolls.

PALADIN & ANTI-PALADIN

Some knights have been known to pledge themselves to either Law or Chaos, and serve it with utmost dedication and fanaticism, rather than commonly follow a feudal lord or belong to a chivalric order. These rare characters are known as Paladins and Blackguards (or "Anti-paladins"). So long as they faithfully promote their cause, and abide by its ideals and ethic, they gain additional supernatural abilities.

Knights never begin their career as paladins or blackguards, though. This special status may only be acquired at 4th level or later, and only if significant campaign events warrant it. When it hap-

pens, paladins and blackguards generally also gain a special steed (typically a war-horse of superior characteristics and Intelligence) that will faithfully serve them so long as they remain true to their cause.

1) Paladins (Law) are holy warriors bent on protecting the innocent against the corruption of Chaos. They fight against all manners of evil that would threaten cultures and civilizations based on Law principles. Paladins have high ideals and standards that they must maintain at all times. Honor, virtue, righteousness, as well as bravery and chivalry are the sacred duties of a paladin. However, living up to such epitome is hardly an easy task, and thus failing from grace may come quickly.

Paladins are protected at all times by a *Protection From Evil* (i.e. Chaos) spell, and can *Detect Evil* (i.e. Chaos) as per the spell at will (it only requires concentration). They also become immune to diseases. Then later (usually at 9th level), paladins could gain other abilities at GM's discretion (probably as special talents).

2) Blackguards (Chaos) are an abomination, a mockery of all that is sacred and holy. They are not bloodthirsty brutes, but cruel and charismatic manipulators who ruthlessly use others to get to their ends. These despicable caricatures of knights and champions routinely use torture, treachery and violence in the course of their awful missions. Blackguards are irredeemably lost souls, and the most powerful of them sometimes become Death Knights after their death.

Blackguards are protected at all times by a *Protection From Good* (i.e. Law) spell, and can *Detect Good* (i.e. Law) as per the spell at will (it only requires concentration). They also become immune to diseases. Then later (usually at 9th level), blackguards could gain other abilities at GM's discretion (probably as special talents).

The RANGER

Rangers are scouts and soldiers who watch over the less secure rural lands, in order to protect the populations from evil humanoids such as orcs, ogres, goblinoids, and the like. These warriors typically operate in small groups, or even sometimes alone. Their duties include scouting, spying, and expeditions of "goblins eradication". They are called rangers because their missions have them "range" all over the country in search of such possible enemies and trespassers. They are capable fighters but usually tend to prefer ranged weapons to direct melee combat. Rangers otherwise train in several skills useful when roaming the wilderness, and gain specific advantages when combating their enemies. They often favor gray and green outfits that help remain discreet in the wilderness.

REQUIREMENTS: Constitution 11+, Strength 9+, Dexterity 9+

ARMORS: All types of armors up to chain-mail and shields.

WEAPONS: Any four weapons of the character's choice. Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as Fighter class.

CLASS FEATURES: Animal empathy, Combat marauders, Hunting skills; Swift tracker (9th level).

- **Animal Empathy:** Rangers can calm and befriend domesticated animals instantly. Wild animals must roll a saving throw to resist a ranger's effect. The ranger imposes a -1 penalty to this saving throw and an additional -1 for every 3 ranger levels (i.e. -2 at 3rd, -3 at 6th, -4 at 9th, etc.). If the save fails, the ranger can either becalm or anger the animal. This ability cannot be used to more easily kill an animal, but it can be used to capture and tame it.

- **Combat Marauders:** Rangers possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training and study of their enemy's fighting techniques. When fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants (giants, ogres and the like), rangers inflict an extra amount of damage equal to their level (e.g. a 5th level ranger would inflict +5 of damage against a humanoid or giant, in addition to all other bonuses).

- **Hunting Skills:** Rangers add their level to skill checks related to hunting creatures in the wilderness; but only half their level (rounded down) when using these skills in urban environments or buildings.

- Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.



- Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently. Wearing a gray or green outfit may grant a bonus to the check in forests and such, while bright colors or noisy equipment may incur a penalty.

- Survival (Wis).** Find food and shelter in natural surroundings for a number of people = 1 + Wis modifier, avoid natural hazards and dangers (quicksands, etc.), resist harsh weather conditions.

- Tracking (Wis).** Recognize and follow the tracks of creatures on the ground.

- **Swift Tracker:** At 9th level, rangers can move at their normal speed while following tracks without taking the normal -4 penalty. (Normally, tracking imposes to move at half speed to be able to notice all clues and tracks, and those moving at normal speed can more easily miss them, so incur a -4 penalty).



Divines

The FRIAR

Friars are all sorts of wandering preachers and simple parish priests, whose religious ideal is to serve their communities in the name of their faith. Besides the many unfaithful, lazy or incompetent priests, only friars are truly devout to the religion, being driven and supported by their faith, and often sharing an intimate relationship with their deity. They don't seek enlightenment in isolation nor in the confines of a monastery's library, and likewise do not try to climb the Church's hierarchical ladder through clever politics and scheming. Friars prefer to live their faith in assisting and protecting the more humble and remote communities of followers. Friars don't cast spells, but may call upon their deity in times of need to help themselves or others. They are also fit combatants, yet not from training with weapons, but because faith and grace support their arm in combat.

REQUIREMENTS: Wisdom 11+

ARMORS: All armors up to chain-mail and shield.

WEAPONS: Any two bludgeoning weapons (e.g. club, mace, etc.), as friars frown on shedding blood. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Wisdom and Charisma saves.

CLASS FEATURES: Churchman; Community ear; Prayers; Minor divine intervention (9th level); Major divine intervention (13th level).

- **Churchman:** Friars are competent in theological matters and church service (knowledge of the scriptures, liturgy, etc.), adding their level to any related check.

- **Community Ear:** Friars spend their time in the community, helping others and listening to them, and generally becoming well trusted by all. As such, friars add their level to all skill checks pertaining to communication (gathering information, bluffing, persuading others, etc.), and to all skill checks pertaining to local community knowledge (who does what, customs and traditions, etc.).

- **Prayers:** Friars may pray to gain divine help. This is considered a full round action, the player must roll 1d6 + Wis modifier. Any roll over a 1 succeeds, but each subsequent prayer during the same day, adds a cumulative +1 penalty to the DC. For example, if a friar is praying for the third time that day, the player must roll over a 3 in order to continue receiving aid. A failure indicates that the prayer is unanswered, and that no more aid will be granted for 1d6 hours. At GM's discretion, praying for unjust causes or creatures will incur a penalty to the roll (maximum: -4), but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4). Other than that, prayer rolls use a d6 at 1st and 2nd level, then a d8 at 3rd and 4th level, a d12 at 5th and 6th level, etc., as indicated on the Friar's progression table. The various prayers at the friars' disposal (chosen as they need them) are:

- Blessings.** Beneficiary is granted a +4 bonus for a single particular task (one die roll), or the next saving throw against a particular threat or creature, within one day.

- Counter Prayer.** Cancels sound-associated magical effects (e.g. harpy songs) within 30 feet, so long as the friar loudly prays.

- Dispel Charm.** Dispels a mind-affecting spell or effect if the friar rolls 1d20 + level vs. 10 + caster's level (or creature's HD).

- Encouragement.** All allies within 30 feet get a +1 bonus to attack rolls and saving throws vs. fear for a duration of 1 round per friar level. At 9th level, the bonus increases to +2.

- Exorcism.** Expels a malignant spirit from an unwilling host (use a Turn Undead roll, but after 30 minutes of loud prayers).

- Guidance.** Answers a question with a short vision, a few words, a coincidental sign, etc.

- Healing Touch.** Cures 2 hp/level, or grants a new Con save (+ friar's level) to cure a disease.

- Sanctuary.** No creature can attack the friar so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get a Charisma save.

- Turn Undead.** Repels or even utterly destroys undead and sometimes demonic creatures (see Turn Undead ability p.95).

- **Minor Divine Intervention:** At 9th level, friars can once per day call upon their deity to bring them opportunities and second chances in times of need (and generally in hopeless situations). This help may not kill or even injure a foe, nor involve directly magical or impossible things. It does no more than even the odds or aid in bypassing an obstacle; it does not make the friars more powerful, but help them face foes at full strength. For example, if the friar is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help him; or if the friar is pursued by a troll, he could stumble onto a narrow cavern in which take refuge, and so on.

- **Major Divine Intervention:** At 13th level, friars can once per week call their deity for aid. It could take many forms as supplicated by the friar depending on the circumstances. For example, the friar could request someone being entirely cured of all ailments and damage instantaneously, or even being brought back to life; implore that a celestial warrior is sent to assist in a desperate battle against the forces of darkness; etc. In any case, the friar is not assured to get any help, which entirely depends on the deity's willingness (i.e. the GM decides).



Table 2.3: Friar Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d8	+0	15	Prayers (roll 1d6), Churchman, Community ear
2nd	2d8	+1	15	—
3rd	3d8	+1	14	Prayers (roll 1d8)
4th	4d8	+2	13	—
5th	5d8	+3	13	Prayers (roll 1d12)
6th	6d8	+3	12	—
7th	7d8	+4	11	Prayers (roll 2d8)
8th	8d8	+5	11	—
9th	9d8	+5	10	Prayers (roll 2d12), Minor divine intervention
10th	9d8 +3	+6	9	—
11th	9d8 +6	+7	9	—
12th	9d8 +9	+7	8	—
13th	9d8 +12	+8	7	Prayers (roll 3d12), Major divine intervention

The MYSTIC

Mystics are characters who renounce all worldly occupations and pleasures to concentrate on the spiritual life. They might be secluded monks living in a monastery, to solitary hermits living alone in the depths of the wilderness. In any case, they submit themselves to rigorous physical and spiritual exercises which often leave them enervated and weak, yet full of spiritual energy. Mystics aren't mere contemplative characters though. Despite rejecting all passions, including violence, they nonetheless train in unarmed combat as a way to strengthen their resolve and know their limits, as much as a need for self-defense. Some mystics pay homage to particular gods, while others eschew all deities and commune directly with the spiritual power of nature. Yet, all mystics are renown for following divine inspiration and paying little attention to any religion's agenda.

REQUIREMENTS: Wisdom 13+, Constitution 11+

ARMORS: None.

WEAPONS: The staff. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all saving throws, so long as mystics respect their vows and behave as expected.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit and saving throws as the Friar class.

CLASS FEATURES: Ascetic dedication, Prayers, Unarmed combat, Smite foe (3rd lvl.), Speak with animals (5th lvl.), Catalepsy (7th lvl.), Speak with plants (9th lvl.), Soul journey (13th lvl.), Religious restrictions.

- **Ascetic Dedication:** There are periods during which mystics choose to submit themselves to harsher austerities, becoming physically weaker but spiritually stronger. After 2d4 days of such regimen, mystics are subject to both positive and detrimental effects: Firstly, they become immune to mind-affecting magic and natural temptations (e.g. they would be immune to the seduction of a houri or a suc-

cus, remaining devoid of lust), and furthermore they get a +2 bonus to their prayer rolls. On the other hand, their Strength and Constitution scores are temporarily reduced to 8, or lose 2 points, whichever is worse. As soon as they stop these austerities, mystics lose the benefits; then, they regain temporary lost Str/Con points at the rate of one (for each score) per day.

- **Prayers:** Mystics get the same prayer ability as per the Friar class.

- **Unarmed Combat:** Mystics train in pugilism and wrestling to discipline and strengthen their bodies. They also learn to channel their faith through their unarmed attacks, so they can eventually deal large amounts of damage and become effective combatants despite being bare-handed and unarmored. This also enables them to hit supernatural creatures normally immune to non-magical weapons. All of this improves with level as detailed on the table below:

Level	Unarmored AC bonus	Unarmed damage	Breach immunity as
1st	+2	1d4	—
2nd	+3	1d6	silver
4th	+4	1d6	+1
6th	+5	1d8	+1
8th	+6	1d8	+2
10th	+7	1d10	+2
12th	+8	1d12	+3

- **Smite Foe:** At 3rd level, mystics can 1/level each day, attempt a stunning attack. If the target fails a Constitution saving throw, it is stunned and unable to act for 1d4 rounds. Mystics must declare its use before making an attack roll. A missed attack ruins the attempt but still counts as one use of the ability for that day. In any case, the normal unarmed attack's damage applies normally.

- **Speak with Animals:** At 5th level, mystics "understand the language of birds." They can communicate with animals (that are quietly and peacefully approached), through a combination of empathy and intuition. Note however, that only simple ideas may be conveyed.

- **Catalepsy:** At 7th level, mystics gain the ability to slow their vital bodily functions in order to appear dead. They can maintain this state of feigned death for up to one hour per level. Though it can sometimes have practical uses (enemies believe them dead; they breath very little air; etc.), mystics normally enter catalepsy for meditation purposes.

- **Speak with Plants:** At 9th level, mystics can use the speak-with-animals ability also with plants.

- **Soul Journey:** At 13th level, when they are in a catalepsy, mystics may project their soul/spirit out of their body, into either the astral, ethereal (i.e. border ethereal), or prime material planes. When in this state they are powerless (cannot fight, cannot use prayers, etc.), but can go wherever they want, moving at double their base speed and flying. They can be attacked by malevolent spirits, ghosts, etc., they would encounter in such planes. However, though they cannot defend themselves (they are considered AC 10 + Wis modifier, with their normal hit-points), they can instantaneously return to their body (at their initiative), which ends the use of Soul Journey for that day. Mystics generally use this ability primarily to seek out celestials in the Heavens.

- **Religious Restrictions:** For all their special abilities, mystics unfortunately must also abide by particular restrictions. Failure to do so would result in a loss of powers (except for unarmed combat and smite

foe) until appropriate atonement and penance is made (at GM's discretion). Mystics must remain humble (they should not be arrogant and self-serving), poor (they should only keep enough wealth to modestly support themselves, giving everything else to some charitable organization or maintain the monastery they belong to), and self-reliant (though they may live off charity, they cannot employ henchmen to work on their behalf). Lastly, mystics may never possess more than six magic items, being restricted to one item of protection, one weapon (ammunitions do not count), and four miscellaneous items. Too much reliance on magical items would weaken their discipline. Note this could even be less than six, if the GM is already used to grant few magical items.

The TEMPLAR

Templars are faithful combatants trained in religion and warfare to act as the armed wing of their deity. They either belong to religions with a belligerent dogma, or those that need to defend themselves in troubled regions. Templars typically maintain outposts and fortresses in border lands or near haunted territories, to protect the temples and followers of their faith. They otherwise typically assist and guard the dignitaries of their religion during their travels, and preserve the temples in times of war. Templars are church soldiers with a definite purpose: to drive the enemies of their deities from the holy places of their faith, and from the lands of the believers.

REQUIREMENTS: Strength 13+, Wisdom 9+

ARMORS: All armors and shields.

WEAPONS: Any two weapons, plus the deity's or religion's favored weapon. Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all saving throws against attacks from enemies of the deity, faith and religion.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit and saving throws as the Friar class.

CLASS FEATURES: Arm of god, Blessed soldier, Holy guard, Prayers (3rd level), Sacred defender (9th level).

- **Arm of God:** At 1st level, templars get a +1 bonus to their attack and damage rolls against obvious enemies of their faith; increasing to +2 at 5th level, +3 at 9th level, and +4 at 13th level. Templars generally recognize who are the enemies of their faith (and get a +4 bonus to Detection or Knowledge checks made to that end), which includes priests and warriors following enemy religions and deities, and supernatural beings inimical to their faith (typically, all demons and undead for a religion of Law/goodness). However, a mere thief robbing the church, a murderous troll, or a war-dog attacking on behalf of some evil cultist, is not an enemy of the faith per se.

- **Blessed Soldier:** Rightful and courageous templars are protected by their deity, who brings them back from the very edge of death when they deserve it. Once per day, a templar who has been reduced below zero hit-points may heal up to 10 hit points +1 per level. This healing is instant, so that a templar reduced below -10 hit points by the damage does not actually die. This healing is not decided by the templar however; it just occurs when the templar first drops below zero hit points. Furthermore, if the agony was resulting from the templar doing something contrary to the deity's interests or the religion's ethics, this healing won't occur.

- **Holy Guard:** Templars get a bonus to their AC when defending a temple or sacred ground of their faith from any attackers: +1 at 1st level, +2 at 5th level, +3 at 9th level, and +4 at 13th level.



- **Prayers:** At 3rd level, templars get the same prayer ability as per the Friar class, except they are treated as if they were a friar of two levels lower (and likewise make their Turn Undead rolls as two levels lower).

- **Sacred Defender:** At 9th level, templars can choose to defend a group of people from any attackers. They place themselves between the attackers and the group they want to defend, and the attackers cannot attack them in any way, until the templar is dead. Any attacks attempted on the defended group are directed at the templar instead, so missiles mysteriously swerve, and the templar moves with unnatural speed to intercept other attacks. This applies to magical attacks, as well as mundane. Defended groups may be of any size, so a single templar may choose to defend a city from a horde. Several templars may choose to work together as defenders. In this case, the attackers may attack any of the defending templars, and attacks directed at the defended group are assigned to one of the defenders at random.



Rogues



The THIEF

Thieves take what they want from others by use of stealth, tricks and deception, rather than making a living as everyone else. They belong to the criminal and as such, are usually affiliated to some local thieves' guild. While such organizations may include many types of criminals, from fences to assassins, the true thief, in a guild, is usually a burglar. In many ways, the burglar is the stereotypical professional thief: an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and guardians. The guild then provides its members with shelter, protection and information when they need it. However, thieves are expected to obey their leader and give a part of their income to the guild; cheaters and traitors are usually dealt with harshly.

REQUIREMENTS: Dexterity 11+, cannot be of the Law alignment.

ARMORS: Leather armor only.

WEAPONS: Any three weapons, except heavy weapons (i.e. no two-handed sword, battle-axe, polearm, longbow, heavy crossbow, etc.). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all Dexterity saves.

CLASS FEATURES: Backstab, Thievery; Scroll use (9th levels)

- **Backstab:** Thieves can deal more damage if they strike a target in the back. Provided they surprise the target, they gain a +4 bonus to hit, and multiply their base weapon damage (i.e. before adding bonuses for strength, magic, etc.) by 2, increasing to x3 at 5th level, x4 at 9th level, and x5 at 13th level. This attack may only be performed with short stabbing weapons, and only against living creatures that have a discernible anatomy (thus excluding plants, undead, amorphous creatures, and constructs).

- **Thievery:** Thieves are skilled in many domains useful to their burglary, swindling and other criminal activities. They add their level +2 to all checks involving the following tasks:

- Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.

- Deception (Cha).** Use of lies, props and forgery to deceive others (impersonation, disguises, false certificates, bluffing, etc.)

- Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.

- Legerdemain (Dex).** Skillful hand use to hide a dagger from a guard, pick the pockets of others without attracting notice, or cheating at the gambling house.

- Open Locks (Dex).** Picking the locks of chests, doors, etc. Note that lack of a proper set of lock picks will incur a -2 penalty to the roll, or even prevent using this skill altogether.

- Poisons (Dex).** Identify, brew or use poisons without risking poisoning. Recognize when a creature is poisoned, and know about possible antidotes.

- Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently. Wearing a dark gray outfit may grant a bonus to the check at night or in caverns, while bright colors or noisy equipment may incur a penalty.

- Traps (Dex).** Attempts to disable or set traps.

- **Scroll Use:** At 9th level, thieves can attempt to cast spells from magical scrolls (something normally restricted to magic-users). They have a base 80% of success +5% per level above the 9th (to a maximum of

Table 2.5: Thief Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d6	+0	15	Backstab (x2), Thievery
2nd	2d6	+1	14	—
3rd	3d6	+1	14	—
4th	4d6	+2	13	—
5th	5d6	+3	12	Backstab (x3)
6th	6d6	+3	12	—
7th	7d6	+4	11	—
8th	8d6	+5	10	—
9th	9d6	+5	10	Backstab (x4), Scroll-use
10th	9d6 +2	+6	9	—
11th	9d6 +4	+7	8	—
12th	9d6 +6	+7	8	—
13th	9d6 +8	+8	7	Backstab (x5)

100% at 13th level) and -5% per spell level. If the check is successful, the spell is cast normally, at the minimum level required for a magic-user to cast the spell (e.g. 5d6 for a *Fireball* spell). If it is failed, nothing happens but the magical scroll is wasted. Then, on a natural roll of 96-100 on the die, a magical accident also occurs, as determined by the GM (e.g. an inopportune reverse effect instead occurs; damage spell centers on thief; etc.).

The ACROBAT

Acrobats are usually found with actors and troubadours, entertaining others with their display of acrobatics, juggling and other extravagant theatrics. Some of them perform amazing feats with weapons, while others walk on ropes, and the rest jump and tumble for the pleasure of the crowd. Acrobats are generally happy-go-lucky individuals who travel all over the country in search of their following. However, when the times get tough, and there is few spectators from whom make a living, acrobats are not above using their skills to delve into adventuring of all sorts.

REQUIREMENTS: Dexterity 13+, Strength 9+

ARMORS: Leather armor only. Other armors not only impose a skill check penalty (see p.64), but also preclude acrobat using most of their class abilities.

WEAPONS: Any three light weapons (e.g. dagger, short sword, etc.). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all Dexterity saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as the Thief class.

CLASS FEATURES: Acrobat skills, Agile dodging, Fast movement, Marksman, Slow fall, Evasion (4th level).

- **Acrobat Skills:** Acrobats add their level +2 to all skill checks involving the following tasks:

- Acrobatics (Dex).** Juggling, jumping, pole-vaulting, tight-rope walking, tumbling, walking with the hands, etc.

- Climbing (Dex).** As per Thief's skill.

- Escape Bonds (Dex).** Getting free from manacles, tied ropes, straight jackets, etc., but also pass across tight spaces.

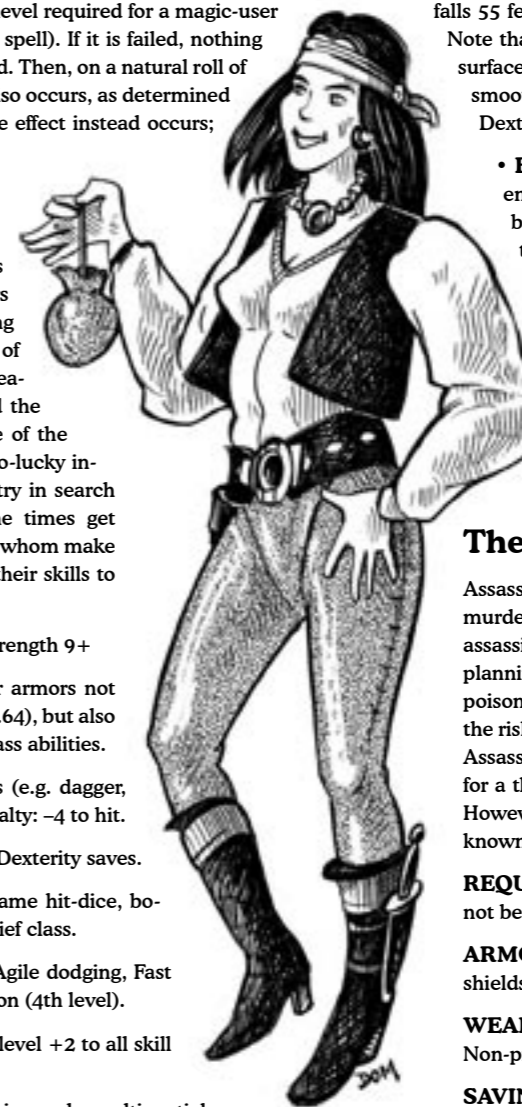
- Stealth (Dex).** As per Thief's skill.

- **Agile Dodging:** Acrobats get a +2 bonus to AC, as well as a +1 bonus to initiative when lightly or not armored / encumbered.

- **Fast Movement:** Acrobats run faster than others of their race, gaining a +4"/10 ft. (i.e. 16"/40 ft. for a human instead of 12"/30 ft.).

- **Marksman:** Acrobats gain a +1 bonus to their attack rolls with missile weapons, increasing to +2 with thrown weapons (e.g. dagger or hand axes). This stems from acrobats using these weapons during their performances (such as throwing daggers blindfolded).

- **Slow Fall:** When falling (or deliberately jumping), acrobats who are within arm's reach of a wall can use it to slow their descent, provided they are lightly or not armored / encumbered. That is, in doing so they take damage as if the fall were shorter than it actually is, by a height of 5 feet per level. For example, an 8th level acrobat doesn't count the first



40 feet of the fall to determine the damage suffered (e.g. if he falls 55 feet, he will only suffer the damage of a 15 feet fall). Note that a wall in this context could be any other vertical surface such as a tree trunk, ship mast, cliff, etc.; also, a smooth surface may require that the acrobat succeeds a Dexterity saving throw for this ability being effective.

- **Evasion:** At 4th level, when lightly or not armored / encumbered, acrobats can swiftly and efficiently avoid breath weapons, area of effect spells, etc. That is, if they succeed a Dexterity saving throw against an attack that normally deals half damage on a successful save, acrobats instead take no damage. At 9th level, this ability improves so acrobats still take no damage on a successful save, but they also take but half damage on a failed save. Note that evasion requires the acrobat being able to jump, move, tumble, etc. outside the area of effect; a held acrobat cannot use this ability.

The ASSASSIN

Assassins are trained in the art of discreet and treacherous murder. More than mere bullies who would kill for a fee, assassins are skillful and elusive professionals. They bring planning and subterfuge along traditional weapons and poison into their assassination plans, aiming at reducing the risks they would run in attacking their victims up front. Assassins are predominantly urban figures who often work for a thieves' guild or a government's secret organization. However, there also exist religious assassins, generally known as "holy slayers".

REQUIREMENTS: Dexterity 13+, Intelligence 9+, cannot be of the Law alignment.

ARMORS: Leather and studded leather armor, as well as shields.

WEAPONS: Any four weapons of the character's choice. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Dexterity and Intelligence saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as the Thief class.

CLASS FEATURES: Backstab, Death attack, Thievery.

- **Backstab:** As per the Thief ability.

- **Death Attack:** Assassins can instantly slay a victim that is caught by surprise, off-guard. They must first discreetly study the victim for 3 rounds and then make a successful surprise attack with a melee weapon. Assassins have three rounds to launch the attack, and the target must not be aware or at least wary of them. Note that a death attack may be combined with a backstab, and that it only works on creatures with discernible anatomies (not undead, plants, constructs, etc.). If the attack is successful, and the victim fails a Constitution saving throw, it is either killed or paralyzed for 2d6 rounds (assassin's choice). On a successful save, the attack only deals normal damage, and the assassin won't be able to attempt another death attack on this target for the remainder of the combat.

- **Thievery:** As per the Thief ability, except assassins only add their level (they don't get the +2 bonus that thieves also gain).

The BARD

Bards are before all jack-of-all-trades, wandering characters who get by in life as entertainers and troubadours, but learn many things during their travels, including a near magical ability to influence and hypnotize others. A majority of bards have given the class' name its original meaning, in focusing on the minstrel aspect of their profession. Others are courtiers who got a broad education in the matter of literacy, artistic ability, fencing and influencing others. They do not make a living as showmen, but use their skills to ingratiate themselves among the rich and powerful, to get to their own ends. Lastly, some bards are in fact mountebanks, that is, con-artists who prey on the foolish and gullible with all manners of scams, from selling fake magical potions, to performing elaborate schemes.

REQUIREMENTS: Charisma 13+, Dexterity 9+.

ARMORS: All types of armors up to chain-mail, but no shields. Other armors impose a skill check penalty (see p.64), but otherwise do not interfere with their class abilities.

WEAPONS: Any three weapons of the character's choice. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all Charisma saves.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, and saving throws as the Thief class.

CLASS FEATURES: Bardic skills, Countersong, Inspire allies, Legend-Lore; Fascinate (4th level); Scroll-use (9th level).

• **Bardic Skills:** Bards are skilled in many domains useful to their artistic activities and manipulation of others. They add their level to all checks involving the following tasks:

—**Deception (Cha).** Use of lies, props and forgery to deceive others (impersonation, disguises, false certificates, bluffing, etc.)

—**Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.

—**Legerdemain (Dex).** Skilful hand use to hide a dagger from a guard, pick the pockets of others without attracting notice, or cheating at the gambling house.

—**Music (Cha).** Sing or play a musical instrument, recite poetry, know how to perform before an audience, gauge another person's artistic skills or work, etc.

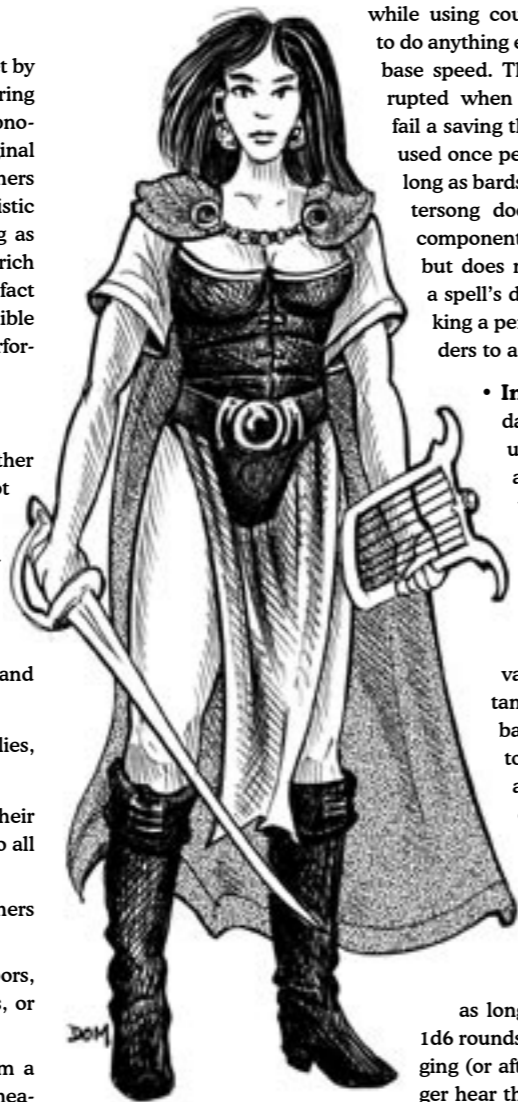
—**Gaining Info (Int).** Mingle among the population and hear rumors, learn interesting facts, or get acquainted with local customs and traditions.

—**Persuasion (Cha).** Convince others of claims and theories, calm angry people, bargain with a merchant, plead a case before a judge or king, etc.

—**Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently. Wearing a dark gray outfit may grant a bonus to the check at night or in caverns, while bright colors (as typically wear bards) or noisy equipment may incur a penalty.

—**Linguistics (Int).** Decipher obscure scripts and coded writings, recognize foreign languages, and ability to learn a new language at every odd level.

• **Countersong:** Bards can negate magic or abilities that rely on sound or vocal effects (such as a harpy's song). If they succeed a Charisma saving throw, these sound/vocal effects do not operate in a 30 feet radius area all around them. Bards must sing or play their music



while using countersong, being unable to do anything else but walk at half their base speed. The countersong is interrupted when bards take damage or fail a saving throw. This ability can be used once per encounter and lasts as long as bards continue to sing. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

• **Inspire Allies:** Once per day per level, bards can use their music, singing and exhortations to bolster those around them. This requires bards to perform for a full round, then succeed a Persuasion skill check (default DC 15, but may vary according to circumstances). Note that a deaf bard suffers a +5 increase to the Persuasion DC, and any failed attempt still counts against the daily limit. The persons to be encouraged must be within 60 feet and able to hear the bard. Inspiring allies is a primary action, and lasts as long as the bard sings plus 1d6 rounds after the bard stops singing (or after the allies can no longer hear the bard). It can have the following effects:

1. **Inspire Courage:** Affected allies get a +2 bonus to saving throws against fear, and a +1 bonus to their attack and damage rolls.

2. **Inspire Competence:** Affected allies get a +2 bonus to skill checks regarding a particular action (such as climbing a wall or moving a heavy object). In some cases the GM may rule that using this ability is infeasible.

3. **Inspire Greatness:** At 9th level, bards can inspire their allies in combat. This operates normally, except it affects only one (chosen) ally at 9th level, two at 11th level, and three at 13th level, granting them a +2 bonus to their attack rolls, and 2d10 temporary bonus hit-points.

• **Legend-Lore:** Bards can make an Intelligence check (adding their level) to know the general history surrounding a magical item, legendary place, or important individual (a mighty hero from the past, a king, etc.). This ability never gives the details (specific enchantment, special abilities, etc.) of a magical item, but its background can give clues to its function. If the check is failed, bards must wait the next level to try again about the same subject. Examples of Legend Lore checks' DCs: Legendary item, place or hero known to all, even if vaguely = DC 10; Great king or champion from the past, powerful magical item, location where important events happened = DC 15; Any lesser magical item,



minor hero, little known supernatural place = DC 20. Add +5 if this belongs to another culture, race, etc., and another +5 if it pertains to a distant land or antique epoch.

• **Fascinate:** At 4th level, bards gain the ability to hypnotize creatures, placing them into a trance with their music and singing. They can use this ability three times per day, and can maintain the effect (this is a primary action) for a number of rounds equal to their level. The target(s) must be within 90 feet, and able to see, hear and pay attention to the bard. Any attack, immediate threat or important distraction (such as a nearby combat) will prevent the ability from working. The target is allowed a Charisma saving throw to negate the effect. If failed, it sits quietly and listens to the bard until the effect ends, all the while being oblivious to its surrounding and suffering a -4 penalty to AC and saving throws. However, any obvious threat or attack breaks the effect. Bards can fascinate one creature per level above the third (one at 4th level, two at 5th level, etc.). In addition, as they gain levels, bards can further influence fascinated creatures, and can cast one of the following spells on them: *Charm Person* at 6th level; *Suggestion* at 8th level; *Antipathy/Sympathy* at 10th level; and *Mass Suggestion* at 13th level. Each of these spell-like effects are granted a saving throw as per the spell's description.

• **Scroll-Use:** At 9th level, as per the Thief ability.



MAGIC-USERS

The WIZARD

Wizards are practitioners of gray magic who often revel in the manipulation of arcane energies for its own sake. Some of them eventually become magic obsessed and ready to sacrifice all that is necessary to gain access to extraordinary powers. As such, wizards typically deny themselves anything that isn't related to their occult pursuits. Their quest for magic and knowledge has often led them into realms where mortals were never meant to go. In fact, the wizards' command and mastery of occult forces from the invisible world, awe most people who often see them as much dangerous, if not invincible individuals. However this tends to be exaggerated, as wizards are but weak in hand to hand combat, and the casting of spells is a difficult process. In fact, truly powerful wizards are above all, cautious and clever characters rather than wielders of unlimited magic.

REQUIREMENTS: Intelligence 11+

ARMORS: None. For many reasons combined together, wizards cannot cast spells in armor. However, at GM's discretion it might be possible, but casting time is doubled, and wizards must then also make a spell failure roll (i.e. roll percentile dice higher than the chances indicated for failure; see p.64), or the spell fails and is lost/wasted.

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS FEATURES: Arcane lore; Magic-use (gray magic); Signature spells (3rd/5th/etc. levels).

• **Arcane Lore:** Wizards add their level to all knowledge checks pertaining to occult matters, magic, supernatural creatures and events, etc. It also applies to checks made to discern if another mage is (apparently) a warlock, wise-man, or wizard.

• **Magic-Use:** Wizards cast spells from the gray magic type (and list). They may prepare and cast any spell they know (i.e.: that is recorded on their spell-book), provided they can cast spells of that level. The class progression table details the number of spells wizards can cast each day, as relevant to their level in the class. All wizards must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour studying their spell-book. While studying, they decide which spells to prepare.

First-level wizards start their career with a spellbook that contains *Read Magic* plus three first-level spells and one second level spell (each of the player's choice). All other spells will have to be found (during adventures), learned from a tutor (usually for a steep fee), or purchased (also usually for a steep fee). Learning and recording a spell in the spell-book takes 1d4 days plus one day per spell level, and requires to succeed an Arcane Lore check skill check at DC = 10 + spell's level. If this check is failed, it can be tried again next level.

• **Signature Spells:** At 3rd level wizards may get one signature spell of the first level. Then, at 5th level they will get a signature spell of the second level, etc., as indicated on the table. That is, wizards choose one of the spells they know (have in their spell-book) and study it so thoroughly that thereafter they can cast it better than anyone else. Turning a spell into a signature spell takes 1 week of special study and learning. Once a signature spell has been chosen for a level of spells, it cannot

be changed thereafter. A signature spell can be prepared directly from memory without need for a spellbook; it is cast as if the wizard were two levels higher (including damage, range, duration, and resistance to *Dispel Magic*); then, signature spells inflict a -2 penalty to their saving throw (if any).



The WARLOCK

Warlocks are practitioners of black magic who tread on a dark and dangerous path to power. At first they are not necessarily affiliated to demons and other evil powers, and some of them pretend to follow the path of black magic to better understand, and thus combat the horrors from beyond. However, this is delusional, as black magic corrupts, and will eventually lead its practitioners to become villains of the basest sort. In fact, most warlocks are of malignant and morbid dispositions. They are thus generally shunned, if not outright hated and condemned by the common populace that fears them, and by most religions that see them as blasphemers. As such, warlocks are typically lone magic-users living on the fringe of society and practicing their foul art in secrecy.

REQUIREMENTS: Intelligence 11+, Constitution 9+, cannot be of the Law alignment.

ARMORS: None. As per the Wizard class.

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, saving throws, and spells per day as the Wizard class.

CLASS FEATURES: Arcane lore; Fiendish servant; Magic-use (black magic); Master summoner; Vile powers (3rd/5th/etc. levels).

- **Arcane Lore:** As per the Wizard ability.
- **Fiendish Servant:** Warlocks can have a demonic servant of some sort, to help them as much as monitor them and report to their dark overlord in the lower planes. This is either a demonic familiar (e.g. an imp or quasit), a guardian demon, or some infernal steed (e.g. a Nightmare). Warlocks share an empathic link with their servant out to a maximum distance of one mile. They cannot see through their servant's eyes, but can communicate simple, limited ideas or general emotional content (complex telepathic discussion is impossible).
- **Magic-use:** As per the Wizard ability, except warlocks learn and cast black magic spells.
- **Master Summoner:** Warlocks are demonologists expert at summoning and binding creatures. Firstly, they gain a +2 (or +10%) bonus to all rolls pertaining to dealing with or controlling summoned creatures.

Table 2.6: Wizard Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Arcane lore, Magic-use	1	—	—	—	—	—
2nd	2d4	+0	17	—	2	—	—	—	—	—
3rd	3d4	+1	16	1st signature spell (any known 1st lvl spell)	2	1	—	—	—	—
4th	4d4	+1	15	—	3	2	—	—	—	—
5th	5d4	+1	15	2nd signature spell (any known 2nd lvl spell)	4	2	1	—	—	—
6th	6d4	+2	14	—	4	2	2	—	—	—
7th	7d4	+2	13	3rd signature spell (any known 3rd lvl spell)	4	3	2	1	—	—
8th	8d4	+2	13	—	4	3	3	2	—	—
9th	9d4	+3	12	4th signature spell (any known 4th lvl spell)	4	3	3	2	1	—
10th	9d4 + 1	+3	11	—	4	4	3	2	2	—
11th	9d4 + 2	+3	11	5th signature spell (any known 5th lvl spell)	4	4	4	3	3	—
12th	9d4 + 3	+4	10	—	4	4	4	4	4	1
13th	9d4 + 4	+4	9	6th signature spell (any known 6th lvl spell)	5	5	5	4	4	2



The WISE-MAN

Wise-men and women are practitioners of white magic who seek to enlighten themselves, and often use their powers and knowledge for the betterment of mankind. Their magic includes several spells of theurgy, a kind of celestial magic that wise-men and women with spiritual inclinations, use to get closer to the heavenly realms and energies. However, as white magic is less destructive and world-changing than black and gray magic, wise-men/women are often at a loss when combating wizards, warlocks and similar magic-using creatures. Yet, wise-men and women are rarely power hungry individuals, and remain content to be supportive characters and live a simple and fulfilling existence. They usually are the most trusted magic-users, and typically work as advisers and physicians to nobles and rulers.

REQUIREMENTS: Intelligence 11+, Wisdom 9+, cannot be of the Chaos alignment.

ARMORS: None. As per the Wizard class.

WEAPONS: Both the staff and the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS PROGRESSION TABLE: Same hit-dice, bonus-to-hit, saving throws, and spells per day as the Wizard class.

CLASS FEATURES: Arcane lore; Awareness; Magic-use (white magic); Secret knowledge (1st/3rd/5th/etc. levels).

- **Arcane Lore:** As per the Wizard ability.
- **Awareness:** As they are noted for insight and wisdom, wise-men/women add their level to any check involving noticing, detecting or discerning something (ranging from finding secret doors, to seeing that an interlocutor lies or hides strong emotions, etc.).
- **Magic-use:** As per the Wizard ability, except wise-men/women learn and cast white magic spells.
- **Secret Knowledge:** At 1st level and every two levels thereafter (3rd, 5th, 7th, 9th, etc.), wise-men/women may choose one secret from the table below. Their level plus Intelligence modifier determines the total number of secrets they can choose from (e.g. a 1st level wise-man with Int. 18 could choose from among the first to the fourth secret). However, they can't choose the same secret twice.

Table 2.7: Wise-men/women Secrets

#	Secret of	Effect
1	Instant mastery	Trained (add their level) in any one skill (Climb, Knowledge, etc.) of their choice
2	Superior health	+4 permanent bonus hit points
3	Inner strength	+2 bonus on all mental saving throws
4	True stamina	+2 bonus on all Str/Con saving throws
5	Quick avoidance	+2 bonus on all Dex saving throws
6	Weapon trick	Add Intelligence modifier (in addition to their Strength mod.) on attack rolls.
7	Dodge trick	Add Intelligence modifier (in addition to their Dexterity mod.) as bonus to AC
8	Mind over muscle	Use Intelligence in addition to Strength for physical force checks
9	Newfound arcana	One bonus 1st-level spell per day
10	Newfound arcana	One bonus 2nd-level spell per day

Then, all the creatures they summon are tougher, gaining a +2 bonus hit-points per HD (though this does not allow them to exceed their normal maximum), and gaining a +1 bonus to their attack and damage rolls, and saving throws. Note by the way that a warlock's summoned creatures are always of a fiendish/evil nature (at least in aspect). Lastly, when a spell summons a random number of creatures, warlocks can roll the die twice, and pick the best result.

• **Vile Powers:** At 3rd level, warlocks can make a pact with evil, supernatural entities (at 1st and 2nd level they are considered not worth the effort). In doing so they forfeit their soul to the lower planes, and become of the Chaos alignment. They are now agents, or even thralls of demons and dark gods, often known as "initiates of the first circle." In exchange warlocks gain a (randomly determined) supernatural power from their dark patron. Then, every two levels thereafter (at 3rd, 5th, 7th, etc.) they can be promoted to higher circles, provided they served well and committed appropriate atrocities, gaining more supernatural powers in the process. Unfortunately, each vile power comes with a deformity that will mark the character as a minion of evil and induce hostility in normal people's reactions. These vile powers may be:

- 1. **Clawed Hands:** Gains clawed hands that may be used as slashing weapons dealing 1d6 of damage each, while getting a +1 bonus to attack rolls.
- 2. **Cloven Hooves:** Legs and feet are replaced with that of a goat, granting a +10 feet bonus to the warlock's base speed (i.e. 16"/40 ft. for a human instead of 12"/30 ft.).
- 3. **Eyes of Evil:** Gets black eyes with gleaming red small pupils, granting infravision 60 feet (which stacks with already existing infravision).
- 4. **Hellish Skin:** Skin becomes bloated and hardened, also taking on a grayish color, and granting a +3 natural AC bonus.
- 5. **Paranoiac Eye:** Grows a big eye in the back of the head, enabling warlocks (provided it isn't covered with hair or hood) to see behind their back. They become more difficult (if not impossible) to surprise (a least only with a 1 on a d6).
- 6. **Sulfurous Odor:** Body now continuously generates a stench that wields the same effects as a *Stinking Cloud* spell in a 5 feet radius all around the warlock.



RACIAL CLASSES

DWARVES

The CLANSDWARF

Clans-dwarves are the archetypal warriors of the dwarves' culture. They are the respected defenders of their society, for they are at the forefront of its security. Clans-dwarves often patrol the mountains and the mazes of caverns and tunnels around their communities, in search of enemies, usually goblinoids, ogres and trolls. They also inspect their environment to discern if some cave-in or similar hazards would threaten their settlements. Their life is usually one of near constant warfare in the dark tunnels of the realms below, and their training and abilities reflect it. Clans-dwarves are not of the greedy adventuring type, but would accompany a party of adventurers when on missions for their communities, such as recovering important dwarven relics, getting news of a cousin clan, etc.

REQUIREMENTS: Dwarf race; Strength 11+, Constitution 9+

ARMORS: All types of armors and shields.

WEAPONS: Axe (hand and battle), crossbow (light), dagger, and hammer (light and war). Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all saves against magic and poison (cumulative with the same bonus shared by all dwarves).

CLASS FEATURES: Hated foes, Short and stable, Spelunker, Tunnel fighter; Clan's guard (3rd level); and Mighty smash and slash (5th level).

• **Hated Foes:** Orcs and goblinoids are the dwarves' traditional foes, against whom they must constantly war to defend their domains. Clans-dwarves are much competent against these enemies, gaining a +1 bonus to attack and damage rolls against them, that increases to

+2 at 7th level, and +3 at 13th level. Furthermore, when these foes have only 1 HD, clans-dwarves can make one attack per round per level against them. Clans-dwarves also know their language, and get a bonus to all checks made to recognize their presence or passage, their odor, or know about their habits, etc., equal to twice the bonus they get to attack them.

• **Short and Stable:** Clans-dwarves gain a +4 bonus to AC against large humanoids such as giants, ogres, ogre mages, titans and trolls. They also gain a +4 bonus to any save made to resist being tripped, pushed, pulled, etc.

• **Spelunker:** Clans-dwarves are used to patrol the tunnels and caverns surrounding their communities. They add their level to all skill checks made to: Climb rocks and stone surfaces; Orienteering underground, including detecting grades or slopes in passages, and sensing approximate depths; Knowledge of geology and the underground (caverns, tunnels, etc.), including the ability to notice unusual stonework, such as sliding walls, stonework traps, new tunnel or construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework.

• **Tunnel Fighter:** Clans-dwarves are better than others at moving and fighting in narrow tunnels, cramped spaces and the like. If they use but small or short stabbing weapons (such as daggers), and don't wear an armor heavier than chain-mail, clans-dwarves are not subject to the relevant penalties to initiative, attack and damage rolls, but also to AC when lying on the ground. If they use heavier weapons and armors however, they reduce the penalty by half. Lastly, clans-dwarves can crawl on the ground at their base speed (instead of a maximum of half speed for all others).

• **Clan's Guard:** At 3rd level, clans-dwarves become efficient sentinels and defenders of their clans and allies. They gain a +1 bonus for not being surprised (i.e. only surprised on a 1 on d6) when they guard a place, entrance, encampment, caravan, etc. Furthermore, when defending it from attackers they gain a +2 bonus to their AC. At 9th level, this bonus increases to +2 for surprise (so they cannot be surprised by mundane foes), and +4 to AC.

• **Mighty Smash and Slash:** At 5th level, when they use the battle-axe or war-hammer with both of their hands, clans-dwarves get a +2 bonus to their damage rolls. At 11th level, this bonus increases to +3.



Level	HD	BtH	Saves	Abilities
1st	1d8	+1	15	Hated foes (+1), Short and stable, Spelunker, Tunnel fighter
2nd	2d8	+2	14	—
3rd	3d8	+3	13	Clan's guard (+1 surprise and +2 AC)
4th	4d8	+4	13	—
5th	5d8	+5	12	Mighty smash and slash (+2)
6th	6d8	+6	11	—
7th	7d8	+7	10	Hated foes (+2)
8th	8d8	+8	10	—
9th	9d8	+9	9	Clan's guard (+2 surprise and +4 AC)
10th	9d8 +3	+10	8	—
11th	9d8 +6	+11	7	Mighty smash and slash (+3)
12th	9d8 +9	+12	7	—
13th	9d8 +12	+13	6	Hated foes (+3)

The GOTH

Gothar are the religious and political leaders of the dwarven clans. Gothar is in fact the plural form of Gothi (male) or Gythia (female), a dwarf term which means: «Those who speak the godly tongue». As priests, they are responsible for honoring the clan's ancestors and worshipping all of the pantheon's deities and heroes. As advisors and arbiters, the Gothar are the keepers of the laws and traditions of the community. Then, in times of war they must lead the warriors into battle and help to the defense of the clan. Gothar are expected to be brave and wise, honorable in their daily lives, and unswerving in their duty. Novice Gothar typically act as heralds, and perform various missions for the clan outside the community. Then, the most experienced Gothar eventually become clan elders; and the wisest are chosen or elected to be the leaders of the clan, who represent their community at the Althing, the annual gathering of the dwarven clans.

REQUIREMENTS: Dwarf race; Strength 9+, Intelligence 11+, and Charisma 11+

ARMORS: All armors up to chain-mail, and shields.

WEAPONS: Any two weapons, plus the warhammer. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all saving throws against magic and poison (cumulative with the same bonus shared by all dwarves).

CLASS FEATURES: Community ear, Dwarven lore, Magic-use; Racial foes (2nd level); Spells in combat (4th level).

• **Community Ear:** Gothar spend their time among dwarves, helping others and listening to them, and generally becoming well trusted by all. As such, gothar add their level to all checks pertaining to communication (gathering information, bluffing, persuading others, etc.), and those pertaining to local, community knowledge (who does what, etc.),



when they are in dwarven communities. This ability has no effect on other races, except maybe granting gothar a +2 bonus when diplomatic missions are involved.

• **Dwarven Lore:** Gothar are competent in all aspects of the dwarven culture: its art, history, laws, traditions, etc., including the ability to read and write the dwarven runic language. Gothar add their level to all Knowledge checks pertaining to their culture.

• **Magic-use:** Gothar can cast spells as per the Wizard ability, except they can only learn and cast White magic spells. Note that dwarves are usually poor magic-users, so might be limited in their spell selection (such as having access only to spells of the spheres of All Priests, Combat, Craft, Earth, Fire, Healing, Law/Good, Protection, Warding. See p.408).

• **Racial Foes:** At 2nd level, gothar gain a +1 bonus to their attack rolls against orcs and goblinoids, and learn their language. They also gain a +2 bonus to AC against large humanoids such as giants, ogres, ogre mages, titans and trolls. Gothar gain some combat training against the traditional enemies of their race, though not as much as clans-dwarves.

• **Spells in Combat:** At 4th level, gothar can cast spells while holding a weapon (or any single item) in one hand, but must keep their other hand free to do so. Then, though like wizards, gothar cannot cast spells in armor, this restriction is lifted when they wear magical armors of dwarven craftsmanship. Note however that both casting a spell while holding a weapon, and casting a spell while wearing a magical armor, each augment the casting time by 1 segment.

Normally, when a wizard is hit during casting a spell, the magic is ruined and lost. However, if gothar are hit while casting a spell, they may still complete it and release the magical effect if they succeed a Constitution saving throw. Note that being hit while casting a spell likewise augments the casting time by 1d4 segments.

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d6	+0	15	Community ear, Dwarven lore, Magic-use	1	—	—	—	—	—
2nd	2d6	+1	15	Racial foes	2	—	—	—	—	—
3rd	3d6	+1	14	—	2	1	—	—	—	—
4th	4d6	+2	13	Spells in combat	3	2	—	—	—	—
5th	5d6	+3	13	—	3	3	1	—	—	—
6th	6d6	+3	12	—	3	3	2	—	—	—
7th	7d6	+4	11	—	3	3	2	1	—	—
8th	8d6	+5	11	—	3	3	3	2	—	—
9th	9d6	+5	10	—	4	4	3	2	1	—
10th	9d6 +2	+6	9	—	4	4	3	3	2	—
11th	9d6 +4	+7	9	—	5	4	4	3	2	—
12th	9d6 +6	+7	8	—	6	5	5	3	2	1
13th	9d6 +8	+8	7	—	6	6	6	4	2	2

Elves

The ELDRITCH-ARCHER

Eldritch-archers combine two chief interests of the elven culture in one profession: archery and magic-use. They do not merely practice the bow along spell-casting however; in infusing their arrows with magic, they become much more effective on the battlefield. Eldritch-archers can thus make for powerful allies and dangerous foes. As mages, they usually favor offensive and defensive spells, and remain skeptical of scholarly and philosophical pursuits. As warriors, they prefer to travel fast, unencumbered by heavy armor which would preclude their spell-casting and is not much useful in ranged combat. Eldritch-archers are certainly at a loss against true warriors in melee combat, but are rarely equaled when it comes to firing a bow.

REQUIREMENTS: High Elf or Half-elf race; Strength 9+, Dexterity 11+, Intelligence 11+.

ARMORS: All armors up to chain-mail, and shields. Note that eldritch-archers who wear the rare elfin chain-mail armor, do not suffer penalties to their Stealth checks, and can cast spells in armor.

WEAPONS: Bow (short and long), dagger, and sword (short and long). Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all Dexterity and Intelligence saves.

CLASS FEATURES: Enchant arrow, Magic-use (gray magic), Imbue arrow (3rd level), Seeker arrow (6th level), Phase arrow (9th level), Hail of arrows (12th level), Slaying arrow (13th level).

• **Enchant Arrow:** At 1st level, every nonmagical arrow an eldritch-archer nocks and lets fly becomes enchanted,

gaining a +1 magical bonus to attack and damage rolls, as well as being able to hit creatures normally immune to non-magical weapons. An eldritch-archer's magic arrows only function for him. This magical bonus increases to +2 at 4th level, +3 at 7th level, +4 at 10th level, and +5 at 13th level.

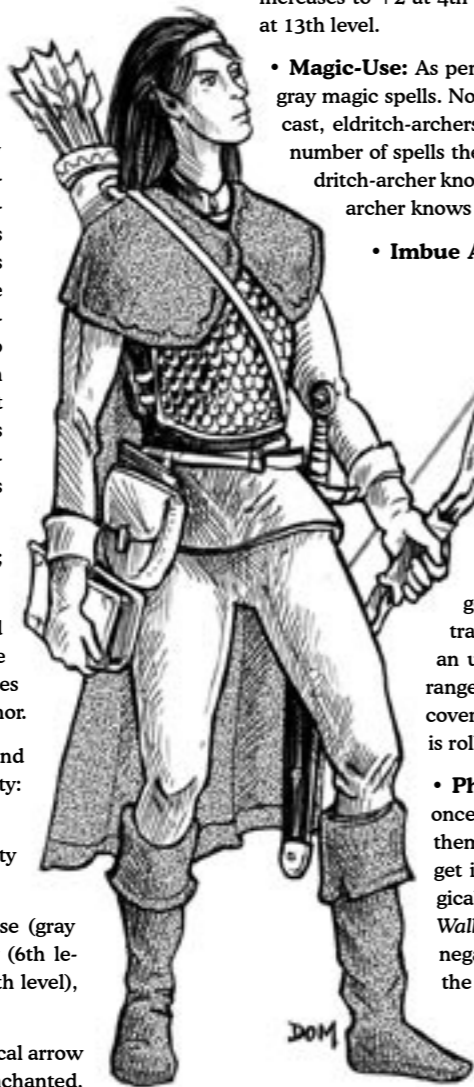
• **Magic-Use:** As per the Fae-mage ability, eldritch-archers can cast gray magic spells. Note however, that for each level of spell they can cast, eldritch-archers know a number of spells that is equal to the number of spells they can cast each day plus one (so a 1st level eldritch-archer knows two 1st level spells; then, a 6th level eldritch-archer knows four 1st level spells and four 2nd level spells).

• **Imbue Arrow:** At 3rd level, eldritch-archers can place a spell upon an arrow instead of casting it normally. Then, when the arrow hits something, the spell effects are released normally, taking effect where the arrow hits. It takes a full round action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

• **Seeker Arrow:** At 6th level, eldritch-archers can once per day launch an arrow at a target known to them within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight. This ability negates cover and concealment penalties to hit, so the attack is rolled normally.

• **Phase Arrow:** At 9th level, eldritch-archers can once per day launch an arrow at a target known to them within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A *Wall of Force*, a *Wall of Fire*, or the like stops the arrow.) This ability negates cover and concealment penalties to hit, so the attack is rolled normally.

• **Hail of Arrows:** At 12th level, eldritch-archers can once per day, in lieu of their regular attacks, fire an arrow at each and every tar-



get within range, to a maximum of 2d6 targets. Each attack uses the eldritch-archer's normal attack bonus, and each enemy may only be targeted by a single arrow.

• **Slaying Arrow:** At 13th level, eldritch-archers know how to create arrows of slaying (as per the magical item). However, since they generally don't know the *Enchant an Item* spell, the arrows of slaying they craft last no longer than one year, and eldritch-archers can only have one such arrow in existence at a time.

The FAE-MAGE

Fae-mages have a strong and natural affinity for magic, making them born spellcasters. They are elves who got a kinship with the fey and a connection with the realms of faery (from which their race is thought to have come from). As such, fae-mages are too fickle and whimsical to focus all of their efforts on learning exacting spell formulas in dusty tomes of arcane knowledge; but then, they can handle and manipulate magical energies intuitively. Hence, fae-mages, unlike wizards, are informal magic-users who learn their spells from nature spirits and fairies, rather than from academic studies. For that reason, fae-mages prefer to live in remote natural places, close to fey creatures, while they have a strong dislike for urban and civilized environments.

REQUIREMENTS: High Elf or Half-elf race; Intelligence 11+, Charisma 11+

ARMORS: None. As per the Wizard class. Yet, if the GM allows to cast spells in armor, fae-mages will suffer only half the penalties (see p.64) if wearing elfin chain-mail.

WEAPONS: The staff. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS FEATURES: Arcane lore, Magic-use, Embed spell (5th/9th level), Infused with magic (13th level).

• **Arcane Lore:** As per the Wizard ability.

• **Magic-Use:** Fae-mages cast spells from the gray magic type (and list). The class progression table details the number of spells they can cast each day, as relevant to their level. However, fae-mages don't need to prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level. Fae-mages do not have to decide ahead of time which spells they will cast. That is: fae-mages know a certain number of spell formulas, and for each level of spell they can cast, it is equal to the number of spells they can cast each day minus one (e.g. 2nd level fae-mage knows three 1st level spells; a 4th level fae-mage knows five 1st level spells and two 2nd level spells). These spells must be from the gray magic spell list; fae-mages are limited to the few spells they know, and cannot benefit from a spellbook.

At 4th, 6th, 8th, 10th, and 12th levels, fae-mages can choose to learn a new spell in place of one they already know. In effect, they "lose" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the fae-mage can cast. Fae-mages may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

• **Embed Spell:** At 5th level, fae-mages can place a spell upon an object (typically a weapon) instead of casting it normally. Then, when the object hits something (usually in combat or when thrown forcefully against a wall or something), the spell effects are released normally, taking effect where the object hits. Casting a spell in this way takes a full round action, and the object must then be used within one round per level of the fae-mage, or the magic is wasted. At 9th level, fae-mages can embed the spell so it becomes a short-lived magical item (1 turn per level before fading away), that anyone can use as if they were themselves casting the spell as the fae-mage, but just need to hold the item in their hand and speak the command word to release its magic.

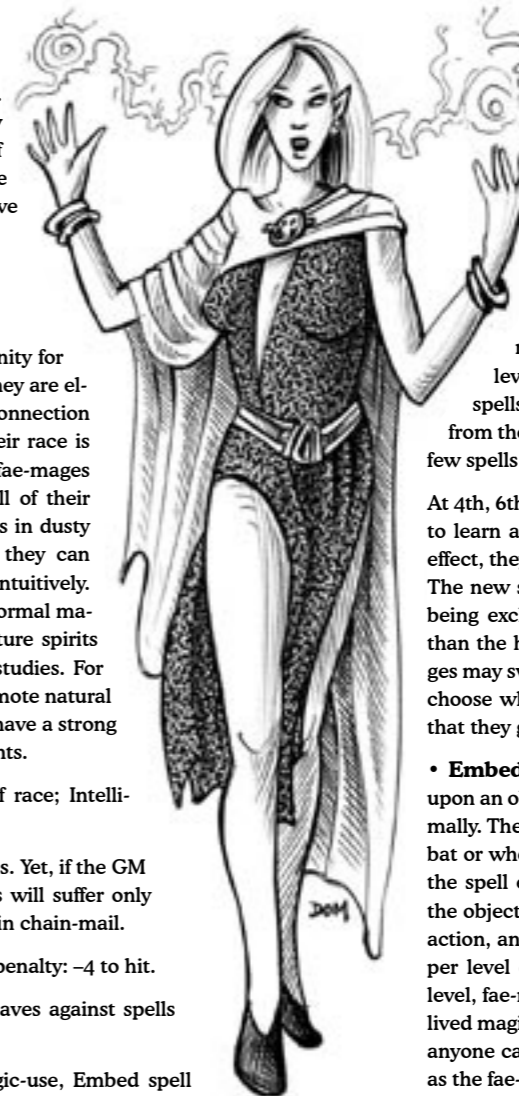


Table 2.10: Eldritch-Archer Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d6	+0	15	Enchant arrow (+1), Magic-use	1	—	—	—	—
2nd	2d6	+1	15	—	2	—	—	—	—
3rd	3d6	+2	14	Imbue arrow	3	—	—	—	—
4th	4d6	+3	13	Enchant arrow (+2)	3	1	—	—	—
5th	5d6	+3	13	—	3	2	—	—	—
6th	6d6	+4	12	Seeker arrow	3	3	—	—	—
7th	7d6	+5	11	Enchant arrow (+3)	3	3	1	—	—
8th	8d6	+6	11	—	3	3	2	—	—
9th	9d6	+6	10	Phase arrow	3	3	3	—	—
10th	9d6 +2	+7	9	Enchant arrow (+4)	3	3	3	1	—
11th	9d6 +4	+8	9	—	3	3	3	2	—
12th	9d6 +6	+9	8	Hail of arrows	3	3	3	3	—
13th	9d6 +8	+9	7	Enchant arrow (+5), Slaying arrow	3	3	3	3	1

Table 2.11: Fae-Mage Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Arcane lore, Magic-use	3	—	—	—	—	—
2nd	2d4	+0	17	—	4	—	—	—	—	—
3rd	3d4	+1	16	—	5	—	—	—	—	—
4th	4d4	+1	15	—	6	3	—	—	—	—
5th	5d4	+1	15	Embed spell (lesser)	6	4	—	—	—	—
6th	6d4	+2	14	—	6	5	3	—	—	—
7th	7d4	+2	13	—	6	6	4	—	—	—
8th	8d4	+2	13	—	6	6	5	3	—	—
9th	9d4	+3	12	Embed spell (greater)	6	6	6	4	—	—
10th	9d4 +1	+3	11	—	6	6	6	5	3	—
11th	9d4 +2	+3	11	—	6	6	6	6	4	—
12th	9d4 +3	+4	10	—	6	6	6	6	5	3
13th	9d4 +4	+4	9	Infused with magic	6	6	6	6	6	4

• **Infused with Magic:** At 13th level, fae-mages have become so steeped in magic, that it now comes as an ever-present side-effect. They gain one of the following abilities, chosen upon getting the 13th level (it cannot be changed thereafter).

—**Disdain Need.** No longer needs to eat or drink, getting all nourishment from magic.

—**Display Power.** Can grow more powerful and impressive at will, gaining a +4 bonus to all checks made to impress or intimidate others.

—**Distinct Voice.** If wanting to, may be heard by anyone within 100 feet, regardless of ambient noise, even when whispering.

—**Magic Touch.** Can sense if an object touched has a magical aura (but no other information is gained).

—**Name of Power.** Becomes aware when anyone speaks her name (referring specifically to the fae-mage). She knows when it happens, and learns who is the speaker.

—**Touch Not the Earth.** Though body weight is unaffected, now walks without touching the ground, as if floating 2 inches above (though never higher, so falls are still possible), thus leaving no tracks and avoiding traps triggered by weight placed upon a floor.



The FORESTAL

Forestals represent the main religion of the elves: the Faith in the Land. These magic-users seek to be in tune with the elemental forces of nature, and are at home in the deep forests of the world. Central to their thinking is the belief that the Land and those who inhabit it are one; and that abusing nature may only eventually result in disaster. As such the forestals' role is twofold. As caretakers they watch over the Land, and see that it isn't despoiled by uncaring or unaware people. Then, as nature-priests they help the communities with their knowledge and magic, and teach them how to live in harmony with nature.

REQUIREMENTS: Sylvan Elf or Half-elf race; Intelligence 11+, Wisdom 9+, Charisma 13+

ARMORS: None. As per the Wizard class. Yet, if the GM allows to cast spells in armor, forestals will suffer only half the penalties (see p.64) if wearing elfin chain-mail.

WEAPONS: The staff. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to Wisdom and Constitution saves.

CLASS FEATURES: Magic-use (white magic), Nature lore (3rd level), Wildlife awareness (3rd level), Woodland stride (5th level), Immunity to fey charm (7th level), Land's power (9th level).

• **Magic-Use:** As per the Fae-mage ability, except forestals only learn and cast spells from the Nature spell list.

• **Nature Lore:** Forestals add their level to all knowledge skill checks pertaining to nature (mostly plants and animals, but also fey, seasons and cycles, weather, etc.). Then, at 3rd level, forestals can always identify plant and animal types, and can determine when water is pure and safe to drink. It's a matter of insight and keen attunement with nature, rather than just knowledge, so a forestal could learn what an unknown plant's properties would be, despite seeing it for the first time.

• **Wildlife Awareness:** At 3rd level, forestals know how to avoid confrontations with dangerous animals. Any time a dangerous animal is encountered, if the forestal makes a Wisdom saving throw, this animal will not attack unless it is attacked first. At the GM's discretion, provocative actions like surrounding the animal or attempting to pen it in, can be considered attacks.

• **Woodland Stride:** At 5th level, forestals can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and

Table 2.12: Forestal Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d6	+0	15	Magic-use, Nature lore (knowledge)	3	—	—	—	—	—
2nd	2d6	+1	15	—	4	—	—	—	—	—
3rd	3d6	+1	14	Nature lore (insight), Wildlife awareness	5	—	—	—	—	—
4th	4d6	+2	13	—	6	3	—	—	—	—
5th	5d6	+3	13	Woodland stride	6	4	—	—	—	—
6th	6d6	+3	12	—	6	5	3	—	—	—
7th	7d6	+4	11	Immunity to fey charm	6	6	4	—	—	—
8th	8d6	+5	11	—	6	6	5	3	—	—
9th	9d6	+5	10	Land's power (+1 and +2/-10%)	6	6	6	4	—	—
10th	9d6 +2	+6	9	—	6	6	6	5	3	—
11th	9d6 +4	+7	9	—	6	6	6	6	4	—
12th	9d6 +6	+7	8	—	6	6	6	6	5	3
13th	9d6 +8	+8	7	Land's power (+2 and +4/-20%)	6	6	6	6	6	4

similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

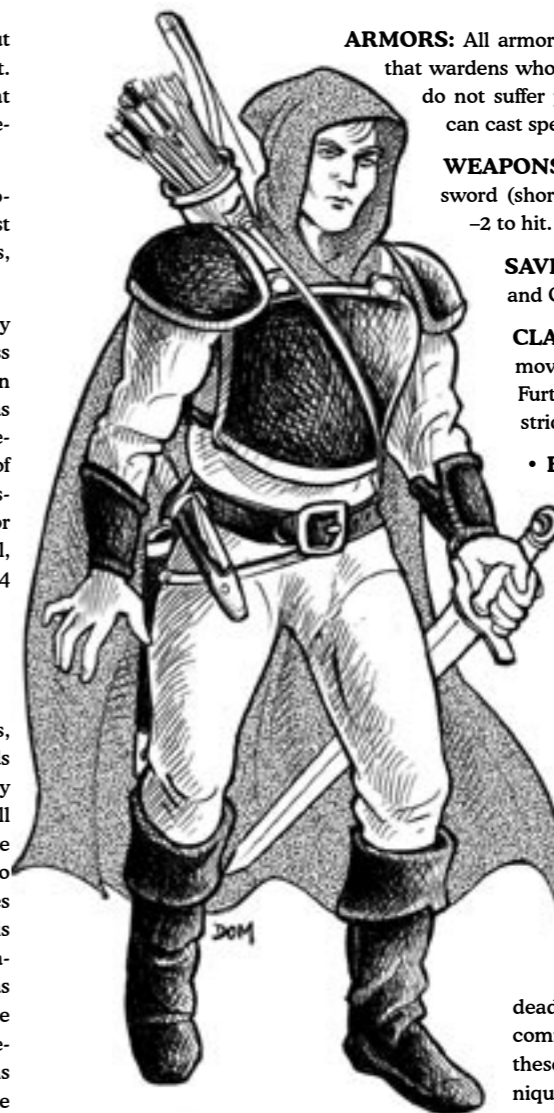
• **Immunity to Fey Charm:** At 7th level, forestals become immune to all Charm spells cast by fey woodland creatures such as dryads, nixies, nymphs, pixies and sprites.

• **Land's Power:** At 9th level, and when they are in unsullied, primeval forests, or wilderness places of natural power (e.g. near ley-lines or in the realms of Faery), forestals cast their spells as if they were one level higher (for purpose of determining the spell's effects, not their number of spells per day), and get a +2 bonus to their caster level checks to overcome magic resistance (or alternately impose a -10% penalty). At 13th level, this bonus increases to two levels higher and +4 (or -20%) to overcome MR.

The WARDEN

Wardens are the most common elven warriors, whose primary duty is to patrol their native lands and protect them from the depredations of any monsters and enemies. Wardens are before all swift warriors competent in wood lore, but are more than mere foresters. They are defenders who focus most of their efforts on the particular enemies their communities must face. In many lands this is but the pervasive goblinoid threat, though occasionally the elves will have worse enemies such as undead or monstrous spiders. Nonetheless, as the elves are a race gifted for magic, the more experienced wardens eventually turn to mystical paths to gain knowledge of the secret powers of nature (i.e.: gain spells) under tutelage of a forestal.

REQUIREMENTS: Sylvan Elf or Half-elf race; Strength 11+, Dexterity 11+, Intelligence 11+.



ARMORS: All armors up to chain-mail, and shields. Note that wardens who wear the rare elfin chain-mail armor, do not suffer penalties to their stealth checks, and can cast spells in armor.

WEAPONS: Bow (short and long), dagger, and sword (short and long). Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to Strength and Constitution saves.

CLASS FEATURES: Elf weapons, Fast movement, Favored enemy, Hunting skills; Furtive and alert (3rd level); Woodland stride (7th level); Magic-use (8th level).

• **Elf Weapons:** Wardens gain a +1 bonus to hit with long and short bows, as well as long and short swords, provided the weapons they use are of elven craftsmanship (or at least perfectly copied from such weapons).

• **Fast Movement:** Wardens have a speed faster than the norm for their race (i.e. 40 feet / 16") when wearing no armor or light armor (and not carrying a heavy load).

• **Favored Enemy:** Wardens must select a type of creature as a favored enemy, and this is normally a type of foes common to their lands and forests (such as giant spiders, lycanthropes, orcs, undead, etc.), against whom they defend their community. Due to their extensive study of these foes and training in the proper techniques for combating them, wardens gain a +2 bonus to all knowledge and tracking

checks pertaining to them, as well as saving throws against the foe's special attacks. Then, they also get that bonus to weapon damage rolls against creatures of this type, including ranged weapons if the targets

Table 2.13: Warden Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day			
					Cast. lvl.	1st	2nd	3rd
1st	1d8	+1	15	Elf weapons, Fast move, Favored enemy, Hunting skills	—	—	—	—
2nd	2d8	+2	14	—	—	—	—	—
3rd	3d8	+3	13	Furtive and alert	—	—	—	—
4th	4d8	+4	13	—	—	—	—	—
5th	5d8	+5	12	Favored enemy (2nd)	—	—	—	—
6th	6d8	+6	11	—	—	—	—	—
7th	7d8	+7	10	Woodland stride	—	—	—	—
8th	8d8	+8	10	Magic-use (nature magic)	1st	1	—	—
9th	9d8	+9	9	Favored enemy (3rd)	2nd	2	—	—
10th	9d8 +3	+10	8	—	3rd	2	1	—
11th	9d8 +6	+11	7	—	4th	2	2	—
12th	9d8 +9	+12	7	—	5th	2	2	1
13th	9d8 +12	+13	6	Favored enemy (4th)	6th	2	2	2

are within 30 feet. At 5th, 9th, and 13th levels thereafter, wardens may select a new favored enemy against which apply that +2 bonus, while the bonus associated with every previously selected foe goes up by +2.

- **Hunting Skills:** As per the Ranger's class ability, except that wardens gain a +2 bonus to all such skill checks when they are in woodlands and forests (at least those similar to their native forests, otherwise the bonus in only of +1).

- **Furtive and Alert:** At 3rd level wardens are less likely to be surprised, and even more likely to surprise opponents. They get a +1 bonus for not being surprised, and to surprise others.

- **Woodland Stride:** At 7th level, wardens gain this ability as per the Forestal class.

- **Magic-use:** At 8th level, wardens gain the ability to cast spells as per the Fae-mage ability, except wardens can only learn and cast spells from the Nature spell list. Note also that for each level of spell they can cast, wardens know a number of spells that is equal to the number of spells they can cast each day plus one (so an 8th level warden knows two 1st level spells; then, an 11th level warden knows three 1st level spells and three 2nd level spells). Lastly, the wardens' casting level is equal to their class level minus 7.

Gnomes

The ILLUSIONIST

Gnome illusionists are peculiar magic-users who draw on the subtle energies of the plane of Shadows to cast their spells. They take the patterns of light and dark and weave them into spells of deception and delusion. Gnome illusionists focus on illusion magic, but are nonetheless much different from wizards who specialize in illusion spells. Their spells could not be learned by a wizard, as much as they cannot learn wizards' spells. Gnome illusionists almost always remain secretive about their magical abilities, and prefer to not mingle with more regular, arcane spellcasters. This is because an illusionist's power lies primarily in another's ignorance of their true ability, and thus should take care of not letting other magic-users learn about it.

REQUIREMENTS: Gnome race; Intelligence 11+, Dexterity 13+.

ARMORS: None. As wizards, illusionists cannot cast spells in armor, or with appropriate penalties (see p.64) if the GM allows it.

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS FEATURES: Arcane lore; Magic-use (Delusion magic); Unseen magic; Discerning eye (2nd level).

- **Arcane Lore:** As per the Wizard ability.

- **Magic-use:** As per the Wizard ability, except gnomes illusionists learn and cast the spells of their own list (i.e. Delusion spells). Note that each time they reach a new experience level, gnomes illusionists automatically learn one spell of their choice, from the Delusion list, and of a level they can actually cast. They learn this spell in an almost intuitive manner from constantly dealing with energies from the plane of Shadows, not necessarily from studying in books.

- **Unseen Magic:** Gnomes illusionists can cast spells with an extreme discretion. If they succeed a Deception skill check at DC = 10 + spell's level, they can cast a spell in such a way that even those who look at them while they are casting, won't notice it (mistaking it for something innocuous such as sneezing, or curing the nose with a finger, etc.). Similarly, a gnome illusionist's spellbook never resembles magical writings, and cannot be detected as such by low level divination spells.

- **Discerning Eye:** At 2nd level, gnomes illusionists add their level to all vision-based detection skill checks. They also gain a +2 bonus to all saving throws against illusion magic not cast by another gnome illusionist. This bonus increases to +3 at 6th level; and +4 at 10th level. Furthermore, at 13th level, a gnome illusionist can passively sense if an effect is illusory within 30 feet. This bonus functions against illusory attacks as well, such as *Shadow Evocation*, *Shadow Conjunction* and *Phantasmal Killer*.

- **Infuse With Shadow:** At 4th level, gnomes illusionists can 1/day draw on the plane of Shadows to infuse their illusion spells with a modicum of reality. This ability doesn't function in complete darkness or brightly lit areas; there must be some nearby shadows (i.e. within 10 feet of the spell's effects). The spell so cast becomes more difficult to disbelieve and save against, and could have actual effects. Typically, in areas of moderate shadows, the spell would incur a -2 penalty to the save; -4 if strong shadows. Furthermore, illusions effects that affect the sen-

ses but have no physical substance, could be made to hurt, though at half strength the real thing (i.e. roll normally and halves). [Note that in cases where players would try to abuse this ability, it cannot make an illusion deal more than 1d6 of damage per two caster levels.] Then, if applied to a shadow evocation or conjuration spell, the ability doubles its effectiveness. Lastly, other effects might be possible at GM's discretion. For example, an illusory bridge could become solid enough to bear one person, so long as the gnome illusionist concentrates on it. Gnomes illusionists can use this ability 2/day at 8th level, and 3/day at 12th level.

The TRICKSTER

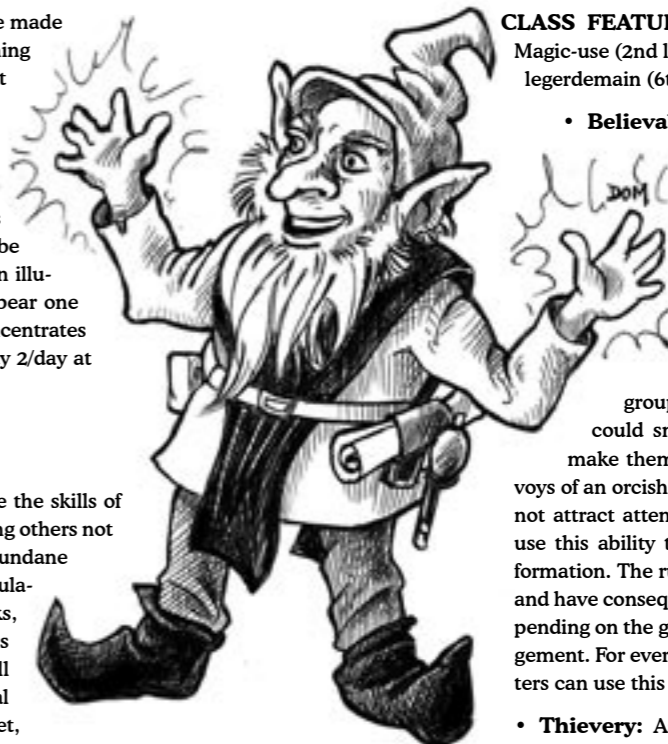
Tricksters are roguish gnomes who combine the skills of burglary with magic. They are adept at duping others not only with their spells, but also with more mundane means, being experts in guile and dissimulation. Many tricksters are thus mountebanks, that is, con-artists and unscrupulous mages who prey on the foolish and gullible with all manners of scams, from selling fake magical potions, to performing elaborate schemes. Yet, some other tricksters are more like pranksters who seem to live but for getting a good laugh, and are motivated by making fun at the expense of others. In any case, tricksters are used to rely on surprise, blind luck and unusual tactics and ideas to escape danger and evade their enemies and angered victims. Their magic usually hinders and annoys their enemies, making their life difficult, rather than destroy them.

REQUIREMENTS: Gnome race; Intelligence 11+, Dexterity 13+.

ARMORS: None. As wizards, tricksters cannot cast spells in armor, or with appropriate penalties (see p.64) if the GM allows it.

WEAPONS: Any two weapons chosen among the following: dagger, short-bow, short-sword, or sling. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all saves against spells and magic, and also to poison.



CLASS FEATURES: Believable lie, Thievery; Magic-use (2nd level - Delusion magic); Ranged legerdemain (6th level).

- **Believable Lie:** Tricksters can 1/day build a totally false situation and have others believe their words, including those who are involved in this lie. As such, they can make any kind of situation sound believable, even to the most ludicrous extreme. With this ability, a group of PCs led by the trickster could sneak into an orc territory, and make them believe they all are really envoys of an orchish deity under humanoid guise to not attract attention. Tricksters may otherwise use this ability to spread rumors and false information. The rumor will enter the community and have consequences in one or more days, depending on the gossip's detail and the GM's judgement. For every three additional levels, tricksters can use this ability once more per day.

- **Thievery:** As per the Thief ability, except tricksters only add their level (they don't get the +2 bonus that thieves also gain). Note about poisons, that tricksters are not acquainted with lethal poisons, but normally use this ability as pertaining to hallucinogenic dusts and drugs.

- **Magic-use:** At 2nd level, tricksters can cast spells. This is as per the Illusionist ability, but with their own progression and a casting level equal to their class level minus 1.

- **Ranged Legerdemain:** At 6th level, tricksters become able to 1/day perform small dexterous manipulations at a maximum distance of 10 feet, such as disarming a trap, opening a lock or pick-pocketing someone (in which case the stolen object softly falls on the ground). Working at a distance increases the normal skill check DC by 5. Any object to be manipulated must weigh 5 pounds or less. At 9th level, tricksters can use this ability 2/day at a maximum distance of 20 feet; and 3/day up to 30 feet away, at 12th level.

Table 2.14: Illusionist Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	16	Arcane lore, Magic-use, Unseen magic	1	—	—	—	—	—
2nd	2d4	+0	16	Discerning eye (+2)	2	—	—	—	—	—
3rd	3d4	+1	15	—	2	1	—	—	—	—
4th	4d4	+1	15	Infuse with shadow (1/day)	3	2	—	—	—	—
5th	5d4	+1	14	—	4	2	1	—	—	—
6th	6d4	+2	14	Discerning eye (+3)	4	3	1	—	—	—
7th	7d4	+2	13	—	4	3	2	—	—	—
8th	8d4	+2	13	Infuse with shadow (2/day)	4	3	2	1	—	—
9th	9d4	+3	12	—	5	3	3	2	—	—
10th	9d4 +1	+3	12	Discerning eye (+4)	5	4	3	2	1	—
11th	9d4 +2	+3	11	—	5	4	3	3	2	—
12th	9d4 +3	+4	11	Infuse with shadow (3/day)	5	5	4	3	2	1
13th	9d4 +4	+4	10	Discerning eye (sense illusions 30')	5	5	4	3	2	2

Table 2.15: Trickster Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d4	+0	16	Believable lie (1/day), Thievery	—	—	—	—	—
2nd	2d4	+1	16	Magic-use (casting level = class level -1)	1	—	—	—	—
3rd	3d4	+1	15	—	2	—	—	—	—
4th	4d4	+2	15	Believable lie (2/day)	2	1	—	—	—
5th	5d4	+2	14	—	3	1	—	—	—
6th	6d4	+3	14	Ranged legerdemain (1/day - 10 ft. range)	3	2	—	—	—
7th	7d4	+3	13	Believable lie (3/day)	3	2	1	—	—
8th	8d4	+4	13	—	3	3	1	—	—
9th	9d4	+4	12	Ranged legerdemain (2/day - 20 ft. range)	3	3	2	—	—
10th	9d4 +1	+5	12	Believable lie (4/day)	3	3	2	1	—
11th	9d4 +2	+5	11	—	3	3	3	1	—
12th	9d4 +3	+6	11	Ranged legerdemain (3/day - 30 ft. range)	3	3	3	2	—
13th	9d4 +4	+6	10	Believable lie (5/day)	3	3	3	2	1

Halflings

The FOLK-CHAMPION

Folk champions are the strong arms and stout hearts from the halfling society. Despite being obviously less impressive than human knights in shiny armors, they are nonetheless courageous and abiding by their own code of honor. Folk champions are brave souls who probably would have preferred to lead peaceful and comfortable lives in their cozy burrows, but had to undertake unpleasant and dangerous quests out of a sense of duty. Folk champions are able warriors who can hold their ground sword in hand against much bigger enemies. However, though they are capable of fighting evil with the strength of their arms and not falter in the face of adversity, folk champions generally prefer to use stealth and skill, and retreat until another day when it is necessary. The code of honor of folk champions may lead them to sacrifice their lives for the greater good, but not just for style and glory as knights are wont to do.

REQUIREMENTS: Halfling race; Strength 9+, Dexterity 11+, Constitution 11+

ARMORS: All types of armors and shields.

WEAPONS: Bow (short), dagger, sling and sword (short). Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to Strength and Constitution saves.

CLASS FEATURES: Harmless mien, Sharp shooter, Cause commitment (3rd level), Aimed shot (4th level), Uncanny luck (5th level).

• **Harmless Mien:** For as long as they retain a humble behavior and discreet equipment, combined with their small size and perhaps also the favor of fate or the gods, folk champions appear innocuous and unworthy of atten-



tion. In crowded areas (typically city streets full of people), they can easily vanish out of sight into the populace and become almost impossible to spot. During combat, they will remain unnoticeable as long as they don't make any threatening gestures; foes won't think of them as real or significant opponents, instead bothering about the armored knights, big barbarians and wizards. If a die roll is called for to use this ability, folk champions get a +6 bonus to their checks.

• **Sharp Shooter:** Folk champions get a +1 bonus to hit with all ranged and missile weapons. Furthermore, when using slings and small thrown weapons (such as daggers and darts), the first range increment is doubled; as such, where the range increment of a thrown dagger is 10 feet, in the hand of a folk champion it becomes 20 feet for the first increment, and continues as normal thereafter.

• **Cause Commitment:** At 3rd level, folk champions who have sworn themselves to a cause, will dedicate all of their efforts to it, until it is completed. As such, whenever folk champions attempt a task or make a saving throw that is directly related to advancing or defending their cause (subject to GM's judgement), they get a +2 bonus to the roll. This bonus increases to +3 at 7th level, and +4 at 11th level. Note that a folk champion may only have one cause at a time (and obviously an altruistic cause).

• **Aimed Shot:** At 4th level, folk champions can aim their ranged and missile weapons with deadly accuracy. It requires concentration, thus a full round action, and the folk champion suffers a -2 penalty to his initiative. Also, it cannot be attempted while people are fighting at arm's reach, and if the folk champion is hit before shooting, this will be just a normal attack. However, if the aiming is successful and not interrupted, the attack deals double the base weapon damage (any bonus for strength, magic, etc. is added only once). Then, at 8th level aimed shots deal triple damage, and at 12th level quadruple damage.

• **Uncanny luck:** At 5th level, folk champions become favored by fate, the powers of good, or whatever. They can once per day re-roll any one die roll, and abide by the result they best prefer. Folk champions gain an additional use of this ability at 9th and 13th level; however, in all cases, any type of die can be re-rolled only once per day (e.g. a 9th level folk champion could re-roll a d20 and a d6, but not some d20 roll twice the same day).

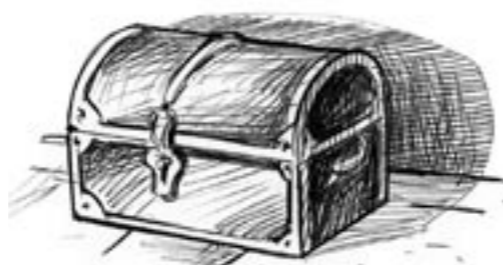


Table 2.16: Folk Champion Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d8	+1	15	Harmless mien, Sharp shooter
2nd	2d8	+2	14	—
3rd	3d8	+3	13	Cause commitment (+2)
4th	4d8	+4	13	Aimed shot (x2)
5th	5d8	+5	12	Uncanny luck (1/day)
6th	6d8	+6	11	—
7th	7d8	+7	10	Cause commitment (+3)
8th	8d8	+8	10	Aimed shot (x3)
9th	9d8	+9	9	Uncanny luck (2/day)
10th	9d8 +3	+10	8	—
11th	9d8 +6	+11	7	Cause commitment (+4)
12th	9d8 +9	+12	7	Aimed shot (x4)
13th	9d8 +12	+13	6	Uncanny luck (3/day)



The SCOUT

Scouts roam the countryside around their rural settlements both for enjoyment and practical purposes. They watch over the surroundings for signs of dangers, and spread news and information among their communities. At higher levels, scouts venture farther away, and sometimes act as guides for travelers across the wilderness. Then, the most experienced of them are eventually proposed the position of sheriff in their own communities, or may clear their own lands to establish some new halfling settlement. Scouts are well-versed in woodcraft and learn many things about the world during their travels, but remain mediocre combatants. As such, they will rarely attack an enemy up front, preferring to harass them from afar with missile weapons and guerilla tactics.

REQUIREMENTS: Halfling race; Dexterity 11+, Constitution 9+

ARMORS: Leather armor.

WEAPONS: Bow (short), dagger, sling and sword (short). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Dexterity and Constitution saving throws.

CLASS FEATURES: Get out of trouble, Sharp shooter, Woodcraft; Legend lore (2nd level); Aimed shot (4th level); Evasion (6th/13th level); Hide in plain sight (9th level).

• **Get Out of Trouble:** Scouts have a tendency to throw themselves in dangerous situations, but also develop the ability to escape them fast and unscathed. In effect, scouts can retreat and flee from a combat (or other threatening circumstances) at twice their base normal speed for a number of rounds equal to 1d6 + their level. If they win the initiative, or if they lose initiative but succeed a Dexterity saving throw, scouts don't suffer any attack of opportunity (such as rear attacks for fleeing an opponent), when using this ability for flight. Scouts can use this ability once per combat/encounter.

• **Sharp Shooter:** As per the Folk Champion's ability.

• **Woodcraft:** Scout are skilled in many domains useful to their wilderness travels and explorations. They add their level +2 to all checks involving the following tasks:

—**Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.

—**Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.

—**Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently. Wearing a gray or green outfit may grant a bonus to the check in forests and such, while bright colors or noisy equipment may incur a penalty.

—**Survival (Wis).** Find food and shelter in natural surroundings for a number of people = 1 + Wis modifier, avoid natural hazards and dangers (quicksands, etc.), resist harsh weather conditions.

—**Tracking (Wis).** Recognize and follow the tracks of creatures on the ground.

—**Traps (Dex).** Attempts to disable or set traps.

• **Legend Lore:** At 2nd level, scouts begin to remember extraordinary things they learned during their travels and explorations. As such, they can make an Intelligence check (adding half their level, rounded down) to know the general history surrounding a magical item, legendary place, or important individual (e.g. a mighty hero from the past, a king, etc.). Remembering about obscure heroes and lesser magical items, or information related to distant or foreign cultures is generally more difficult, thus increases the DC (see the Bard's Legend Lore ability p.36 for suggestions). This ability never gives the details (specific enchantment, special abilities, etc.) of a magical item, but its background can give clues to its function. A failed check indicates that scouts have no knowledge about the item, place or individual; but they can make another check when they gain a new level (which assumes they have learned additional lore in the meantime).

• **Aimed Shot:** At 4th level, scouts gain this ability, as per the Folk champion class.

• **Evasion:** At 6th level, when lightly or not armored / encumbered, scouts can swiftly and efficiently avoid breath weapons, area of effect spells, etc. That is, if they succeed a Dexterity saving throw against an attack that normally deals half damage on a successful save, scouts instead take no damage. At 13th level, this ability improves so scouts still take no damage on a successful save, but they also take but half damage on a failed save. Note that evasion requires the scout being able to jump, move, tumble, etc., outside the area of effect; a held or helpless scout cannot use this ability.

• **Hide in Plain Sight:** At 9th level, scouts can try to Hide (make a Stealth check) in natural surroundings even while being observed.

Table 2.17: Scout Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d6	+0	15	Get out of trouble, Sharp shooter, Woodcraft
2nd	2d6	+1	14	Legend lore
3rd	3d6	+2	13	—
4th	4d6	+2	13	Aimed shot (x2)
5th	5d6	+3	12	—
6th	6d6	+4	11	Evasion
7th	7d6	+5	10	—
8th	8d6	+5	10	Aimed shot (x3)
9th	9d6	+6	9	Hide in plain sight
10th	9d6 +2	+7	8	—
11th	9d6 +4	+8	7	—
12th	9d6 +6	+8	7	Aimed shot (x4)
13th	9d6 +8	+9	6	Improved evasion



Weird Tales Classes

The NECRONIMUS

Necronimuses are mystical agents who act as a bridge between the world of the living and the unseen spiritual realms on behalf of their community. They perceive the world as being full of spirits, from the puny to the powerful, and interact with them on a daily basis. Necronimuses are in fact mediums who can communicate with spirits, mostly those of the dead and the undead. They don't use necromancy magic to bind negative energies to their will, but simply communicate with the spirits of the deceased, and for some unknown reason have much influence over them. In societies that revere the spirits of their ancestors and call upon their protection, necronimuses sometimes officiate as some kind of priests or shamans. In any case, necronimuses never choose to become what they are, but were granted these powers for some unfathomable reason.

REQUIREMENTS: Wisdom 12+, Charisma 12+

ARMORS: Padded, leather and studded leather armor. No shield.

WEAPONS: Any two weapons from the following list: club, dagger, crossbow (heavy and light), firearms (hand pistols), staff, and short-spear. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saving throws against the powers of the dead and the undead. They are also granted a save without bonus against undead attacks that don't allow any (e.g. energy drain).

CLASS FEATURES: Rebuke undead, Spirit affinity, Spirit sense; Channel the dead (3rd level); Spirit magic (5th level); Raise dead warriors (9th level); Poltergeists (13th level).

• **Rebuke Undead:** Necronimuses can befriend undead and request their help up to 3/day. Although this is done through peaceful communication, the game mechanics and effects are as per the Rebuke Undead ability.

• **Spirit Affinity:** Owing to their contact with the afterworld, necronimuses add their level to all Charisma-based skill checks when dealing with spirits (it doesn't affect Rebuke Undead rolls however).

• **Spirit Sense:** Necronimuses can sense the presence of spirits at will. They must concentrate for one full round to determine if there is any spirit within 60 feet. This ability also lets them know their type (incorporeal undead, nature spirit, extra-planar being in ethereal form, etc.) and power (i.e.: approximate number of HD) if they concentrate on them one more round. When a spirit is detected, necronimuses can attempt to communicate with it, provided the spirit is willing to answer. This takes another 1d4 rounds trying to establish contact, requiring a Charisma check at DC = spirit's HD. Communication will be through mental images and emotions unless the spirit has some higher form of communication (such as telepathy) or a language also spoken by the necronimus.

• **Spirit Magic:** At 3rd level, necronimuses gain the assistance of spirits to get spells. Necronimuses can ask for such assistance as often as they want; it works as follows: They first request a spirit to come to their help, and it arrives in 1d6 rounds. Then, they tell the spirit of a spell they want to obtain; it must be a White Magic spell, since only benevolent spirits care to help the necronimuses in such a way.



Table 2.18: Necronimus Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d6	+0	15	Rebuke undead, Spirit affinity, Spirit sense
2nd	2d6	+1	15	—
3rd	3d6	+1	14	Spirit magic
4th	4d6	+2	13	—
5th	5d6	+3	13	Channel the dead
6th	6d6	+3	12	—
7th	7d6	+4	11	Poltergeists (lesser)
8th	8d6	+5	11	—
9th	9d6	+5	10	Summon dead warriors (lesser)
10th	9d6 +2	+6	9	—
11th	9d6 +4	+7	9	Poltergeists (greater)
12th	9d6 +6	+7	8	—
13th	9d6 +8	+8	7	Summon dead warriors (greater)

Thereafter, the spirit departs for 1d6 rounds + 1 round/spell level. When the spirit returns, roll 1d20 + necronimus' level vs DC = 10 + 2/spell's level. If the roll succeeds, the spirit imparts the spell into the necronimus' mind, as if the character had actually prepared the spell as a magic-user would. Note however, that a necronimus can only have one such spell prepared at a time, and it must be cast within 30 minutes or it will disappear. If the roll fails, the spirit was unable to get the magic, and this spell cannot be requested again during that day. Then, on a natural roll of 1 on the d20, this ability cannot be used anymore until the following day.

• **Channel The Dead:** At 5th level, necronimuses can 3/day channel the spirit of a deceased person for up to one minute per level. During this time, the spirit takes control of the necronimus' body. Necronimuses use this ability to allow their allies to speak with and ask questions to the possessing spirit (often that of an ancestor). The spirit replies according to what it knew during life, including the languages it spoke (if any), but is under no obligation to answer or to say the truth, so the necronimus should better channel a spirit known to be reliable and well disposed toward the necronimus. Note that if the spirit seeks to say or do something against the necronimus' will, the character may attempt a Charisma saving throw to prevent it.

• **Poltergeists:** At 7th level, necronimuses can 1/day, unleash the fury of primitive spirits in a 20 feet radius around them, for up to 1 round per level, provided they concentrate on it. All unattached objects and debris come alive with fury, violently attacking any creature (but the necronimus) inside the area. Those who take any other action than fighting off the flying objects, including leaving the area, suffer 2d4 points of damage per round. In addition, casting spells while remaining in the area is impossible. Necronimuses may move at half speed while using this power and the effect remains with them at all times until they stop concentrating. Then, at 11th level, this ability becomes more devastating, having a 30 feet radius and dealing 2d6 of damage per round; characters holding items in their hand, wearing hats or helmets, etc., must succeed a Strength saving throw, or the objects are torn off their hands.

• **Summon Dead Warriors:** At 9th level, necronimuses can 1/day summon 1d6 incorporeal undead to fight on their behalf, for a duration of 1 round/level (typically wraiths, or some other 4 HD undead). Then, at 13th level, necronimuses can summon 1d6 sword-wraiths (or at least 7 HD undead) for 2 rounds/level.



The OCCULTIST

Occultists are kind of dark sages who seek to uncover truths that "man was never meant to know." They dabble in dangerous lore and forbidden secrets that may corrupt their soul and turn them insane. Although some occultists advance cautiously on this dreaded path, and are more interested in such knowledge for its own sake, or even with the purpose of combating the dark horrors from beyond, many fall prey to its corrupting lure. Hence, occultists often end up as demented black magicians of the vilest sort. As spellcasters, occultists are a sub-class of wizards who have learned to harness magical energies in a slightly divergent way. As such, they can prepare and cast less spells, but handle more of the powerful spells if they so choose. Then, they focus exclusively on spells of black magic.

REQUIREMENTS: Charisma 13+, Intelligence 11+, Wisdom 11+; Occultists cannot be of the Law alignment.

ARMORS: None. As wizards, occultists cannot cast spells in armor, or with appropriate penalties (see p.64) if the GM allows it.

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS FEATURES: Corruption, Dark lore, Magic-use; Secret knowledge of demon-slayers (3rd level); Banish fiendish creature (6th level).

• **Corruption:** Despite any precautions they may take, occultists remain subject to the corrupting influence of the dark sorceries they dabble into. As such, occultists must make a special Wisdom saving throw each time they reach a new level, with a penalty equal to the maximum level of spell they can cast. If it is failed, their alignment or allegiance turns to Chaos. Once it has occurred, each level thereafter occultists must again make this saving throw, this time to not gain an insanity (see appendix).

• **Dark Lore:** Occultists add their level to most skill checks pertaining to anything of a fiendish nature. The bonus typically applies to Knowledge (Occult) skill checks about demons and the like, but also to Charisma-based skill checks when dealing with fiends (to coerce them, or bargain with them), Survival skill checks when travelling hellish outer planes, etc., and of course chances to learn new spells of black magic.

• **Magic-use:** Occultists learn and cast black magic spells. They may prepare and cast any spell they know (i.e.: that is recorded on their spell-book), provided they can cast spells of that level. Occultists can prepare a number of spells per day equal to their level + their Intelligence modifier [this replaces the usual number of bonus spells granted by a high ability score]. Unlike wizards, occultists can choose the number of spells of a given level they can prepare. However, an occultist cannot prepare the same spell more than once in any given day (e.g. a 5th level occultist cannot prepare two or more *Vampiric Touch* spells, just only one). [GM note: it is important to enforce this restriction, as it is the only limiting factor that will prevent occultists to turn into an overpowered, broken class.] Occultists must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour studying their spell-book. While studying, they decide which spells to prepare.

First-level occultists start their career with a spellbook that contains *Read Magic* plus three first-level spells and one second level spell (each of the player's choice). All other spells will have to be found (during adventures), learned from a tutor (usually for a steep fee), or purchased (also usually for a steep fee). Learning and recording a spell in the spell-book takes 1d4 days plus one day per spell level and requires to succeed a Dark Lore skill check at DC = 10 + spell's level. If this check is failed, it can be tried again next level.

• **Secret Knowledge of Demon-Slayers:** At 3rd level, occultists can once per day gain a special clue to help them combat fiendish or Chaos-born creatures. After spending 3d6 minutes (direct and attentive observation) to 3d6 hours (reading appropriate books) studying a particular creature of supernatural evil, they must make a Dark Lore check at DC = 10 + the creature's HD. If successful, the occultist and their allies will gain an advantage against that particular foe. This advantage is a bonus equal to the occultist's Intelligence modifier that will apply to (roll a d6): 1—attack rolls; 2—damage rolls; 3—AC bonus; 4—saving throws; 5—target's saving throws penalty; 6—double effect (re-roll twice discarding results #6). The bonus is effective so long as the method is applied. Examples of methods (that are determined by the GM) include: holding a particular sacred relic close to the target while combating it; fighting the target during certain astrological conditions (i.e. "when the stars are right"); bathing the attackers in some ointment made with consecrated herbs and holy water; etc.

• **Banish Fiendish Creature:** At 6th level, occultists gain the ability to banish extra-planar creatures of the lower planes (without need for a

spell) once per day. To do so, they roll on the Turn Undead table (p.95) as if they were a friar of the same level, and taking into account the fiend's number of HD as a friar does of an undead. A "T" result means that the creature is banished for a minimum of 2d6 minutes, but could then return if it can do it (such as with a *Plane Shift* spell-like ability). A "D" result means that the creature is banished for a minimum of one year and one day, and will probably never cross the occultist's path again. At 9th level occultists can use this ability twice per day, and then three times per day at 12th level.



Table 2.19: Occultist Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day	
					Max number	Max level
1st	1d4	+0	16	Corruption, Dark lore, Magic-use	1	1st
2nd	2d4	+0	16	—	2	1st
3rd	3d4	+1	15	Secret knowledge of demon-slayers	3	2nd
4th	4d4	+1	15	—	4	2nd
5th	5d4	+1	14	—	5	3rd
6th	6d4	+2	14	Banish fiendish creature (1/day)	6	3rd
7th	7d4	+2	13	—	7	4th
8th	8d4	+2	13	—	8	4th
9th	9d4	+3	12	Banish fiendish creature (2/day)	9	5th
10th	9d4 +1	+3	12	—	10	5th
11th	9d4 +2	+3	11	—	11	6th
12th	9d4 +3	+4	11	Banish fiendish creature (3/day)	12	6th
13th	9d4 +4	+4	10	—	13	7th



The PSYCHIC

Psychics are characters gifted with supernatural powers of the mind. They can manifest magical-like effects such as reading thoughts, seeing and hearing at a distance, or curing others simply through sheer force of will. Psychics do not need to learn spells in books of arcane secrets nor commune with the gods, to get magical powers. However, they must have some latent psionic ability in order to develop such powers. Some are born with it, while others got it later in their life, typically when having a near death experience during an accident. In any case, psionic abilities must be trained, whether it is done under the supervision of a mentor, or self-taught. Psychics are generally intuitive and introspective types of people who feel different, if not superior to all other people, including spellcasters.

REQUIREMENTS: Intelligence 11+, Wisdom 11+, Charisma 11+

ARMORS: Padded, leather and studded leather armor. No shield.

WEAPONS: Any two weapons from the following list: club, dagger, crossbow (heavy and light), firearms (hand pistols), staff, and short-spear. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saves against spells and magic.

CLASS FEATURES: Psionic-use; Attack and defense modes (3rd level and later).

• **Psionic-Use:** Psychics can manifest supernatural powers of the mind. In effect they cast spells from their own list, using a specific procedure; hence psychic powers are treated as magic (for determining

resistance to magic, interaction with other spells, etc.). Psychic powers are gained and used as follows:

Psychics have a number of psionic points that is determined by their level, and to which they add their Charisma bonus (only once). They can manifest powers (i.e. cast spells) so long as they have psi-points remaining and they can pay the cost of the power. When psychics have spent some, or all of their psi-points, they must get a good night's sleep to regain them. Psychics know a number of psionic powers determined by their level. Each time they gain another level, psychics unlock the knowledge of new powers (i.e. spells that are chosen by the player from the Psychic list). Once selected, they cannot change these powers, nor use others. Psychics do not prepare powers in advance as most magic-users do with their spells. They simply need to have enough psi-points to pay the cost for manifesting a power they know (i.e. cast one of their spells); as indicated on the table (see last column: number in parenthesis), a 1st level power costs 1 point to cast, then 3 pts for a 2nd level one, 5 pts to 3rd lvl, 7 pts to 4th lvl, 9 pts to 5th lvl, and 11 pts to 6th lvl. Psychics only need to concentrate to use their powers, no gestures, material or verbal components, etc. are required.

Note that in campaign worlds where sorcery may have corrupting effects, can attract the attention of demonic beings, etc., psychics are no more subject to it than non-spellcasting classes.

• **Attack and Defense Modes:** At 3rd level, psychics receive their first psionic attack and psionic defense modes. Then, they gain another at 6th, 9th, 11th and 13th levels. There is five different attack and defense modes; all have a psionic points cost, and attacks are resolved using a mental attack roll against the target's mental armor class. See chapter on combat (p.96) for more information. Note that psychics can only select an attack or a defense mode if they have enough psionic points to use it (i.e. when at full psionic points).

Psionic Attack Modes			Psionic Defense Modes		
A	Mind Blast	(10 pts)	F	Empty Mind	(1 pt)
B	Mind Thrust	(6 pts)	G	Thought Shield	(2 pts)
C	Ego Whip	(4 pts)	H	Mental Barrier	(3 pts)
D	Id Insinuation	(8 pts)	I	Intellect Fortress	(5 pts)
E	Psychic Crush	(12 pts)	J	Tower of Iron Will	(7 pts)

Level	HD	BtH	Saves	Abilities	Psionic Powers		
					Psi pts /day	# pow. known	Max pow. level
1st	1d6	+0	16	Psionic-use	1 pt	3	1st (costs 1 pt)
2nd	2d6	+1	16	—	3 pts	5	1st (costs 1 pt)
3rd	3d6	+1	15	1st attack and defense mode	6 pts	7	2nd (costs 3 pts)
4th	4d6	+2	15	—	10 pts	9	2nd (costs 3 pts)
5th	5d6	+2	14	—	15 pts	11	3rd (costs 5 pts)
6th	6d6	+3	14	2nd attack and defense mode	21 pts	13	3rd (costs 5 pts)
7th	7d6	+3	13	—	28 pts	15	4th (costs 7 pts)
8th	8d6	+4	13	—	36 pts	17	4th (costs 7 pts)
9th	9d6	+4	12	3rd attack and defense mode	45 pts	19	4th (costs 7 pts)
10th	9d6 +2	+5	12	—	55 pts	21	5th (costs 9 pts)
11th	9d6 +4	+5	11	4th attack and defense mode	66 pts	23	5th (costs 9 pts)
12th	9d6 +6	+6	11	—	78 pts	25	5th (costs 9 pts)
13th	9d6 +8	+6	10	5th attack and defense mode	91 pts	27	6th (costs 11 pts)

The RIFLEMAN

Riflemen (and riflemen) are soldiers and mercenaries used to advanced weaponry, especially firearms. In the less technologically advanced settings they are musketeers using arquebuses and matchlock pistols. However, in worlds rife with ancient leftovers of advanced technology, they would use flame-lances, ray-guns and the like. However, riflemen don't live in future ages, but in worlds mostly returned (or still) into the primitive ways of the middle-ages. As such, riflemen can operate as most soldiers and fighters do, with heavy armors and bladed weapons on bloody battlefields. Yet, riflemen are special people who shine when they can fire through the enemy ranks rather than slash at them with muscle and sweat.

REQUIREMENTS: Strength 9+, Dexterity 11+

ARMORS: All types of armors and shields.

WEAPONS: Any four melee weapons of their choice, plus all firearms. Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all Strength and Dexterity saving throws.

CLASS FEATURES: Defensive position, Tech-use; Defensive roll (3rd level); Crippling shot (7th level)

• **Defensive Position:** Riflemen are used to be careful of enemy fire, and protect themselves from it as best they can. Whenever they can take cover behind something (i.e. have one-quarter, one-half, three-quarters, or nine-tenths cover), they get a +2 bonus to their AC in addition to normal cover AC bonus. This bonus increases to +3 at 5th level, +4 at 9th level, and +5 at 13th level.

• **Tech-Use:** Riflemen are acquainted with technology. They add their level to any check made to understand, use and repair reasonably simple technology (e.g. bullet guns and sky boats), but only half their level (rounded down) for much more complex machines (e.g. phasers and starships). Of course DC remains at GM's discretion (e.g. DC15 to repair a bullet gun; DC 30 to repair a phaser, but only DC10 to use it).

• **Defensive Roll:** At 3rd level, riflemen can roll with a potentially lethal shot to take less damage from it than they otherwise would. Once per day, when hit by a missile attack (from a bow, crossbow, firearm or other similar weapon), riflemen can attempt to roll with the damage. To use this ability, they must attempt a Dexterity saving throw (e.g. they

might try to dodge the attack, protect a vital part of their body with their arm, etc.). If the save succeeds, they take only half damage from the attack; if it fails, they take normal damage. Riflemen must be aware of the attack and able to react to it in order to execute a defensive roll; if they are denied their Dexterity bonus to AC, they can't use this ability. Riflemen can use this ability 2/day at 7th level, and 3/day at 11th level.

• **Crippling Shot:** At 7th level, riflemen can shoot their targets with such precision as to weaken and hamper them. This requires the riflemen to carefully aim, so the attack must be a full-round action and suffer a +2 penalty to initiative. However, if successful the attack deals an additional die of damage (e.g. 2d8 instead of 1d8, or 4d6 instead of 3d6). Furthermore, if the target fails a Constitution saving throw, it also gets a -1 penalty to all rolls, and reduces its base speed by -10 feet until healed by magic, or after 1d4 days have elapsed. Note that each range increment between the rifleman and the target grants a +1 cumulative bonus to the target's saving throw.



Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Defensive position (+2), Tech-use
2nd	2d10	+2	15	—
3rd	3d10	+3	14	Defensive roll (1/day)
4th	4d10	+4	13	—
5th	5d10	+5	12	Defensive position (+3)
6th	6d10	+6	11	—
7th	7d10	+7	10	Crippling shot, Defensive roll (2/day)
8th	8d10	+8	9	—
9th	9d10	+9	8	Defensive position (+4)
10th	9d10 +4	+10	7	—
11th	9d10 +8	+11	6	Defensive roll (3/day)
12th	9d10 +12	+12	6	—
13th	9d10 +16	+13	6	Defensive position (+5)

The SAVANT

Savants are masters of technology. In post-apocalyptic worlds and settings where scientific knowledge has almost been lost, and technology mostly fallen in disrepair, savants are considered with awe. They are incomprehensible geniuses or odd tech-sorcerers able to revive and recreate the wonders of ancient days. However, characters of the savant class are more jack-of-all-trades or tech-jockeys when it comes to technology, than real scientists or engineers from futuristic, industrial societies. Hence savants do not always fully understand what they do, being more used to tinkering than pursue serious scientific research.

REQUIREMENTS: Intelligence 13+, Dexterity 9+

ARMORS: None, yet with the sole exception of a suit or armor they would have created all by themselves.

WEAPONS: Savants are proficient in two weapons of their choice, provided they are of small size or appropriate to their technological studies. This must be discussed between player and GM; otherwise, a savant is traditionally proficient in firearms. Non-proficiency penalty: -4 to hit.

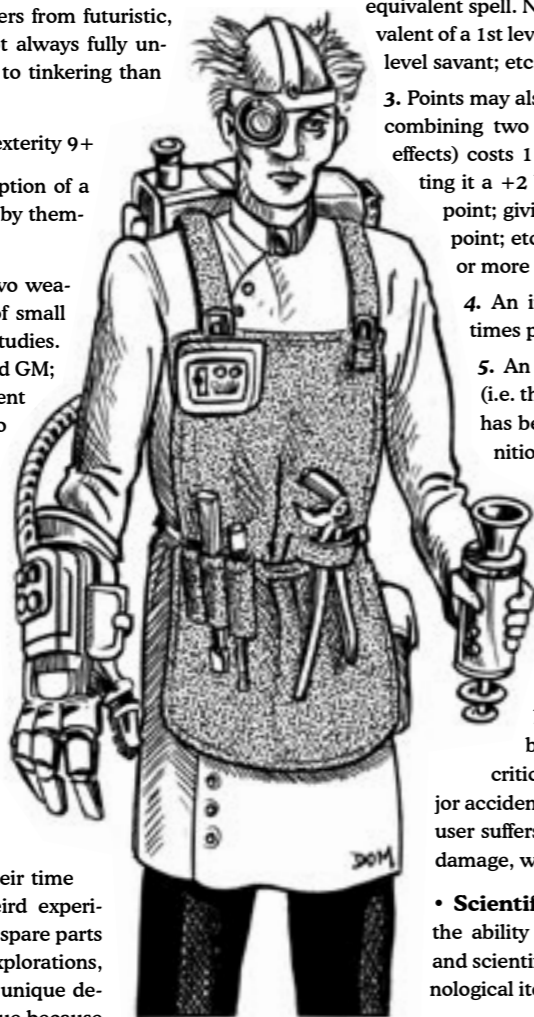
SAVING THROWS: +2 bonus to all Intelligence and Dexterity saves.

CLASS FEATURES: Tech genius, Inventions; Scientific improvisation (2nd level).

- **Tech Genius:** Savants are the true experts about technology. They add their level +2 to all skill checks made to understand, use and repair technological items. Of course DC remains at GM's discretion (e.g. DC15 to repair a bullet gun; DC 30 to repair a phaser, but only DC10 to use it).

- **Inventions:** Savants spend most of their time designing strange machines, making weird experiments, salvaging all sorts of materials and spare parts of technological items found during their explorations, etc. This leads them to eventually create unique devices of their own. These devices are unique because most savants live in settings without industrial facilities that would let them duplicate such items, or they use spare parts of alien devices no longer found. Then, there is also often a luck factor involved, since savants may not fully understand the scientific principles underlying the functioning of technology.

Savants thus come up with one new device at 1st, 3rd, 5th, 7th, 9th, 11th, and 13th level. If a device is lost, destroyed, etc., it can be replaced by the savant creating another one, and not necessarily the same. By default, the savant should get the same number of craft points as had the original device that was lost. But the GM may allow the savant to get a number of craft points equal to his or her current level if trying to recreate the same device but spending the additional points mostly to miniaturize or reinforce it. Use the following guidelines to design inventions. Yet, what they can make, their size, the number of ammuni-



tions /charges / etc., should be left at GM's and player agreement.

1. To create each new device, savants have a pool of "craft points" equal to their level. Each power, effect and /or characteristic of the device costs a number of points.

2. The main function of the device should be based on a spell (any spell which effects might plausibly be duplicated by sci-fi technology in the context of the game); this costs one point per level of the equivalent spell. Note that a 1st level savant is limited to the equivalent of a 1st level spell; then, 2nd level spell equivalent for a 3rd level savant; etc. (as indicated on the Savant Progression table).

3. Points may also be used to grant additional aspects or effects: combining two functions together (i.e. two spells equivalent effects) costs 1 point; increasing the device's sturdiness granting it a +2 bonus to saving throws (and AC if any) costs 1 point; giving the invention two more uses per day costs 1 point; etc. Other aspects or effects would likewise cost 1 or more points.

4. An invention should be usable approximately 1d4 times per day.

5. An invention conforms to the rules of technology (i.e. they aren't magical, could be used by anyone who has been told how to use it, probably require ammunition or power packs, etc.).

6. Only the savant who made the invention, and those who were carefully instructed, can use it safely and successfully. Other people need to make a Tech-use (or Tech-Genius) roll, at a DC = 10 + invention's equivalent spell level. Failure by 5 points or less indicates that the item doesn't function this round, but could be activated again next round. Failure by more than 5 points indicates that the device breaks down and will have to be repaired. Then, critical failure (natural 1 on the d20) indicates a major accident: the device is destroyed beyond repair, and the user suffers disastrous collateral effects (e.g. 2d6 points of damage, with a Dexterity save for half).

- **Scientific Improvisation:** At 2nd level, savants gain the ability to improvise solutions using common objects and scientific know-how. This ability lets them create technological items in a dramatic situation quickly and cheaply,

Level	HD	BtH	Saves	Abilities
1st	1d4	+0	16	Invention (1st), Tech genius
2nd	2d4	+0	16	Scientific improvisation (simple)
3rd	3d4	+1	15	Invention (2nd)
4th	4d4	+1	15	—
5th	5d4	+1	14	Invention (3rd)
6th	6d4	+2	14	Scientific improvisation (complex)
7th	7d4	+2	13	Invention (4th)
8th	8d4	+2	13	—
9th	9d4	+3	12	Invention (5th)
10th	9d4 +1	+3	12	Scientific improvisation (advanced)
11th	9d4 +2	+3	11	Invention (6th)
12th	9d4 +3	+4	11	—
13th	9d4 +4	+4	10	Invention (7th)

but that have a limited duration. By combining common objects and various spare parts with a successful Tech Genius skill check, savants can build a tool or device to deal with any situation (within reason). The DC for this check is set by the GM, as relevant to the object's complexity. The object, when put into use, lasts for a number of rounds, turns or hours (as appropriate), equal to the savant's level, or until the end of the current encounter, before it breaks down. This technological item cannot be repaired.

All sorts of temporary tools, weapons, mechanical or electronic devices, and more can be built with this ability. However, the savant's level sets limits to the complexity of such devices. At 2nd level they can create simple tools and mechanical devices with (or without) moving parts, but operated by hand. At 6th level they can create more complex items powered by steam, electricity, etc. And at 10th level they can create advanced items that integrate electronics. In any case, the savant must have access to appropriate spare-parts, and have enough time to manufacture such objects; all of this is determined by the GM.

The SKY-LORD

Sky-lords are the daring masters of flight, in those settings where a privileged few have access to fantastical flying machines with which explore and travel the world. These machines might be magical or purely mechanical, whether newly invented or left over from forgotten eras. In any case, sky-lords know how to pilot and repair most vehicles, and when they don't, they are usually quick to learn. Some of them work for nobles and rich merchants, when they aren't such themselves. Others are corsairs and pirates, or the military pilots of armies that could afford flying vehicles. In any case, sky-lords take great pride in their jobs, and most couldn't imagine doing anything else. They are a hardy and brave breed ready to risk a howling storm just to navigate over hundreds of miles of uninhabited and poorly-mapped terrain, deal with local monsters, and run their vehicles in less than ideal conditions.

REQUIREMENTS: Intelligence 11+, Dexterity 11+

ARMORS: All armors up to chain-mail and shield.

WEAPONS: Any three weapons, one of which must be a firearm. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Strength and Dexterity saves.

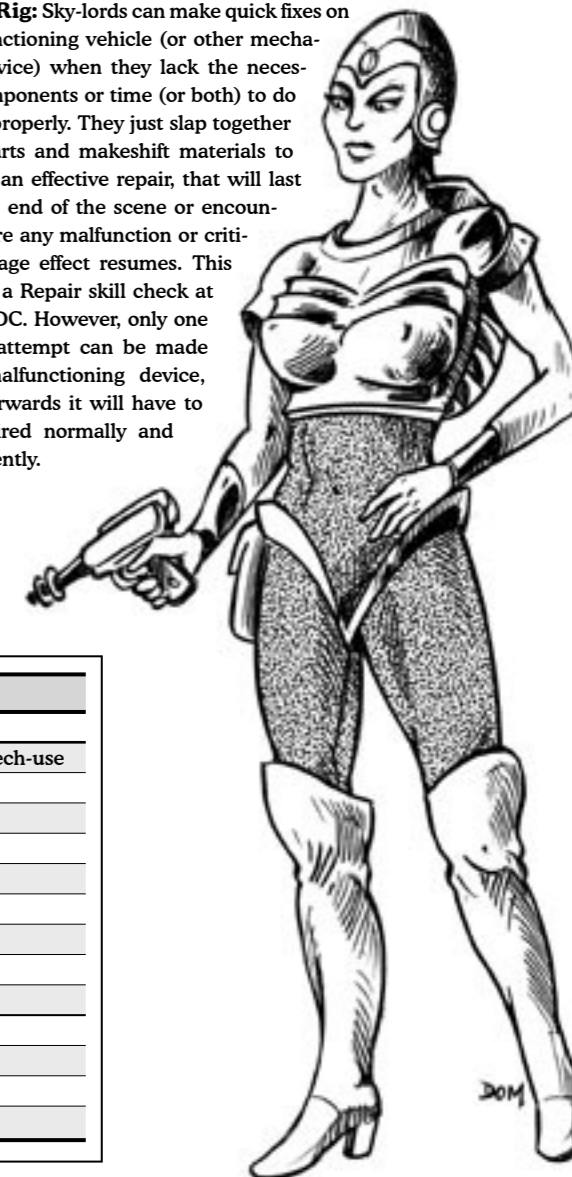
CLASS FEATURES: Expert pilot, Jury-rig, Sabotage, Tech-use; Kick repair (2nd level); Region familiarity (5th level).

Level	HD	BtH	Saves	Abilities
1st	1d8	+0	15	Expert pilot, Jury-rig, Sabotage, Tech-use
2nd	2d8	+1	15	—
3rd	3d8	+2	14	Kick repair (1/day)
4th	4d8	+3	13	—
5th	5d8	+3	13	Region familiarity (1st)
6th	6d8	+4	12	—
7th	7d8	+5	11	Kick repair (2/day)
8th	8d8	+6	11	—
9th	9d8	+6	10	Region familiarity (2nd)
10th	9d8 +3	+7	9	—
11th	9d8 +6	+8	9	Kick repair (3/day)
12th	9d8 +9	+9	8	—
13th	9d8 +12	+9	7	Region familiarity (3rd)

- **Expert Pilot:** Sky-lords have a knack for piloting any kind of mechanized vehicle such as airplanes, hovercrafts, sky-boats, etc., adding their level to all skill checks (usually Dexterity) made to drive or pilot motorized vehicles. Sky-lords are able to navigate uncharted regions, maneuver stealthily (hide behind mountains or clouds, etc.), cunningly use their vehicle for smuggling, etc., unlike any other characters with the Tech-use ability who can generally only bring a vehicle from one point to another.

Then, sky-lords may choose a specific vehicle (not a vehicle type) that they have operated consistently, in which they become truly expert. Sky-lords gain a +2 to all Pilot and Repair checks with that specific vehicle, and are considered proficient in all its mounted weapons. Once per combat, when their vehicle is hit by an attack, sky-lords can make a Dexterity save; If it is successful, they bank, dive, swerve, or otherwise maneuver their vehicle sufficiently to avoid the brunt of the attack, and the vehicle takes only half damage. Lastly, when they are piloting their vehicle, and cannot avoid a crash or collision, sky-lords can also make a Dexterity saving throw so the vehicle's passengers (including themselves) only take half damage. If this favored vehicle is lost or destroyed beyond hope of repair, sky-lords can choose a new vehicle.

- **Jury-Rig:** Sky-lords can make quick fixes on a malfunctioning vehicle (or other mechanical device) when they lack the necessary components or time (or both) to do the job properly. They just slap together spare parts and makeshift materials to manage an effective repair, that will last until the end of the scene or encounter, where any malfunction or critical damage effect resumes. This requires a Repair skill check at normal DC. However, only one jury-rig attempt can be made on a malfunctioning device, and afterwards it will have to be repaired normally and permanently.



• **Sabotage:** Sky-lords know enough about vehicles, so they may discreetly sabotage them (a task that would otherwise require the Tech-Genius ability of savants). As such, instead of merely destroying some part of the vehicle (which could be repaired), they can subtly disable it, so the vehicle would operate at reduced capacity, or would cease functioning (or even definitely breaks) after a certain time has elapsed. This takes a Repair skill check at a DC set by the GM.

• **Tech-Use:** As per the rifleman ability.

• **Kick Repair:** At 3rd level, sky-lords may call upon their luck to quickly fix problems when piloting. Sometimes sky-lords may even not have time for a jury-rig repair. When it happens, they can try to get malfunctioning devices in working order just by kicking, smacking, jiggling, oiling, or even verbally coaxing them. To use this ability, sky-lords must touch the item to be repaired, but don't need to make any Repair skill check. The device will resume working properly for 1d6 + 1/level rounds, before malfunctioning again. At third level sky-lords can use this ability 1/day; then 2/day at 7th level, and 3/day at 11th level.

• **Region Familiarity:** At 5th, 9th and 13th level, sky-lords become very familiar with a specific geographic region. This region should be no more than 10,000 square miles and contain no more than 100,000 people. The region should be a recognizable area, such as the lands surrounding the Blue Spire, the Verdant Lowlands, or the Northern Steppe. When traveling in this region, sky-lords receive a +2 bonus to Communication skill checks with the inhabitants, and to Knowledge checks regarding them, as well as Navigate and Survival skill checks.



The WILD BRUTE

Wild brutes are mighty warriors and hunters of tribal cultures from beyond the civilization, who rely on a powerful instinct to survive and get by in life. Living in unforgiving environments makes them tougher than common people just to stay alive. Being simple and uneducated, yet sturdy characters, wild brutes are used to rely on muscle and wit, preferring to overcome hardships with brute force and sheer determination. Then, they are a suspicious lot who hate everything that might threaten them; thus, due to their ignorance and superstition, wild brutes fear and reject most magic. These rude warriors are used to a life of freedom; they have but contempt for the outer world's decadence, preferring to adhere to their own code of honor. Wild brutes are the dangerous "barbarian other", feared by the soft city-dwellers who apprehend the day a charismatic chieftain will call the savage clans together, and come to their city seeking their gold and their women.

REQUIREMENTS: Strength 13+, Constitution 13+, Dexterity 13+

ARMORS: Leather, studded-leather, padded, and shields (except tower shield).

WEAPONS: Any four weapons of their choice that come from their cultural background (i.e.: axes, bows, spears and swords are okay, but not crossbows, pole-arms and firearms). Non-proficiency penalty: -2 to hit for weapons of their cultural background; -4 to hit with all other weapons.

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS FEATURES: Fast movement, Hardiness, Superstitious; Agile fighter (2nd level), Anti-magic fury (2nd level); Back protection (3rd level); Righteous fury (4th level); Sense sorcery (5th level); Adrenaline surge (6th level); Raiding horde (11th level).

• **Fast Movement:** Wild-brutes have a speed faster than the norm for their race by +4" [or +10 feet] when they are lightly or not armored/encumbered.

• **Hardiness:** Wild-brutes add their level to any check related to: breaking/lifting things through the force of arms; bullying/intimidating people; and then moving and surviving in natural environments (i.e.: climbing cliffs and trees, detecting natural dangers or hazards, finding food and drink, orienteering in the wilderness, swimming lakes and rivers, etc.). Note that wild-brutes add their level to their moving and surviving skill checks when they are in their native lands, but only half their level (rounded down) elsewhere.

• **Superstitious:** Wild-brutes are notoriously suspicious, or even afraid of magic. They will refuse any involvement with magical items, spells, etc., except for armors and weapons with a simple enchantment (straight +1 to +3 bonus). If forced or tricked into using a magical item, wild-brutes will suffer a -2 penalty to all their attack rolls, saving throws and skill checks, until getting rid of the item. Wild-brutes might nonetheless tolerate the presence of magic among their allies, unless a spell is cast upon them. In such a case, wild-brutes who fail a Wisdom saving throw will fly into an anti-magic fury (as detailed below) and attack the source of the spell. Note that wild-brutes will react the same to highly advanced technology such as ray-guns or starships.

• **Agile Fighter:** At 2nd level, wild-brutes gain a +2 bonus to AC in melee combat, when unarmored or wearing the traditional armors of their culture (i.e.: as per allowed armors). This bonus increases to +3 at 7th level, and +4 at 12th level. Any condition that would make wild-brutes lose their Dexterity modifier (such as being surprised or immobilized) make them lose this bonus however.

Table 2.25: Wild-Brute Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d12	+1	16	Fast movement, Hardiness, Superstitious
2nd	2d12	+2	15	Agile fighter (+2), Anti-magic fury (+1)
3rd	3d12	+3	14	Back protection
4th	4d12	+4	13	Righteous fury (+1)
5th	5d12	+5	12	Sense sorcery
6th	6d12	+6	11	Adrenaline surge
7th	7d12	+7	10	Agile fighter (+3), Anti-magic fury (+2)
8th	8d12	+8	9	—
9th	9d12	+9	8	Righteous fury (+2)
10th	9d12 +5	+10	7	—
11th	9d12 +10	+11	6	Raiding horde
12th	9d12 +15	+12	6	Agile fighter (+4), Anti-magic fury (+3)
13th	9d12 +20	+13	6	—

• **Anti-Magic Fury:** At 2nd level, wild-brutes get the ability to channel their strong dislike of magic into a battle fury when confronting sorcery. When fighting obvious sorcery and supernatural creatures (including undead), wild-brutes gain a +1 bonus to their attack and damage rolls (which is also considered magical for purpose of immunity to non-magical weapons), that lasts for the remainder of the combat against that supernatural foe, and applies both to the foe and its close allies. This bonus increases to +2 at 7th level, and +3 at 12th level.

• **Back Protection:** At 3rd level, wild-brutes acquire an uncanny sense for the presence of threatening foes, which reduces the effectiveness of treacherous and surprise attacks against them. They are only surprised on a 1 on d6 (-1 penalty on the d6 surprise roll); and their aggressors' attack bonuses due to invisibility, backstab, etc., also suffer a -2 penalty.

• **Righteous Fury:** At 4th level, wild-brutes get the ability to channel their strong dislike of dishonor and cowardice into a battle fury. That is, when confronting treacherous foes (such as backstabbing thieves) that use ruse and deceit to vanquish opponents in ways abhorrent to their sense of honor, wild-brutes gain a +1 bonus to their attack and damage rolls against these foes. It lasts for the remainder of the combat against such treacherous foes. This bonus increases to +2 at 9th level, and may stack with the bonus granted by Anti-Magic Fury. That is, if a wild brute were fighting a sorcerer shooting magic-missiles in melee combat, only the Anti-Magic Fury ability would apply. However, if the sorcerer was behind cover sending ghouls summoned from the netherworld, wild-brutes would certainly be gravely upset and most likely to also enter into a righteous fury.

• **Sense Sorcery:** At 5th level, wild-brutes get the ability to sense the presence of sorcery, that is: of magical items, extra-planar creatures, active spells, presence of illusions, etc. (but not of a person being a spell-caster). They must concentrate for one full round, and succeed a Wisdom saving throw. This ability reveals something to be of a sorcerer nature or be "tainted" by sorcery, but the wild-brute actually doesn't see magical auras and doesn't learn any information about that sorcery.

• **Adrenaline Surge:** At 6th level, the wild-brutes' stoic nature helps them overcome impossible odds in times of need. That is, when battle or circumstances reduce the wild-brute's hit points to 10 or less, against superior or outnumbering foes, the wild-brute may call upon a reserve of inner stamina, to immediately gain 2 additional hit-points per level (e.g. a 6th level wild-brute would gain 6x2 = 12 hit-points). Damage in-

flicted after the wild-brute activates the ability is first absorbed by the hit points granted by Adrenaline Surge. The additional hit points last only for the duration of the combat. When the effects of the ability wear off, the wild-brute must remove any hit points remaining from these bonus hp. The ability can be used only once per day.

• **Raiding Horde:** At 11th level, wild-brutes can once per month (or once per gaming session at GM discretion) call a horde of 1d8 savage raiders per level (i.e. 2nd level fighting-men equipped with leather armor, shield, spear and battle-axe; see p.137). These raiders must be gathered for a practical, warlike purpose: usually of ridding their native lands of some impending threat, or raiding and looting some foreign location. Once this is done, the horde disbands.

Note that this ability is independant from wild-brutes getting some henchmen, followers, etc. So, it is perfectly possible for them, to bring along their followers (if any) with a horde to perform some mission.

Variant Class: The BORDERER

Wild-brutes who get used to civilization and its decadence, and regularly deal with sorcery, may eventually grow accustomed to them. When it happens, wild-brutes cease to be afraid and enraged by magic. At 3rd level or later, and provided the campaign's events warrant it, a wild-brute's player can decide that his character has become familiar with sorcery and civilization. He becomes a "borderer", someone who is in the middle of two worlds. This is a one-way trip from which the character may never come back (except for exceptional circumstances). The borderer is exactly as the wild-brute class, except that he lost both his Superstitious and Anti-Magic Fury class features. Borderers may use magic as any other class, but do not have anymore special abilities against it.



Hit-dice, Saves and Skills

This last part details three aspects of a character class: hit-dice and hit-points, saving throws, and skill checks. Note that concerning health and hit-points, a longer and more detailed explanation is also included in Chapter 6: Hazards and Injuries p.111.

Hit-dice and Hit-points

All characters and creatures are defined by their number of hit-dice (abbreviated "HD"), that are an indication of power and toughness. As there is a direct relationship between hit-dice, hit-points, bonus-to-hit, and saving throws. All PC races normally have but 1 HD. However, exceptional individuals can train to gain levels in a class, which function like hit-dice to assert a character's power and toughness.

HIT POINTS

Hit points are a measure of a character's ability to survive damage. They are not a direct representation of the character's capacity to receive physical injury. Rather, they represent a holistic combination of fighting skill, stamina, luck, and the favor of the gods, all of which contribute to help the character roll with blows and survive attacks.

All characters first roll one hit-die (usually 1d8; see race's description), that is considered "wound hit-points". Then, they roll a different kind of die to determine "vitality hit-points", as noted in the Character Classes section, based on their toughness in battle. One die is rolled for each level, unless otherwise noted. Vitality hit-points add to wound hit-points, and have the same function. The sole difference is that vitality hit-points are always removed (by attacks, etc.) first, and then, wound hit-point are lost when no more vitality hit-points remain.

LOSING AND RECOVERING HIT POINTS

Characters lose hit-points as they are damaged by weapons, spells, falling rocks, etc. So long as they have vitality hit-points, characters can function normally (adrenaline prevents heroes feeling the pain). However, losing wound hit-points represents the suffering of important injuries (broken bones, deep wounds, etc.), and thus characters get a -1 cumulative penalty to all dice rolls, for every wound hit-point lost.

Note that monsters and secondary NPCs don't have a distinction between wound and vitality hit-points, in order to make the GM's job easier. Yet, the GM might impose some penalty (typically of -2 or -4) to creatures brought under 20% of their maximum hit-points.

When characters or creatures are reduced to zero or fewer wound hit points, they are on the brink of death. At 0 hit-points they are incapacitated and unable to do anything but very simple actions. Then, from -1 to -9 hit-points they are in a coma and dying (i.e. losing 1 hp each round from blood loss), and eventually die at -10.

Lost hit-points are recovered through rest or magic. Natural healing is slow to restore hit-points (1 + Con modifier per day of rest, 3 + Con modifier if complete rest + healing), where magic is instantaneous.

Saving Throws

Often, a spell or some other kind of hazard will require characters to make a "saving throw" (also called a "save"). A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each class has a "Saves" target number, which gets lower at higher levels. To make a saving throw, roll a d20. If the result is equal to, or higher than the character's "Saves" target number, the saving throw succeeds. Monsters can also make saving throws (a monster's saving throw target number is listed in the monster's description).

Note otherwise, that saving throws are made using one of the character's attributes (e.g. Dexterity for dodging aside a dragon's breath), and thus the relevant ability score's modifier is added to the roll. The tables below give suggestions as to which ability scores to use. Note also, that sometimes a GM might impose a penalty to particularly difficult saving throws. The third table also gives a few suggestions for such penalties.

Attribute	Threats and attacks it applies to
Strength	Paralyzation, constriction -> Active physical resistance (muscular action)
Dexterity	Breath weapons, area of effect spells -> Dodging incoming threats
Constitution	Death magic / energy drain, disease, poison -> Passive physical resistance (health)
Intelligence	Illusion spells, scams and manipulations -> Intellectual discernment
Wisdom	Charm spells, confusion, gaze attacks -> Common sense, intuition
Charisma	Fear and domination mind affecting spells -> Force of personality

Earlier Games	Attribute
Fortitude	Constitution
Reflex	Dexterity
Will	Wisdom
Aimed magic items (e.g. rod, staff, wand)	Dexterity
Breath weapons	Dexterity
Death, Paralysis, Poison	Constitution
Petrification, Polymorph	Strength
Spells	See spell description
Magic other than listed spell	Charisma

Threat / Hazard	Modifier
Mild attack or danger	+1 to +4
Most attacks and dangers	none
Dire attack or danger	-1 to -4
Any spell by a 1st to 6th level caster	none
Any spell by a 7th to 9th level caster	-1
Any spell by a 10th to 13th level caster	-2
Any spell by a 14th or higher level caster	-4
Magical item	+1
Artifact or Relic	-4

Skill Checks

Skills represent a character's ability to do some task other than combat or magic. Only a few character classes get a number of class skills, but all backgrounds grant a number of skills to the characters. Nonetheless, everyone can make almost any skill check when necessary, though an untrained person will be much less efficient than someone with a class or background skill.

However, although a "task resolution" mechanism is proposed, it is strongly suggested that players describe what their characters do, before rolling any die. Dice rolls should be made only when the situation really calls for it. As such, when a character plans to do something, the player should first explain what he intends to do. Dice rolls come later, only when success or failure would have an impact on the story. Here is a few suggestions about skill checks:

—Role-playing can replace skill checks, or at least help them. If a player tells: "After carefully looking at the floor, walls and ceiling, I poke at the floor with my pole to see if it triggers something", the character might automatically discover the room's trap, or at least get a bonus to the check (usually of +1 to +4). Players who simply tell "I search for traps" (i.e. I make a Traps skill check), don't get any bonus.

—In some cases, no die roll may replace role-playing and player's thinking. Gandalf in front of Moria's gate comes to mind; no GM should ever declare: "You are in front of a door with elvish runes, roll the die to see if you can open it". In this case, a successful Knowledge check will help a character get a few clues (such as actually understanding the runes, or remembering that in ancient times dwarves were fond of riddles), but nothing more.

—In other cases, no role-playing may replace dice rolls. For example, the Riding skill represents an ability that may not be abstracted and resolved with a few words. As such, where anyone could try to mount a donkey or quiet horse for a simple travel along an easy road, trying to jump an obstacle with a spirited war-horse requires a training that can only be represented by having a skill and making a die roll.

The resolution mechanic for making skill checks is similar to that of combat: **Roll a d20 + bonuses** (if background or class skill) + **various modifiers, vs. a task's DC** (similar to the opponent's AC in combat).

• **Bonuses to the check:** This is typically adding a +4 when using a background skill, or adding the level in the class when using a class skill (e.g. thieves add their level +2 to all thievery skill checks). Charac-

ters attempting a skill check untrained don't add any such bonus, and furthermore might be limited in what they can attempt (e.g. untrained characters may bandage wounds but not mend broken bones).

• **Penalties to the check:** The GM may impose penalties according to circumstances, such as when attempting a task (i.e. making a skill check) in armor or when carrying a heavy load. Note that common sense should apply when applying a penalty: the armor penalty will apply to Climb or Move Silently checks, but not Knowledge checks; then, it could be doubled when attempting to swim in armor.

• **Attribute Modifier:** A skill check always calls upon a particular attribute, such as Dexterity for a pickpockets attempt, or Intelligence for knowledge checks.

• **DC – Difficulty Class:** The DC (i.e. Difficulty Class) represents the difficulty level of the task to be attempted, in the same way AC (i.e. Armor Class) represents the difficulty to hit a creature in combat. Like armor class, DC range from 10 (for an average task that most people could do) to 30 (for almost impossible tasks that only blessed heroes could achieve), with the standard-default DC = 15. To determine a task's difficulty class, see the guideline below (however, remember that all values between 10 and 30 may exist, not just 10/15/20/24/27/30.):

• **Retry:** There should be no retry. Either a character has enough time and material to succeed, and no skill check is necessary; or a chance for success or failure is necessary to retain game tension and suspense, so only one roll should be allowed. Then, a character may retry when the situation has significantly changed, she has gained an experience level, got a magical item or spell that may help, etc.

• **Aid Another:** An individual doesn't always have to accomplish a task alone. In many cases, others can help, granting a cumulative +1 or +2 bonus to the primary character's skill check, provided themselves succeed the skill check at DC 10. The GM determines how many persons can aid in a given task. In some cases, none is able to render effective aid, but generally up to 4 characters can aid another.

• **Opposed Checks:** An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher roll succeeds, while the lower roll fails. In case of a tie, the outcome is uncertain, and the characters must roll again if they wish to break the tie.

For example, in most instances a thief's player will just roll a Stealth check against a particular DC to determine if his character would not be heard by nearby creatures. However, if the nearby creature is a paranoid NPC with the Detection skill or acute perceptions, the GM would roll the NPC's Detection check, and compare the result with the thief's Stealth check (and if it is higher, the NPC has heard the thief).

Difficulty	DC	Examples
Trivial	No roll	Balance along a wide ledge; Climb a ladder; Notice the presence of tracks in the mud.
Average	DC 10	Climb a rope; Hear an approaching guard; Recognize the tracks of a well-known local animal.
Serious	DC 15	Balance along a narrow ledge; Climb a tree or rough cliff; Spot a stealthy predator.
Challenging	DC 17	Climb a rough wall with plenty of handholds; Pick an average lock; Steal the purse of a cautious merchant.
Extreme	DC 20	Climb an old ruin's wall; Recognize the tracks of an unusual creature; Spot a very stealthy predator.
Formidable	DC 24	Climb a normal brick wall; Move stealthily under the nose of a sleeping dragon; Walk a tightrope.
Overwhelming	DC 27	Leap across a 30-foot chasm; Swim a tumultuous river in metal armor.
Nearly Impossible	DC 30	Hear an owl gliding in for a kill; Track a group of orcs across hard ground after 24 hours of rainfall.

chapter 3 - - Equipment

All characters start play with some equipment of their own. They will get the opportunity to acquire wealth, more equipment and other commodities, as they successfully adventure.

MONEY AND CURRENCY

In order to make things simple, a coin's value is based upon its weight and the metal it is made of. Then, a majority of people have accepted the idea that 1 pound of gold is worth 10 pounds of silver, and worth 100 pounds of copper (and thus 1 pound of silver is worth 10 pounds of copper). So according to this, at equal weight the monetary ratio is: **1 gp. = 10 sp. = 100 cp.** Note otherwise that a coin typically weighs about 10 grams, and there is 50 coins to a pound (no pun intended).

GMs and players who want more flavor than just saying "gold pieces, silver pieces and copper coins," may use a more detailed money. For example, you could have a setting where silver is the most common form of currency in circulation, and gold usually remains in the hands of the wealthy upper classes. There, the different coins would be: the Guinea (i.e. 1 gold piece), the Crown (a large silver coin worth 5 silver pieces), the Shilling (i.e. 1 silver piece), and the Penny (i.e. 1 copper piece). Other coins could exist, but they would remain rare, originating from other races or antique civilizations, such as the Platinum Star (worth 10 gold pieces a coin) or the Electrum Wheel (worth 5 silver pieces a coin).

STARTING EQUIPMENT

When the characters have been created, the last step consists in giving them a basic equipment. Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that a character has at the start of the campaign, to buy some equipment. Remember that if characters don't have enough money to buy everything they need, it's probably a good reason for them to go adventuring!

BUYING AND SELLING

Most of the time, interactions with merchants are merely hand-waved, and characters can find all they need that is indicated on the equipment lists. Nonetheless, for GMs who prefer a grittier campaign, commerce should be more hazardous. Not every settlement will have every piece of equipment available within the milieu. Furthermore, dishonest merchants and crooks will attempt to rob the characters whenever they can. Note lastly, that for a character being able to sell equipment (such as that found on slain foes), there must be people willing to buy it, and have enough money, which may not be the case in small villages or in times of troubles. Then, if customers are found, characters can directly sell things for half its listed price (unless they have the Tradesman/Merchant background, in which case they may sell it at full listed price).

OTHER EQUIPMENT AND DIFFERENT PRICES

Characters might (and often will) want to purchase things not indicated on the equipment list. GMs in this case only need to make up prices as they want. Remember that a fantasy world is not supposed to be a consumerist society where you can buy anything online or in stores, comparing the characteristics of various competing manufacturers and retailers, and searching for the best price. In a medieval fantasy world, merchants and artisans can sell their goods at whatever price they want, and not necessarily the same price depending on who buys, and depending on how well a client bargains. At other times, it is the trade guilds that impose the prices of things, not any kind of free market. Lastly, when most people rarely leave their village or city, who knows or cares if the same thing could sell for half or twice as much in the next town?



In fact the prices indicated in this chapter are mere guidelines intended to keep things simple for GMs and players (especially when choosing the starting equipment). However, they are not meant to be absolute.

Fantasy Economics

Fantasy economics are generally hand-waved, and are often a pure nonsense. Especially when a mere peasant earns but a few silver coins per month, and adventurers regularly come back to town with tons of gold pieces in their pockets. It's thus the responsibility of the GM to keep treasures and rewards reasonable.

Players sometimes try to figure the worth of gold in comparing its price and the price of manufactured items in our real world. However, it's worth mentioning that the accepted value of gold, silver and other metals in a fantasy setting is arbitrary. Gold in itself (and any other metal), only has the value a society cares to give it. It's thus useless to compare what gold would buy in our real world, to determine its worth in a fantasy setting. Likewise, in our real world most goods are mass produced in factories, which is very different from objects painfully handcrafted by artisans in their workshops, with prices often decided by their guilds. As such, using our real world prices, to determine what would be the price of things in a medieval fantasy world, is ludicrous.



Standard Equipment

ARMORS

CHARACTERISTICS

Armor Class Bonus: This column lists the two possible types of AC values: the ascending AC (where you add the bonus to the base AC 10), and the descending AC. A character can only use a single suit of armor plus a single shield; donning a chain-mail over a leather armor would give the chain-mail armor AC only, but the penalties for both would be cumulative.

Movement Penalty: The number indicated must be subtracted to the character's base speed.

Skill Check Penalty: Wearing armor often impedes a character's ability to use skills that rely on movement and agility, such as Acrobatics, Athletics, Climb, Pick-pockets, Stealth, etc. This penalty is furthermore doubled on Acrobatics (i.e. tumbling) and Swim checks.

—**Shields:** If a character is wearing armor and using a shield, both armor check penalties apply (i.e. are cumulative).

—**Non-proficient with Armor Worn:** Characters who wear armor in which they aren't proficient also suffer the skill check penalty on attack rolls, as well as Strength and Dexterity saving throws.

Weight: This column gives the weight of the armor sized for a Medium wearer (typical human). Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.



Armor Type	AC bonus	Mvt penalty	Skill penalty	Weight	Price	Spell Fail
Light Armors						
Padded	+1 (AC 9)	None	0	10 lb.	4 gp	5 %
Leather	+2 (AC 8)	None	0	15 lb.	8 gp	10 %
Studded Leather	+3 (AC 7)	None	-1	20 lb.	16 gp	15 %
Mail - Byrnie	+3 (AC 7)	None	-1	25 lb.	75 gp	20 %
Medium Armors						
Hide	+3 (AC 7)	-10 ft.	-3	25 lb.	10 gp	20 %
Brigandine	+4 (AC 6)	-10 ft.	-3	30 lb.	45 gp	25 %
Mail - Haubergeon	+5 (AC 5)	-10 ft.	-5	40 lb.	100 gp	30 %
Breast Plate	+5 (AC 5)	-10 ft.	-4	30 lb.	100 gp	25 %
Heavy Armors						
Mail - Hauberk	+6 (AC 4)	-10 ft.	-6	45 lb.	125 gp	35 %
Banded Mail	+6 (AC 4)	-10 ft.	-6	35 lb.	180 gp	35 %
Plate Mail	+7 (AC 3)	-10 ft.	-7	50 lb.	400 gp	40 %
Field Plate	+8 (AC 2)	-10 ft.	-7	60 lb.	1,200 gp	45 %
Shields						
Small	+1 (or -1)	None	-1	5 lb.	3 gp	5 %
Medium	+1 (or -1)	None	-2	10 lb.	9 gp	10 %
Large	+2 (or -2)	-10 ft.	-4	20 lb.	15 gp	15 %

Price: This is the cost of the armor for Small or Medium humanoid creatures. An armor for Large characters costs twice as much.

Spell Failure: Characters normally cannot cast spells in armor (as it hinders arcane gesturing and channeling magical energies through the body, etc.), unless their character class has a special ability allowing it. Yet, the GM might want to lift this interdiction. If so, the casting time is doubled, and the caster risks losing / wasting the spell. Make a spell failure roll: if rolling equal or lower than the percentage chance indicated on the armor table, the spell fails and is ruined.

Donning and Removing Armor: The time required to don or remove an armor in a hurry is 1d4 rounds, +1 round for medium armor, and +2 rounds for heavy armor. Note that the skill check penalty and AC bonus for hastily donned armor are each 1 point worse than normal.

Sleeping in Armor: Characters who sleep in medium or heavy armor are fatigued the next day (see Chapter 6 for more info about fatigue; p.115) if they fail a Constitution saving throw, and natural healing is prevented. Sleeping in light armor does not cause fatigue.

DESCRIPTIONS

• **Banded-Mail Armor:** This is a shirt of supple leather and chain-mail, on which have been affixed several rows of horizontal, overlapping metal strips.

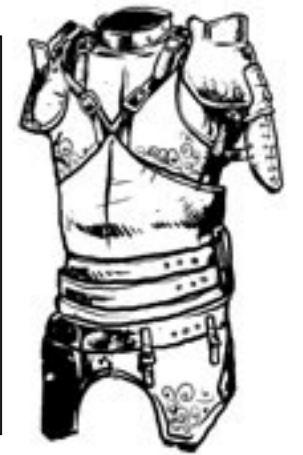
• **Breast-Plate:** This is a metal plate that covers and protects the chest and abdomen, and comes with a helmet and greaves (i.e. leg protections).

• **Brigandine Armor:** This armor is an improvement of the studded-leather armor, where the rivets are replaced by small metal plates, and often sandwiched between two layers of leather.

• **Bronze Armor:** This is the Hoplites' and Roman legionaries' armor, consisting in a bronze breast plate, a helmet, greaves, and lesser protections to the waist and shoulders. Being made of bronze, it is less efficient than the medieval/Renaissance breast plate.

Table 3.2: Earlier and Exotic Armors

Armor Type	AC bonus	Mvt penalty	Skill penalty	Weight	Price	Spell Fail
Medium Armors						
Bronze Armor	+4 (AC 6)	-10 ft.	-4	40 lb.	100 gp	30 %
Dragon Armor	+8 (AC 2)	-10 ft.	-4	30 lb.	1,500 gp	20 %
Lamellar Armor	+5 (AC 5)	-10 ft.	-4	35 lb.	150 gp	30 %
Ring Mail	+3 (AC 7)	-10 ft.	-4	30 lb.	100 gp	25 %
Scale Mail	+4 (AC 6)	-10 ft.	-4	30 lb.	50 gp	25 %
Heavy Armors						
Samurai Armor	+7 (AC 3)	-10 ft.	-5	45 lb.	1,000 gp	40 %
Splint Mail	+6 (AC 4)	-10 ft.	-7	45 lb.	200 gp	40 %



• **Dragon Armor:** This fantastical armor should not be made available to purchase. Instead, when characters slay a dragon (or other similar supernatural creature) and recover its hide, the latter could be turned into an armor of superior effectiveness and appearance. The creature should have a natural AC of 20 minimum (or AC 0 or lower), for its hide being transformed into a "dragon armor." 1d4+1 armors could be crafted out of the complete skin of an adult dragon. It takes four months and a master artisan to create one dragon armor.

• **Field-Plate Armor:** The field-plate is the ultimate personal armor, covering the entire body in metal plates. The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Typically, a field plate armor is custom-made for a character, and each suit must be individually fitted to its owner by a master armorer. It takes 4 months to manufacture a field-plate armor.

• **Helmets:** Armored characters are supposed to wear a helmet as part of their armor. Yet, in terms of game mechanics, you don't add or subtract to the AC value for wearing a helmet or not. As such, not wearing a helmet will only endanger a character who is subject to special attacks targeting the head (e.g. called shot, strangulation, etc.). In such cases the character would be treated as AC 10 (+ Dex and magic) to the head, rather than the normal AC bonus of the whole set of armor. Armor skill check penalties apply to Detection skill checks when characters are wearing a helmet. A helmet is always sold as part of a set of armor (small for light armors, great for others), but would cost 10 gp (small) /15 gp (great) if bought alone.



• **Hide Armor:** This is a primitive kind of armor, made with the sturdy hide of animals like the rhinoceros. By default, hide armor is +3 AC [or AC 7], at 25 lb. and -3 skill penalty. However, there could be lighter or heavier hide armors, depending on the creature whose skin is used. As such, a lighter hide armor is +2 AC [or AC 8], at 20 lb. and -2 skill penalty; while a heavier hide armor is +4 AC [or AC 6], at 30 lb. and -4 skill penalty.

• **Lamellar Armor:** An evolution and improvement of the Scale Mail armor, it is made of larger metal plates linked together by sturdy leather strings, without need for an undercoat.

• **Leather Armor:** A leather armor is not a set of leather clothing, but a breastplate made of boiled and hardened, thick leather, plus protections for the shoulders and pelvis. Note that a thicker leather armor, covering all the body, would be treated as per a Hide Armor for its AC, weight and penalties.

• **Mail Armor:** Often called a chain-mail, it is made of hundreds of interlocking metal rings linked together in a pattern to form a mesh, and that are riveted or welded shut onto a soft leather shirt. There is three sorts of chain-mail armors. The *byrnie* covers but the torso down to the waist, and the shoulders. The *haubergeon* is longer, reaching to mid-thigh and mid-arm in length. Then, the *hauberk* is knee-length, while covering all the arms and including mail gloves.

• **Padded Armor:** This simple and cheap kind of armor, is made of several thick layers of cloth sewn together. Some thicker and heavier versions of padded armor are +2 AC [or AC 8], at 15 lb. and -1 skill penalty.

• **Plate-Mail Armor:** This is mostly a mail armor (of the hauberk type), on which were added metal plates, typically on the torso, shoulders, arms and forearms.

• **Ring Mail:** An earlier and inferior form of chain-mail armor made of interlocking rings.

• **Samurai Armor:** This represents the best available type of samurai armor, made of various materials such metal, cord, leather, etc., and usually well decorated and lacquered.

• **Scale Mail:** More commonly called a *jazerant*, it is made of multiple small scales of metal attached to a leather undercoat, and looking like a scaled skin (i.e. like a fish). This armor is generally popular in more oriental cultures, but rather uncommon in the typical European-like medieval cultures of most campaign settings.

• **Shields:** Shields are strapped on the forearm and gripped with the hand. There is three sorts of shields, plus a special fourth.

1. **Small Shield:** The AC bonus is applicable against one foe in a round. The shield hand can still carry small items such as a torch.

2. **Medium Shield:** The AC bonus is applicable against two foes in a round. The shield hand can still carry small items such as a torch.

3. **Large Shield:** The AC bonus is applicable against three foes in a round. The shield hand can not be used for other purposes.

4. **Pavis:** It's like a (very) large shield, but providing a +4 AC bonus against all foes in front of the shield. A pavis doesn't require to be proficient in it to use effectively, as it is made to be rested on the ground and shoot over, like a mobile wall, but cannot be used in melee combat.

• **Splint Mail:** Similar to the lamellar armor, but built over a leather undercoat, with chain-mail parts at the joints (elbows, etc.).

• **Studded-Leather Armor:** It consists in a shirt of supple leather covering the torso, pelvis, shoulders and upper arms. This shirt is covered with hundreds of metal rivets firmly attached to the leather.

Table 3.3: Medieval Weapons

Weapon	Type	Use	Damage	Range Increment	Speed Factor	Weight	Price
Unarmed Attacks							
Fist (unarmed strike)	B*	1 hand	1d3	—	1 seg	—	—
Gauntlet (metal)	B	1 hand	1d3	—	1 seg	1 lb.	10 gp
Common Melee Weapons							
Axe, hand	S	1 hand	1d6	10 ft. (3 m)	4 seg	3 lb.	4 gp
Axe, battle	S	1 hand**	1d8 (1d10)	—	7 seg	6 lb.	6 gp
Club, light	B	1 hand	1d6	10 ft. (3 m)	4 seg	3 lb.	—
Dagger	P, S	1 hand	1d4	10 ft. (3 m)	2 seg	1 lb.	2 gp
Gauntlet, spiked	P	1 hand	1d4	—	2 seg	1 lb.	15 gp
Hammer, light	B	1 hand	1d4	20 ft. (6 m)	4 seg	2 lb.	1 gp
Hammer, war	B*	2 hands	1d8	—	6 seg	5 lb.	6 gp
Lance	P*	special	1d10	—	8 seg	10 lb.	10 gp
Mace, footman's	B*	2 hands	1d8	—	7 seg	8 lb.	6 gp
Mace, horseman's	B*	1 hand	1d6	—	4 seg	4 lb.	4 gp
Morningstar	B, P*	1 hand**	1d6 (1d8)	—	7 seg	6 lb.	9 gp
Polearm, halberd	P, S*	2 hands	1d10	—	10 seg	12 lb.	10 gp
Polearm, others	P, S*	2 hands	2d4	—	9 seg	12 lb.	8 gp
Quarterstaff	B*	2 hands	1d6/1d6	—	4 seg	4 lb.	5 sp
Spear, short	P*	1 hand**	1d6 (1d8)	20 ft. (6 m)	6 seg	3 lb.	1 gp
Spear, long	P*	2 hands	1d8	—	8 seg	6 lb.	5 gp
Sword, short	P, S	1 hand	1d6	—	3 seg	3 lb.	9 gp
Sword, long	S	1 hand	1d8	—	5 seg	4 lb.	15 gp
Sword, broad	S*	1 hand	2d4	—	5 seg	5 lb.	20 gp
Sword, bastard	S	1 hand**	1d10 (1d12)	—	8 seg	6 lb.	25 gp
Sword, great	S	2 hands	2d6	—	10 seg	8 lb.	30 gp
Other Melee Weapons							
Light Bludgeoning	B	1 hand	1d4	—	4 seg	2 lb.	3 gp
Light Piercing	P	1 hand	1d4	—	2 seg	1 lb.	3 gp
Light Slashing	S	1 hand	1d4	—	2 seg	1 lb.	3 gp
Medium Bludgeoning	B*	1 hand	1d6	—	6 seg	6 lb.	8 gp
Medium Piercing	P*	1 hand	1d6	—	8 seg	3 lb.	8 gp
Medium Slashing	S	1 hand	1d8	—	4 seg	4 lb.	15 gp
Heavy Bludgeoning	B*	2 hands	1d10	—	8 seg	12 lb.	10 gp
Heavy Piercing	P*	2 hands	1d8	—	10 seg	10 lb.	10 gp
Heavy Slashing	S	2 hands	1d12	—	9 seg	10 lb.	25 gp
Missile Weapons							
Bow, short	P	2 hands	1d6	80 ft. (24 m)	6 seg	2 lb.	20 gp
Bow, long	P	2 hands	1d8	120 ft. (36 m)	8 seg	3 lb.	70 gp
Crossbow, light	P	2 hands	1d8	60 ft. (18 m)	7 seg	4 lb.	25 gp
Crossbow, heavy	P	2 hands	1d10	100 ft. (30 m)	10 seg	8 lb.	40 gp
Darts	P	1 hand	1d3	20 ft. (6 m)	2 seg	½ lb.	5 sp
Firearm, arquebus	P*	2 hands	1d10	50 ft. (15 m)	10 seg	12 lb.	40 gp
Firearm, belt pistol	P*	1 hand	1d8	50 ft. (15 m)	7 seg	6 lb.	25 gp
Firearm, horse pistol	P*	1 hand	1d10	100 ft. (30 m)	8 seg	8 lb.	35 gp
Firearm, musket	P*	2 hands	1d12	150 ft. (45 m)	9 seg	10 lb.	60 gp
Net	—*	2 hands	—	10 ft. (3 m)	10 seg	6 lb.	5 gp
Sling	B	1 hand	1d4	50 ft. (15 m)	6 seg	½ lb.	5 sp

(*: This weapon grants special advantages and/or hindrances; see the weapon's description.)

(**): This weapon can be used one or two-handed. When used two-handed, it deals the damage indicated in parenthesis.)

Weapons

CHARACTERISTICS

Type: Weapons are classified according to the type of damage they deal: bludgeoning (B), piercing (P), or slashing (S). This distinction is sometimes used in the game (e.g. some bludgeoning weapons get a bonus to hit against medium or heavy armors; slashing weapons are less effective against skeletons; etc.). Some weapons are of several types simultaneously.

Damage: This column indicates the damage dealt by the weapon on a successful hit. When a different die is given in parenthesis, it is the damage dealt by the weapon when used with two hands.

Range Increment: Any melee weapon that has a range increment indicated, can also be used as a thrown weapon. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments. For each range increment beyond the first, the attack roll is reduced by a cumulative -2 penalty.

Speed: This is the number of segments that is added to the 1d6 roll to determine initiative in combat.

Weight: This is for normal versions of the weapons (i.e. for humans, dwarves, halflings, etc.). Double this number for Large weapons (such as those used by ogres), but then also increase their damage.

Price: The cost includes miscellaneous gear that goes with the weapon (such as a sword's scabbard).

Special: Some weapons have special features. See the weapon descriptions for details:

DESCRIPTIONS

• **Axes:** They generally range from 1 to 6 feet in length, with the hand axe being one foot long, and the battle axe four feet long. If the battle-axe is used two-handed, it deals 1d10 points of damage.

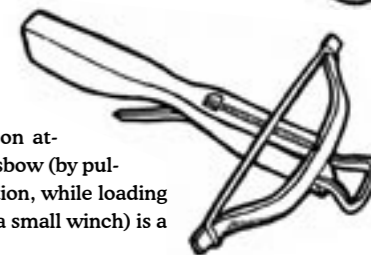
• **Bows:** A short bow is about 4 feet long, while a longbow is generally 6 feet long. A character needs at least two hands to use a bow, regardless of its size. One can use a short-bow while mounted, but not a long-bow. A negative Strength modifier applies to damage rolls when using a bow, but not a positive modifier, unless using a composite bow (that requires a minimum strength of 13 to pull, and costing 2-5 times as much as a normal bow).

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals 1d4 of damage. Arrows come in a leather quiver that holds 20 arrows (weighs 3 lb. and costs 1 gp.). An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

• **Clubs:** Clubs, cudgels, truncheons, etc., are probably the simplest of all weapons. A club is typically carved from a single piece of wood; anybody with a knife or hand axe at his disposal can manufacture a club easily. Using a log, tree branch, plank, etc., to improvise a club will generally incur a -2 penalty to hit.

• **Crossbows:** A crossbow is a weapon consisting of a bow mounted on a stock that shoots projectiles. A mechanism in the stock holds the bow in its fully-drawn position until it is shot by releasing a trigger. Normally, operating a crossbow requires two hands. However, a cha-

racter can shoot, but not load, a crossbow with one hand at a -2 penalty (light crossbow) or -4 penalty (heavy crossbow) on attack rolls. Loading a light crossbow (by pulling a lever) is a secondary action, while loading a heavy crossbow (by turning a small winch) is a full-round action.



Bolts: A bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals 1d4 of damage. Bolts come in a wooden case that holds 10 bolts (weighs 2 lb. and costs 1 gp.). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

• **Daggers:** A dagger is a double-edged knife used for stabbing, thrusting or as a secondary defense weapon in close combat.

• **Dart:** A dart is a small, thrown missile weapon consisting in a metal head mounted on a small shaft.

• **Firearms:** Primitive firearms are one-shot weapons which use gunpowder and lead bullets that are reloaded by the muzzle. A full round action is required to reload a firearm, unless otherwise noted. These weapons have important speed factors as they are rather unwieldy, and have primitive trigger mechanisms that don't operate instantaneously. However, when a character spends a round to prepare the firearm and aim, the next round (or later) it only has a speed factor of 1. Firearms are also subject to backfire and misfire. On a natural attack roll of 1 on the d20, firearms simply don't shoot: they either backfire or misfire (equal chances). In the first case it causes 1d6 of damage to the user; in the second case the powder is fouled, and the user must spend one turn (10 minutes) cleaning the gun, before it can shoot again. Note that in wet conditions, firearms misfire on a 1 or 2 on the d20 (but do not backfire). Nonetheless, firearms do have their own advantages: they ignore armor at close range (i.e. treat as a touch attack within the first increment); they deal double damage on a natural attack roll of 19/20 on the d20 (rather than 20 for other weapons, though a 19 is still not considered a critical hit).

Ammunitions: Firearms require both gunpowder and bullets. A single shot consumes one ounce of gunpowder (1/16th of a pound) and one bullet (that can never be recovered and re-used, once fired). Gunpowder is usually sold in horns (that are practical to refill the gun by the muzzle) for 2 gp., and bullets in pouches of 15 bullets for 2 sp. Silver bullets do exist, and cost 5 sp. apiece. Characters may carry a special equipment to create their own bullets.

—**Arquebus:** This early firearm is 5 to 6 feet long, and must be used two-handed. It is of an inferior technology when compared to the three others below. To fire an arquebus, the user must bring a slow-burning match in contact with a hole on the gun's barrel, so as to ignite the powder inside. Then, an arquebus takes two full rounds to reload, misfires on a 2 and 3 on the d20, and backfires on a 1.

—**Musket:** A significant improvement over the arquebus, this weapon is fired with a trigger mechanism using a wheel of flint to ignite the powder. It is 5 feet long and must be used two handed. Shooting a musket with but one hand is nonetheless possible, but incurs a -2 penalty to hit.

—**Pistol, Belt:** This one-handed firearm is usually worn to the belt, and used for personal defense along a dagger. It's possible to fire two belt pistols at once, aiming the same target, at but a -1 penalty to hit for each attack roll; or to shoot two different targets simultaneously, provided they are within 10 feet of each other, with but a -3 penalty to hit for each attack roll. Firing two pistols at two targets farther apart would be considered making two normal attacks.

—**Pistol, Horse:** This heavy one-handed pistol is favored by cavalymen who carry a couple of them on their horses to deal with infantrymen armed with long spears and polearms. It can be fired with one hand, but remains cumbersome to be a practical personal weapon.

• **Fist (Unarmed Attack):** When a character makes unarmed attacks (usually meaning that he attacks with his fists), half of the damage done is non-lethal (or “subdual”) temporary damage that is quickly recovered.

• **Gauntlets:** A gauntlet is a metal glove that lets a character deal lethal damage rather than non-lethal damage with unarmed strikes (see fists). Note that a spiked gauntlet does 1d4 of damage. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.



• **Hammers:** Derived from smith tools, hammers normally simply consist in a wooden handle and a big metal head. Light hammers are one-handed weapons that can occasionally be thrown, while war hammers are two-handed weapons. Heavy hammers (i.e. war) can damage an armored creature more easily than sharp weapons (i.e. they don't need to cut across the armor or thick skin, dealing all of their damage from shock rather than puncturing). As such, warhammers get a +1 bonus to hit creatures with a thick skin (e.g. rhinoceros or dragon), and characters wearing an armor that grants at least a +3 bonus to AC.

• **Lance:** The lance is the archetypal weapon of knights. It appears as a kind of heavy, long thrusting spear used on horseback and couched under the arm on one hand. However, it is larger, longer, stronger and much heavier than a normal infantry spear, making it unsuited for melee combat. The lance is often equipped with a small circular plate to prevent the hand sliding up the shaft upon impact.

Though a two-handed weapon, a lance can be wielded with one hand while mounted and charging. It has reach, so the wielder can strike opponents 10 feet away with it, but can't use it against an adjacent foe. A lance deals double damage when used from the back of a charging mount. However, the lance is mostly a one-use-per-engagement weapon; after the initial charge, the lance is far too long, heavy and slow to be effectively used against opponents in a melee.

• **Maces:** A mace is a strong, heavy wooden, metal-reinforced, or metal shaft, with a head made of stone or metal. The head is normally slightly thicker than the diameter of the shaft, shaped with flanges, or knobs to allow greater penetration of armor. Maces get the same +1 bonus to hit against armored characters and creatures, as hammers.



• **Morningstar:** A morningstar is a weapon in the form of a spiked club resembling a mace, usually with a long spike extending straight from the top in addition to a number of smaller spikes around the circumference of the head. The shaft is generally made of wood, and the term «morning-star» actually refers to the head of the weapon. Morningstars get the same +1 bonus to hit against armored characters and creatures, as hammers. If the morningstar is used two-handed, it deals 1d8 points of damage.

• **Net:** This net is not a fishing tool, but a device used to entangle opponents. It is circular, has a 10 feet diameter, and several weights along the edges. A rope runs around the perimeter of the mesh, with the ends tied to the user's wrist. When throwing it at an opponent, the wielder makes a Touch attack roll (i.e. against AC 10 + Dex modifier). A net must be folded to be thrown effectively, so any subsequent attacks with an unfolded net is at a -4 penalty. In any case, a net's maximum throwing range is 10 feet. Folding a net takes 2 round (4 rounds if not proficient).

If the attack is successful, the target is entangled. Each round, it must succeed a Strength saving throw to free itself from the net, taking a full round action to do so. Large creatures such as ogres get a +4 bonus to the save; larger creatures (dragons, giants, etc.) are not affected by the net. An entangled creature cannot use medium or large weapons, but might use daggers and the like. An entangled creature takes a -4 penalty on attack and damage rolls and saving throws, can move at only half speed, and cannot charge or run. An entangled spellcaster must succeed a Dexterity saving throw at -4 to be able to cast a spell.

• **Polearms:** A polearm is a melee combat weapon in which the blade is placed on the end of a long (6 to 8 feet) wooden shaft, in order to extend the user's effective range. As such, a wielder can strike opponents 10 feet away with a polearm, but cannot use it against an adjacent foe. Furthermore, the wielder of a polearm can strike a large creature that is behind another creature of medium or smaller size, provided the latter doesn't try to attack the wielder or block its attacks. So, a wielder might strike an ogre behind an orc, or might fight a troll over a companion who is in front of him (such as in a narrow tunnel). Polearms come in many shapes, though they function almost the same. Halberds have been used as court bodyguard weapons for centuries. They consist of an axe blade topped with a spike mounted on a long shaft. Other polearms include the bardiche, bec-de-corbin, glaive, guisarme, lochaber-axe, ranseur, spetum, voulge, etc.



• **Quarterstaff:** This simple weapon is an improvement of the club, consisting of a long shaft of hardwood, sometimes with metal-reinforced tips. The length of the staff varies, typically ranging from 6 to 9 feet. The quarterstaff is a double weapon. A character can fight with it as if fighting with two weapons, but if he does, he incurs all the normal attack penalties associated with fighting with two weapons, just as if he were using a one-handed weapon and a light weapon.

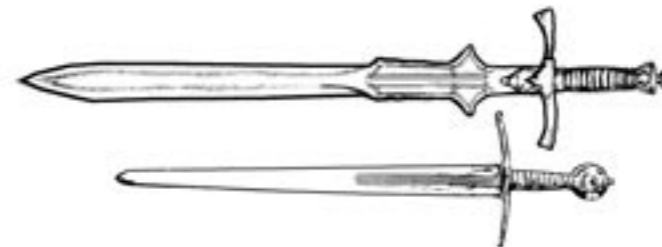
• **Sling:** The sling is a projectile weapon used to throw stone or lead bullets. It has a small pouch in the middle of two lengths of rope, where the stone or bullet is placed. The sling is swung and with a flick of the wrist the tab is released at the precise moment. This frees the projectile to fly to the tangent. The sling derives its effectiveness by essentially extending the length of a human arm, thus allowing stones to be thrown several times farther than they could be by hand. The sling is very inexpensive and easy to build.

Bullets: A bullet can only be used as a missile weapon, though characters with a strength of 13 or better can throw them by hand with a 10 feet range increment, for but 1d3 points of damage. Bullets come in a leather pouch that holds 10 bullets (weighs 5 lb. and costs 1 sp.). A bullet that hits its target can be reused; one that misses has a 50% to 100% chance of being lost (depending on the environment).

• **Spears:** A spear is a most common personal weapon consisting of a shaft, usually of wood, with a sharpened head. The head may be simply the sharpened end of the shaft itself, or it may be of another material fastened to the shaft. The usual design is of a metal spearhead, shaped somewhat like a dagger. There is two kinds of spears:

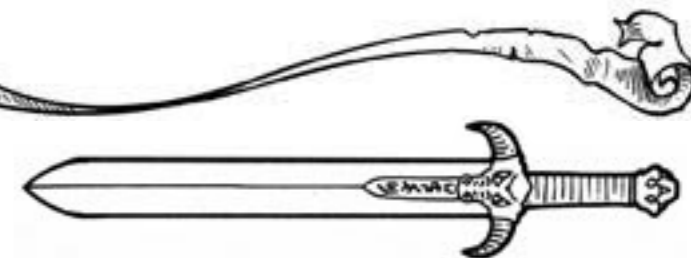
—**Short Spear:** It is small enough to wield one-handed for 1d6 of damage, but deals 1d8 if used two-handed (melee only). It may be used both as a thrown or melee weapon. When used as a two-handed melee weapon, its short size and sharpness makes it easier to pierce armor, so it gets a +1 bonus to hit against armored opponents as per the hammer/mace/morningstar.

—**Long Spear:** It is only a melee weapon. However, it has reach, so enables to strike opponents 10 feet away with it, but cannot be used against an adjacent foe. The long spear is long and light enough (contrary to polearms that are heavy and thus more difficult to wield) so as to hinder an opponent's attack, granting the wielder a +1 AC bonus. If a long spear is set against a charge, the wielder deals double damage on a successful hit against a charging character.



• **Swords:** A sword is a bladed, double edged weapon used primarily for cutting and thrusting.

—**Bastard Sword:** The bastard sword is a kind of “hand-and-a-half sword.” It features a longer grip similar to those found on the great sword. The extra space is not enough to allow both hands entirely, however, but is enough to provide for the use of a couple of fingers or a part of the palm, providing some extra leverage. Similarly, the length of the weapon at roughly 4 to 5 feet puts the sword halfway between the shorter, single-handed long sword and the larger fully two-handed “great sword”. A bastard sword requires a minimum Strength of 13 to use one-handed (or the wielder suffers a -1 penalty to hit). If the bastard sword is used two-handed, it deals 1d12 points of damage.



—**Broad Sword:** Much similar to the long sword below, but with a slightly heavier and wider blade, and a basket hilt. It grants a +1 AC bonus when using it to parry (see Chapter 4: Combat).

—**Great Sword:** The great sword is a massive two-handed sword designed to capitalize on brute force and shock effect, at the expense of finesse. It is generally 6 feet long from the base of the pommel to the tip of the blade, with a 4 to 5 foot blade and 1 to 1½ foot hilt. A great sword requires a minimum Strength of 13 to use (or wielder suffers a -1 penalty to hit).

—**Long Sword:** A longsword usually has a 3-foot long blade, and a hilt long enough to allow the wielder to place more than a single hand comfortably on the grip and pommel. Note that a dwarf can use a longsword the same way humans use a bastard sword; while halflings can use a longsword the same way humans use a great sword (however, in both cases damage remains 1d8).

—**Short Sword:** This weapon is either a relatively short, straight-bladed sword, or a large, broad dagger. Typical short swords have a 2-foot long blade, a hilt that allows to place only one hand, and are designed mostly for making short, powerful thrusts.

• **Other Weapons:** GMs and players might want to introduce other weapons in the game (e.g. the flail, the war-axe, the rapier, etc.). As such, to get their statistics determine to which category these weapons might belong (see table below for suggestions). Then, consider that heavy enough bludgeoning and piercing weapons can more easily damage through armor and thick monster skin, than slashing weapons (as per the hammer and lance). As such, medium and heavy weapons of the bludgeoning and piercing type get a +1 bonus to hit against armored opponents (i.e. those armors that grant +3 or better protection), and creatures with a thick skin such as rhinoceros and dragons.

Normally, light weapons are used one-handed; most medium weapons are also used one-handed, although a few of them require two hands; and most, if not all heavy weapons must be used two-handed. The examples below otherwise sometimes indicate *1-handed* or *2-handed*, when a same weapon may be available in different sizes (e.g. the horseman's and footman's flails).

Table 3.4: Other Weapons

Type	Dmg.	Special	Examples
Light Bludgeoning	1d4	—	Belaying pin, Bolas, Boomerang, Chain, Sai, Sap
Light Piercing	1d4	—	Blowgun, Cestus, Gaff/hook, Stiletto
Light Slashing	1d4	—	Dirk, Hatchet, Knife, Kukri, Sickle
Medium Bludgeoning	1d6	+1*	Flail (1-handed), Nunchaku (metal studded)
Medium Piercing	1d6	+1*	Estoc, Fork, Harpoon (1-handed), Javelin, Pick (1-handed), Rapier, Siangham
Medium Slashing	1d8	—	Cutlass, Falchion, Kama, Khopesh, Machete, Ninja-to, Scimitar (1-handed), Scramasax, Scythe (2-handed), Wakizashi
Heavy Bludgeoning	1d10	+1*	Club (2-handed), Flail (2-handed), Maul, Wooden Mattock
Heavy Piercing	1d8	+1*	Harpoon (2-handed), Pick (2-handed), Pike, Trident
Heavy Slashing	1d12	—	Claymore, Katana, Scimitar (2-handed), Tulwar, War-axe (2-handed)

(*: These weapons get a +1 bonus to hit opponents in medium or heavy armor.)

Table 3.5: Adventuring Gear

Item	Cost	Weight
Bedroll	1 sp	5 lb.*
Blanket, winter	5 sp	3 lb.*
Block and tackle	5 gp	5 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Case, map or scroll	1 gp	0.5 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Crowbar	2 gp	5 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	0.5 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Piton	1 sp	0.5 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.*
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	200 gp	1 lb.
Tent	10 gp	20 lb.*
Torch	1 cp	1 lb.
Whetstone	2 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.

Table 3.6: Special Substances & Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Anesthetic potion	10 gp	—
Antitoxin (vial)	50 gp	—
Curative potion	10 gp	—
Gunpowder (horn)	2 gp	1 lb.
Gunpowder (keg)	15 gp	15 lb.
Healing salve	20 gp	—
Holy water (flask)	25 gp	1 lb.
Tindertwig	1 gp	—

Table 3.7: Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, mast.	55 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Music instrument	5+ gp	3 lb.
Music instrument, ma.	25+ gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spellbook (blank)	30 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, mast.	100 gp	2 lb.

Table 3.8: Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.*
Boots, soft	1 gp	3 lb.*
Boots, heavy	2 gp	5 lb.*
Cloak, simple	1 sp	2 lb.*
Cloak, large and furred	1 gp	5 lb.*
Cold weather outfit	8 gp	7 lb.*
Courtier's outfit	30 gp	6 lb.*
Entertainer's outfit	3 gp	4 lb.*
Explorer's outfit	10 gp	8 lb.*
Friar's outfit	5 gp	2 lb.*
Noble's outfit	75 gp	10 lb.*
Peasant's outfit	1 sp	2 lb.*
Priest's vestments	5 gp	6 lb.*
Royal outfit	200 gp	15 lb.*
Scholar's outfit	5 gp	6 lb.*
Traveler's outfit	1 gp	5 lb.*

Table 3.9: Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	0.5 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1.5 lb.

Table 3.10: Mounts and Related Gear

Item	Cost	Weight
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	60–90 lb.
Donkey or mule	8 gp	500 lb.
Feed (per day)	5 cp	10 lb.
Horses		
Horse, heavy	200 gp	1600 lb.
Horse, light	75 gp	1000 lb.
Pony	30 gp	700 lb.
Warhorse, heavy	400 gp	2000 lb.
Warhorse, light	150 gp	1300 lb.
Warpony	100 gp	800 lb.
Saddle	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Table 3.11: Transport

Item	Cost	Weight
Coach cab	3 cp/mile	—
Ship's passage	1 sp/mile	—
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	x tons
Keelboat	3,000 gp	x tons
Longship	10,000 gp	x tons
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	x tons
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	x tons

*: These items weigh half this amount when made for Small characters.
 — No weight, or no weight worth noting.
 tons: Variable, but tens or hundreds of tons.



Goods and Services

CONTAINERS, SACKS, ETC.

First of all, adventurers will need bags, chests and other containers to carry their equipment and bring back their loot.

Table 3.12: Containers

Item	Cost	Weight (empty)	Volume	Weight Capacity
Backpack, small	2 gp	2 lb.	3 cubic ft.	30 lb.
Backpack, large	4 gp	4 lb.	6 cubic ft.	50 lb.
Barrel, small	2 gp	30 lb.	2.2 cubic ft.	15.5 gal
Barrel, large	5 gp	60 lb.	4.4 cubic ft.	31 gal
Bottle, glass	1 gp	0.25 lb.	1/4 cubic ft.	2 pints
Chest, small	1 gp	10 lb.	4 cubic ft.	40 lb.
Chest, large	2 gp	25 lb.	12 cubic ft.	100 lb.
Flask	1 gp	0.25 lb.	1/4 cubic ft.	1 pint
Jug, clay	2 sp	9 lb.	1/2 cubic ft.	1 gal
Pot, iron	5 sp	2 lb.	1/2 cubic ft.	1 gal
Pouch/Purse, belt	7 sp	0.5 lb.	1/4 cubic ft.	2.5 lb.
Pouch/Purse, large	1 gp	1 lb.	1/2 cubic ft.	5 lb.
Sack, small	5 cp	0.5 lb.	1 cubic ft.	10 lb.
Sack, large	2 sp	1.5 lb.	4 cubic ft.	40 lb.
Saddle bag, small	3 gp	5 lb.	2 cubic ft.	20 lb.
Saddle bag, large	4 gp	8 lb.	3 cubic ft.	30 lb.
Waterskin	8 sp	1 lb.	1/4 cubic ft.	3 pints

Sacks are usually made of strong burlap; backpacks, saddle-bags and pouches, of leather; chests and barrels, of wood; etc. Yet, the GM may easily alter these items if need be. For example, a metal chest could weight twice as much as a wooden one, and cost three times as much, but have the same volume and weight capacity.

When liquids are considered, 1 cubic foot contains 7 gallons of liquid, and there is 8 pints (of wine, beer, etc.) to a gallon. On the other hand, a plain cubic foot of gold approximately weighs 1200 lb.

Note for the record, that a small barrel (or keg), is approximately 2 feet high and 1.3 feet in diameter; it weighs 30 lb. when empty, 160 lb. when full of 15.5 gallons (59 liters) of liquid. Its capacity is about 2.2 cubic feet, which could contain approximately 100,000 gold pieces for a total weight of about one ton of gold (this also accounts for space between the coins). Such a keg would have to be extremely sturdy to not break apart...

ADVENTURING GEAR

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user.

• **Caltrops:** A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. They are scattered on the ground in the hope that enemies step on them or must slow down to avoid them. One 2-pounds bag of caltrops covers an area 5 feet square. Creatures that move or fight in an area covered by caltrops, must succeed a Dexterity saving throw or step on one (wearing sturdy boots grants a +2 bonus to the save). The caltrop 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, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

• **Candle:** A normal candle dimly illuminates a 5-foot radius and burns for 1 hour. A larger votive candle might burn for 1d4+1 hours.

• **Chain:** Depending on its hardness, a (relatively thin) chain might be burst with a Strength (or Athletic skill) check at DC 27 to 30.

• **Crowbar:** A crowbar used to force open a door, chest, etc., grants a +2 bonus on Strength (or Athletic skill) checks made for such purposes. If used in combat, treat as a club.

• **Flint and Steel:** Lighting a torch or fire with flint and steel takes one minute in normal circumstances, 1d4+1 minutes if weather is cold or humid.

• **Grappling Hook:** Throwing a grappling hook successfully requires an Athletics skill check at DC = 10 +2 per 10 feet of distance thrown.

• **Ink:** Normal ink could be used to record spell formulas in a spell book (that have no magic in themselves), but never to create magical scrolls.

• **Lamp, Common:** A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. It can be carried in one hand.

• **Lantern, Bullseye:** A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. It can be carried in one hand.



• **Lantern, Hooded:** A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. It can be carried in one hand.

• **Lock:** The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 9 +1d6), average (DC 14 +1d6), good (DC 19 +1d6), or superior (DC 24 +1d6).

• **Manacles and Manacles, Masterwork:** Manacles can bind a Medium creature. A manacled creature can use the Escape Bonds skill to slip free, or a Strength check to break the manacles. The time necessary to slip free or break manacles is of 1d12 rounds, and requires a check at DC 19 +1d6, or DC 24+1d6 for masterwork manacles.

• **Oil:** A pint of oil burns for 6 hours in a lantern.

[A common misconception is that oil may be used as a kind of flaming weapon. However, lamp oil is almost impossible to ignite at normal temperatures. Pouring a pint of oil to the ground and making it burn, or using a flask of oil as a splash weapon, is only possible if the oil is already extremely hot; otherwise it simply won't ignite at all. A simple way to heat the oil is to lit an oil lamp, and let it burn for at least 15 minutes. If so, one might use the lamp as a thrown splash weapon: if it fails a save vs crushing blow, it will ignite successfully. Otherwise, one could pour a pint of oil from the hot lamp on the ground to cover an area 5 feet square. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage per round to each creature in the area.]

- **Ram, Portable:** This iron-shod wooden beam grants a +2 circumstance bonus on Athletics or Strength checks made to break open a door, and it allows a second person to help without having to roll, increasing the primary character's bonus by +2.

- **Rope, Hempen:** This rope has 2 hit points and can be burst with a DC 19 +1d4 Athletics or Strength check.

- **Rope, Silk:** This rope has 4 hit points and can be burst with a DC 22 +1d4 Athletics or Strength check. It is so supple that it provides a +2 bonus on checks made to tie something, or a -2 penalty to check made to slip free when bound.

- **Spyglass:** Objects viewed through a spyglass are magnified to twice their size.

- **Torch:** A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a small club that deals 1d3 of bludgeoning damage, plus 1 point of fire damage.

- **Vial:** A vial holds 1 ounce of liquid. It is no more than 1 inch wide and 3 inches high.

SPECIAL SUBSTANCES AND ITEMS

Any of these substances except holy water can be made by a character with the Alchemy skill (and proper recipe).

- **Acid:** This liquid can burn through metal (mithril and gold excluded), soft stone (limestone and sandstone), and flesh, bones, etc. It normally doesn't burn through glass, hence is kept in glass vials. A flask of acid can be used to dissolve / deteriorate a small item such as a dagger or lock. It can also be thrown as a splash weapon. Treat as a ranged touch attack with a range increment of 10 feet. A direct hit deals acid damage: 1d4 if fully armored, 1d6+1 if normally clothed, and 1d8+2 if naked. Every creature within 5 feet of the point where the acid hits takes 1, 2 or 3 points of acid damage respectively, from the splash.

- **Alchemist's Fire:** This oily substance is automatically set aflame when in contact with the air. As such, it is very dangerous to create, and thus much difficult to find. A flask of alchemist's fire can be thrown as a splash weapon. Treat as a ranged touch attack with a range increment of 10 feet. A direct hit covers the target in flaming oil, that deals 1d6 of damage per round for 1d4+1 rounds. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Dexterity saving throw. Rolling on the ground provides the target a +2 bonus to the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

- **Anesthetic Potion:** A few minutes after drinking this unpleasant potion (you can't mix it discreetly with soup, wine or what not), the recipient must succeed a Constitution saving throw or falls into a deep natural sleep from which he cannot be awakened for 2d4 hours. This anesthetic potion is used to enable a healer practice surgery on a patient without having him suffer.

- **Antitoxin:** Drinking this elixir grants a +4 (or random 1d4+1) bonus on Constitution saving throws against poison for 1 hour.

- **Curative Potion:** This elixir helps the patient recover from a disease. It bolsters her immune system, granting her a new saving-throw against the disease. That is: 2d4 hours of rest or sleep after drinking the elixir, the patient is entitled a new Constitution saving throw at +4 against the disease, and if successful will be cured of it. This elixir however doesn't restore lost hit-points or ability scores points.

- **Gunpowder:** This gritty black powder is the explosive substance used in primitive firearms (i.e. muskets and the like). It is usually made by alchemists from charcoal, saltpeter and sulfur. Gunpowder is sold in either 15 lb. kegs, or in 1 lb. horns that are handy to reload early firearms by the muzzle. Gunpowder is extremely susceptible to water (that ruins it) and fire. If gunpowder is exposed to flame, it burns explosively. Then, if fire damage penetrates a full keg, it explodes as the equivalent of several sticks of dynamite, (i.e. 10d6 damage in a 25-foot radius). A single firearm shot consumes 1 ounce of gunpowder (1/16th of a pound).

- **Healing Salve:** This unguent is applied on wounds, stopping bleeding and preventing infection. It bolsters the patient's natural recovery ability. That is: 2d4 hours of rest or sleep after applying the healing salve, the patient gets back 1d6 hit-points (in addition to naturally recovered hit-points). When using more salves the same day, the second one only heals 1d4 points, the third one 1d2 points, and any more doesn't have any additional effect.

- **Holy Water:** Holy water damages undead creatures and evil outsiders with pure celestial, divine burning power. It sometimes also affects corrupted living creatures, although with less effectiveness. It has no particular effect on living beings.

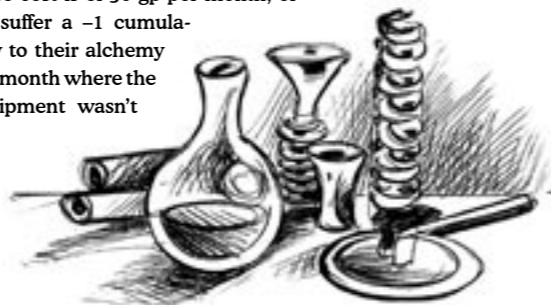
A flask of holy water can be thrown as a splash weapon. Treat as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the flask must be opened and poured out onto the target. Thus, a character can douse an incorporeal creature with holy water only if he is adjacent to it. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider (irrelevant of any armor worn). Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples dedicated to Law may provide holy-water. However, holy-water is a sacred, consecrated liquid, not another commodity sold to anyone with enough money to buy it. As such, holy water is generally only given to those worthy enough to get it.

- **Tinder twig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch or fire with a tindertwig takes but one round.

TOOLS AND SKILL KITS

- **Alchemist's Lab:** An alchemist's lab is a set of beakers, vials, glass tubes, various tools, etc., necessary for making alchemical items. Without it, no such creation is possible. The lab must be installed in an appropriate workshop (alchemists cannot bring it with them, to make potions and substances on the road). Each month of use, some items are eventually damaged, so alchemists must replace them. This maintenance cost is of 50 gp per month, or alchemists suffer a -1 cumulative penalty to their alchemy checks, per month where the ruined equipment wasn't replaced.



- **Artisan's Tools:** These special tools include the items needed to pursue any craft. Without them, characters would have to use improvised tools (-2 penalty on skill checks), if they could do the job at all.

- **Artisan's Tools, Masterwork:** These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so grant a +2 bonus on skill checks made with them.

- **Disguise Kit:** The kit is the perfect tool for disguise and grants a +2 bonus on Deception checks. It includes such things as wigs, hairpieces, false noses, make-up, etc., enabling the user to change of visage, which is not possible otherwise. A disguise kit is exhausted after ten uses.

- **Healer's Kit:** It is the perfect tool for healing, and includes bandages, common medicinal plants, and basic tools to clean a wound. Without this kit, healing can only be improvised with whatever is at hand, incurring a -2 penalty to the check. A healer's kit is exhausted after ten uses.

- **Holy Symbol, Silver or Wooden:** A holy symbol focuses positive energy when held with faith, but only if it has been properly consecrated by a priest beforehand. Friars, mystics or templars use it as the focus for their prayers and as a tool for turning undead. Each religion has its own holy symbol.

- **Magnifying Glass:** This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least 1d4+1 rounds. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

- **Musical Instrument, Common or Masterwork:** The prices of musical instruments vary widely depending on the particular instrument. A simple whistle flute would sell at 5 gp, but other instruments are generally much more expensive. Examples: bagpipes at 40 gp.; lute and mandolin at 25 gp.; lyre at 20 gp.; violin at 35 gp.; clavecin (the piano's ancestor) at 200 gp.; or pipe organs at 800 gp. A masterwork instrument costs five times as much, but grants a +2 bonus on skill checks involving its use.

- **Scale, Merchant's:** A scale grants a +2 bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

- **Spellbook, Wizard's (Blank):** A spellbook has 100 pages of parchment. Each spell takes up one page for 1st and 2nd level spells; two pages for 3rd and 4th level spells; three pages for 5th and 6th level spell; and four pages for higher level spells.

- **Thieves' Tools:** This kit contains the tools needed to Disarm Traps and Open Locks. Without it, a thief must improvise tools, and thus suffer a -2 penalty on these skill checks.

- **Thieves' Tools, Masterwork:** This kit contains extra tools and tools of better make, which grant a +2 bonus on Disarm Traps and Open Lock checks.

CLOTHING

- **Artisan's Outfit:** This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

- **Boots:** A heavy pair of boots imposes a -2 penalty to Move Silently (i.e. Stealth) skill checks, but grants a +2 bonus to saves against caltrops, or traps and hazards that would specifically hurt the feet.

- **Cloak:** A furred, large and heavy cloak protects against the cold as if wearing a thick winter blanket. In addition, if the wearers are entirely covered by the cloak (which cannot be the case if trying to attack), they are protected as if wearing leather armor (or get a +1 bonus to AC if already wearing an armor), and get a +2 bonus to saving throws against cold attacks, as well as splashing attacks such as a thrown vial of acid.

- **Cold Weather Outfit:** A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +4 bonus on Constitution saving throws against exposure to cold weather.

- **Courtier's Outfit:** This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If one wears this outfit without jewelry (costing an additional 50 gp), she will look like an out-of-place commoner.

- **Entertainer's Outfit:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets the wearer tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

- **Explorer's Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items an adventurer might need, such as a scarf or a wide-brimmed hat.

- **Friar's Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give a character maximum mobility, and is made of high-quality fabric. The wearer can hide small weapons or items in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

- **Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring and jewelry (worth at least 100 gp).

- **Peasant's Outfit:** This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

- **Priest's Vestments:** These ecclesiastical clothes are for performing priestly functions, not for adventuring.

- **Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

- **Scholar's Outfit:** Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

• **Traveler's Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.



FOOD, DRINK, AND LODGING

• **Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

• **Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

• **Barding, Medium Creature and Large Creature:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse costs four times as much as armor for a human, and also weighs twice as much. If the barding is for a pony or other such mount, the cost is only double, and the weight is the same as for human armor. Medium or heavy barding slows a mount that wears it: a mount with a base speed of 40 ft. or less gets a -10 ft. movement penalty; -15 ft. if base speed = 50 ft.; and -20 ft. if base speed = 60 ft. Note also that a mount wearing heavy barding can run (x3) but not sprint (x4).

Flying mounts can't fly in medium or heavy barding. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

TRANSPORT

• **Carriage:** This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

• **Cart:** This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

• **Galley:** This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms at fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

• **Keelboat:** This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

• **Longship:** This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

• **Rowboat:** This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

• **Sailing Ship:** This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

• **Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

• **Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

• **Warship:** This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.



Sci-Fantasy Equipment

FANTASTIC HEROES & WITCHERY is not a science-fiction RPG, but this section provides rules that will be useful for games of the Dying Earth, Post Apocalyptic, and Sword & Planets genres. In all these types of campaign worlds, the main flavor is rather medieval or frontier-like, but remnants of technology can be found, which often replace the magical items from traditional fantasy settings. Then, some GMs have been known to occasionally send the players characters in alternate universes, where they have space-opera adventures. This optional section addresses their needs. It explains how to integrate technology in a fantasy setting, or how to deal with fantasy characters who stumble on lost technology and travel to advanced civilizations. The following material will often be used in conjunction with the weirdtales races and classes found in the precedent chapters.

CAMPAIGN GENRES AND TECHNOLOGY

There is different sorts of fantasy, or near fantasy settings where technology could be found:

1) **Regular Medieval Fantasy:** This is the most common type of campaign world, for which FANTASTIC HEROES & WITCHERY is primarily intended. The technology that exists in these settings, is but of the mundane sort and rarely mentioned. It consists in the kind of technology that existed in our real world's medieval and Renaissance eras (printing press, glass, architecture, etc.). Yet, a medieval technology needs not be utterly primitive. For example, almost two thousands years ago, the Romans actually had a quite advanced technology for their time (e.g. they knew how to make concrete), much more than that of the middle-ages or even Renaissance. So, when characters encounter all sorts of devious mechanical traps (crushing walls, pressure plates that trigger hidden crossbows, etc.), the medieval world they live in, probably has a technology as advanced as that of the ancient Romans.

More advanced technology is normally never found in medieval fantasy settings. However, if the GM decides to run an adventure in an alternate dimension, where exists a world such as described below, these rules and equipment could still be useful.

2) **Dying Earth:** This kind of setting is directly based on Jack Vance's stories of that name. This is a fantasy world full of the usual fare (swordsmen, sorcerers, demons, magic, etc.), but with an exotic weirdness. Then, it eventually appears that the current fantasy culture was built on the ruins of an ancient and forgotten, technologically advanced civilization. Weapons, devices, vehicles, and sometimes robots from this lost era are frequently found in Dying Earth settings. However, apart from the occasional savant, the people who could understand, repair, and build such ancient technology have generally disappeared.

3) **Steampunk:** This represents a fantasy world that has begun its industrial revolution, often with a look and feel reminding of the Victorian era. In these campaign settings, not only steam machines and early electrical devices are commonly used, but they are also of the fantastical sort and include magic in their design. Steampunk is typically about magical technology. In a steampunk world, savants of the Tesla type invent extraordinary devices that our own contemporary science has yet to discover. A variant of the steampunk genre is represented in

M. Moorcock's novels set on the "Earth of the Tragic Millenium," which is almost medieval fantasy where magic remains rare (or doesn't exist at all), but where a few nations have mastered the development and industrialization of a weird technology.

4) **Sword & Planet:** This is a kind of exotic fantasy setting set on a distant planet, usually Mars. In this variant of fantasy, traditional elves and dwarves are replaced with white apes and red people, and humans don't exist except as unusual travelers from a distant world, who got there by improbable means. However, the most important point in the Sword & Planet genre, is that magic doesn't exist. It is replaced by a strange alien technology left over from a distant past. That is, archetypal Sword & Planet adventurers will use a ray gun rather than a magic sword against their foes. Another variant of this genre is represented by Flash Gordon's universe, in which science-fiction technology with a look from the fifties, is developed and manufactured in an otherwise rather medieval fantasy world.

5) **Post-Apocalyptic:** Another popular genre, it is like traditional fantasy, a world where adventurers explore ancient ruins in search of treasure. The main difference however, is that it focuses on technology. In a world formerly much advanced, some disaster occurred (usually a nuclear war), and now the survivors fight over the few remains they can scrap, in lands devastated by radiation and rife with mutants and other such horrors. Magic (or at least psionics) are usually found in a post-apocalyptic setting, along remnants of ancient technology, mostly robots, weapons, and vehicles.



MAGIC VS. TECHNOLOGY

When a GM wants to include both magic and technology in a campaign world, it is useful to know where their main differences reside, since they often wield similar effects (e.g. a gem that enables to see in the dark has the same purpose as infra-red binoculars). In fact, even if magic and technology aren't outright incompatible, they nonetheless rely on two very different, if not opposing paradigms. Here is a list of suggestions that GMs may use for their campaign worlds:



• Technology strictly abides by the laws of physics to operate. On the other hand, magic draws on forces from outside the normal continuum of space and time to produce effects that violate the laws of nature.

• The presence of technology doesn't hinder the use of magic. However, since magic brings forces that violate and corrupt the laws of physics (on a local level), its presence may prevent the proper functioning of technology.

• Use of magic might disrupt the fabric of reality. Technology doesn't, though it may pollute the environment.

• Technology only requires energy to function (it could be operated by a machine or anyone who knows which "button to push"). Magic requires a sentient and magically trained user (machines and untrained commoners cannot cast spells nor use most magical devices).

• Technology operates whether people believe in it or not. On the other hand, magic is subject to whether society at large believes in it. As such, even if a particular individual believes in magic and would have the mean of learning it, the overall consensus of disbelief would in fact hinder the casting of spells (GM may impose a spell failure chance).

• Magic is adapted to normal items (such as magic swords), while technological items are weird and often difficult to use.

• Technological items are usually made on an industrial level, thus can be mass-produced. Magical items are made on a one on one basis.

• Technology and magic generally do not interact (e.g. an *Anti-magic Shell* spell doesn't protect against ray guns; though a *Resist Fire* spell would protect against a flame-thrower).

• Magic (especially vile sorcery) corrupts the user's soul and may attract supernatural attention. Technology doesn't.

• Magic is sometimes subject to, or dependant upon strange conditions such as a target's alignment, or whether the stars in the sky are in the right configuration, etc. Technology isn't, though it may be subject to moisture, temperature, radiation, etc., that may alter its functioning.

• Magic produces magical auras that can be detected by certain spells, or sensed by some creatures. Technology doesn't.

• Radiation leaking from a technological item (or radioactive material) could only induce detrimental mutations and illnesses, not super-powers. However, magical energies leaking from a magic source or device could induce weird mutations and impart supernatural powers.

USING UNKNOWN TECHNOLOGY

When characters discover technological items from forgotten ages, they will generally not know how to operate them. They could however attempt to understand and use any unknown technological device. Such devices may range from a medieval machine (e.g. a mechanical trap, printing press, or matchlock pistol), to weird artifacts of alien technology produced by advanced civilizations from other times or dimensions. In all cases, this requires a Tech-use skill check at a DC set by the GM (e.g. using a ray gun would take but a couple of rounds and a DC 5, while an alien computer might take days or weeks of study and a DC 30). The character doesn't need to have the skill to attempt this check (i.e. untrained), as learning how to operate most items can be done by trial and errors. If the check is successful, the device is operated normally. If it is failed by 5 points or less, nothing happens; but if it fails by more than 5 points, the device is disabled or damaged in some way. Then, with a critical failure (1 on the d20), an accident occurs that destroys the item and might even hurt the character at GM's discretion.

TECHNOLOGY CONDITION

When an item is new, it just works as indicated in its description. If it is well treated, it may work for years. However, it's another matter when adventurers find technological artifacts and objects from a distant past. Unlike magical items that generally remain intact even after centuries have passed, technological items tend to slowly decay. As such, the GM should decide whether a technological artifact is fully functional. Its general condition, that should be visible when looking at it, determines how often the item works when activated, and if it performs well.

When the item's condition has been determined (either arbitrarily or with a d100 roll), each time it is operated roll a d20. If the number indicated in the Functions column is rolled, the device operates normally, though with a reduced efficiency for those in mediocre or worse condition. If less than the number indicated is rolled, the item doesn't work this time. Then, if the roll's result matches the number indicated in the Accident column, an accident occurs (see below).

Accidents: Roll randomly for accidents (this is either 1d2, 1d3 or 1d4): A = power failure (must be refueled or recharged); B = degradation (condition goes down by -1 grade); C = destruction (completely falls apart useless); D = Explosion (type and damage vary: small deals 1d6 in 5 ft. radius; medium deals 2d6 in 10 ft. radius; and large deals 3d6 in 20 ft. radius; may be fire or electricity, sometimes radiation).

Repairing Technology: A savant (or anyone with the Repair skill) can try to improve the condition of a technological item. The base DC for a repair ranges from 10 to 30 depending on the item's complexity (as determined by the GM; with an advanced weapon usually being DC 15). With a successful skill check the condition of the item improves by one grade (e.g. a "poor" condition becomes a "mediocre" condition); and for every 4 points by which the DC is exceeded, the item is impro-

Roll d100	Item's Condition	Roll 1d20,* it functions on a:	If the d20* roll is:
01-10%	5 Excellent	2-20 (with 100% efficiency)	—
10-20%	4 Good	5-20 (with 100% efficiency)	1 -> accident A
21-30%	3 Mediocre	9-20 (with 75% efficiency)	1-2 -> accident A or B (roll 1d2)
31-50%	2 Poor	13-20 (with 50% efficiency)	1-3 -> accident A, B or C (roll 1d3)
51-70%	1 Defective	17-20 (with 25% efficiency)	1-4 -> accident A, B, C or D (roll 1d4)
71-100%	0 Broken	Doesn't work (inert)	—

* Use the same die roll when using the item.



Weapons

1. EXPLOSIVES

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses. All explosives must be detonated. Some, such as grenades, include built-in detonators (pulling the pin on a grenade is a free action). Others require timers or other devices to set them off. Note that using a complex detonator requires to have the Tech-use skill, and make a successful check or risk some accident (e.g. explosion) while setting it.

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square area considered AC 10. Throwing the explosive is an attack action. Thrown objects require no weapon proficiency, so a character doesn't suffer a non-proficient penalty when throwing explosives. If the attack misses, the explosive lands nearby in a random direction, 2d6 feet away. After determining where the explosive landed, it deals its damage to all targets within the burst radius of the explosion. The targets may make Dexterity saving throws for half damage.

ved by an additional grade (e.g. with a skill check of 19 for a DC 15, a "poor" condition becomes a "good" condition). In any case, an item can never be repaired above the "excellent" condition.

When Magic Interferes: Some GMs may adopt the rule that magic (and/or Chaos) is incompatible with technology (for magic disrupts the universe's physical laws to replace them with its own). As such, when technological items are brought amidst magical energies (e.g. near a ley line, within a powerful spell's area of effect, in contact with a supernatural creature, etc.), they might be disrupted. The result would be of imposing a penalty to the Functions/Accident d20 roll. Dependant on the strength of those energies, this might be from -1 to -4, and even stronger if brought into another plane of mystical substance. (e.g.: spells induces a -1 penalty per two levels of the spell. A supernatural creature induces a -1 penalty per four HD when in contact with the technology, then reducing by 1 point per 5 ft. away from the creature.)

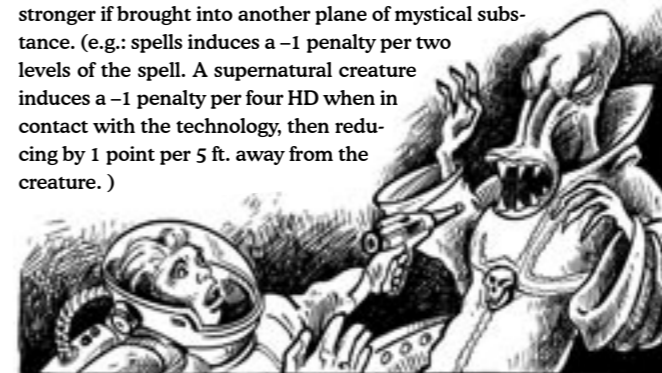
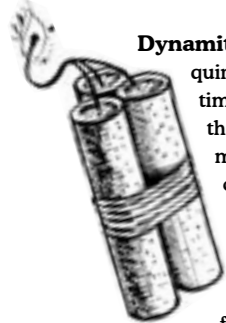


Table 3.14: Science-Fiction Weapons

Weapon	Type	Use	Damage	Range Increment	Speed Factor	Weight	Price
Explosives and Grenades							
Dynamite	B	1 hand	3d6+	10 ft. (3 m)	4 seg	1 lb.	50 gp
Grenade, Fragmentation	S	1 hand	4d6	10 ft. (3 m)	2 seg	1 lb.	100 gp
Grenade, Incendiary	Fire*	1 hand	2d6	10 ft. (3 m)	2 seg	1 lb.	100 gp
Improvised Bomb	Fire	1 hand	1d6	10 ft. (3 m)	5 seg	1 lb.	—
Firearms (Projectile Weapons)							
Pistol, Automatic	P*	1 hand	2d4	150 ft. (45 m)	2 seg	3 lb.	400 gp
Pistol, Revolver	P*	1 hand	2d6	100 ft. (30 m)	2 seg	3 lb.	300 gp
Rifle, Automatic	P*	2 hands	2d8	200 ft. (60 m)	4 seg	12 lb.	500 gp
Rifle, Sniper	P*	2 hands	2d10	300 ft. (90 m)	6 seg	14 lb.	600 gp
Shotgun	P*	2 hands	3, 2, or 1d6	30 ft. (9 m)	3 seg	10 lb.	400 gp
Submachine Gun	P*	2 hands	2d6	40 ft. (12 m)	3 seg	8 lb.	500 gp
Laser Guns							
Laser Gun, Early	Energy*	2 hands	2d8	100 ft. (30 m)	5 seg	40 lb.	400 gp
Laser Pistol, Standard	Energy*	1 hand	2d8	100 ft. (30 m)	2 seg	4 lb.	500 gp
Laser Pistol, Advanced	Energy*	1 hand	2d8	100 ft. (30 m)	1 seg	3 lb.	600 gp
Laser Rifle, Pulse	Energy*	2 hands	3d8	200 ft. (60 m)	3 seg	8 lb.	800 gp
X-ray Pistol	Radiation*	1 hand	2d10	100 ft. (30 m)	1 seg	3 lb.	800 gp
X-ray Rifle	Radiation*	2 hands	3d10	200 ft. (60 m)	3 seg	8 lb.	1000 gp
Other Weapons							
Bayonet (mounted)	P, S	2 hands	1d6	—	7 seg	1 lb.	20 gp
Blast Lance	P, B	2 hands	3d8	200 ft. (60 m)	9 seg	12 lb.	1000 gp
Flame-thrower	Fire*	2 hands	3d6	20 ft. (6 m)	7 seg	50 lb.	400 gp
Flame-thrower (improved)	Fire*	2 hands	3d6	20 ft. (6 m)	5 seg	14 lb.	600 gp
Shock-field Glove	Elec.*	1 hand	2d6	20 ft. (6 m)	2 seg	3 lb.	80 gp
Stun Baton	B, Elec.*	1 hand	1d6	—	4 seg	1 lb.	60 gp

(*: This weapon grants special advantages and/or hindrances; see the weapon's description.)



Dynamite: (Burst radius: 10 feet.) A stick of dynamite requires a fuse or detonator to set it off. The amount of time until dynamite explodes depends on the length of the fuse; a fuse can be cut short enough for the dynamite to detonate in the same round. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). Dynamite is sold in boxes of 12 sticks.

Grenade, Fragmentation: (Burst radius: 20 feet.) The most common military grenade appears as a small explosive device that sprays shrapnel in all directions when it explodes. The price given is for a box of 6 grenades.

Grenade, Incendiary: (Burst radius: 20 feet.) Incendiary grenades use an explosive charge to distribute burning phosphorus across the burst radius. When they detonate, they produce geysers of flames that fill a 10-foot burst radius. All creatures and objects within the burst radius take 3d6 points of fire damage, and are then dealt an additional 1d6 points of fire damage in the following round, while clothing and other flammable items are ignited. In addition, this grenade creates a cloud of smoke in the same area, for 1d6 rounds. The price given is for a box of 6 grenades.

Improvised Bomb (Molotov Cocktail): (Burst radius: 5 feet.) Anyone with access to appropriate common material, and enough knowledge of chemicals, can try to manufacture improvised explosives. The simplest of them is the Molotov cocktail, which is essentially a flask containing a flammable liquid, plugged with a rag. Other improvised explosives may be based on, or have the same statistics as the Molotov cocktail at GM's discretion. A Molotov cocktail is easily made by hand (with an Intelligence skill check at DC 15). To use it, the rag must first be lit, requiring a primary action (and a flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

2. FIREARMS (MODERN)

Modern firearms are the descendants of early muskets and matchlock pistols that benefited from centuries of technological development. They come in many shapes, and a great variety of manufacturers and designs do exist. There is pistols that can be used one-handed without penalty, and rifles that require two hands to be fired without penalty. Then, both types can be broken down into three smaller groups: auto-loaders (or automatics, that feature removable box magazines), revolvers (that store several rounds, usually six, in a revolving cylinder), and machine pistols.

Note otherwise that firearms have special advantages: they ignore armor at close range (i.e. treat as a touch attack within the first increment); and they deal double damage on a natural attack roll of 19/20 on the d20 (rather than 20 for other weapons, though a 19 is still not considered a critical hit).

Firearms use ammunitions (bullets) that cannot be easily manufactured as is the case with early arquebuses and pistols. A bullet uses an explosive propellant to be projected by the gun. Normally, the explosion requires oxygen, and thus firearms are useless in the void of space (and underwater). However, more advanced ammunitions also exist, that can be fired in airless environments. Reloading a gun normally takes one full-round action.

Pistol, Automatic: Automatics feature removable box magazines and are more complex than revolvers. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. A typical automatic can fire twenty times (small caliber bullets) before reloading.

Pistol, Revolver: Revolvers are relatively simple firearms that store several rounds in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel. A typical revolver can fire six times (medium caliber bullets) before reloading.

Rifle, Automatic: Formerly employed by legitimate military forces from modern civilizations, automatic rifles were the standard weapon of soldiers until the advent of laser weaponry. There are various models (some with short barrels, folding stocks, etc). An automatic rifle can fire thirty times before reloading.



Rifle, Sniper: This semiautomatic firearm is a large-caliber rifle used primarily by law enforcement and military sharpshooters. It has excellent accuracy at extended ranges, due to its laser range-finding scope, that enables to see in the dark, grants a +1 bonus to attack rolls, and negates the penalties for long range shooting. However, aiming through a scope greatly reduces the users' field of vision and makes defending themselves almost impossible. When characters use a scope to make an attack, they suffer a -1 penalty for being surprised (are surprised on 1-3 on d6), and lose their Dexterity bonus to AC for that round. A standard sniper rifle magazine holds 30 rounds.

Shotgun: This semiautomatic firearm uses shells filled with small projectiles that scatter when it is fired. The shotgun does 3d6 points of damage to a target in the first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. A standard magazine holds 15 shells.

Submachine Gun: This is a military-grade, automatic firearm. It is smaller than a carbine and typically shoots ammunition in bursts. That is, a submachine gun can be set on auto-fire, and thus affect an area and everyone in it, not a specific creature. The user targets a 10 foot area and makes an attack roll against AC10. If the attack roll succeeds, every creature within the affected area suffers the base weapon damage (2d6), but is entitled a Dexterity saving throw for half damage (but will suffer 3d6 of damage instead, if the save is a natural 1 on the d20). Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it. A standard magazine holds 50 rounds.

3. LASER GUNS

Compared to firearms, laser weapons have greater range, are nearly silent, and can kill victims across transparent material without destroying it. However, laser rays have a bad way of getting dispersed by anything that scatters and diffuses light. A thick fog or a cloud of tiny droplets of liquid, can cut the damage done by a laser beam in half; though smoke and dust have no effect on them. The worst impediment however, is that laser weapons require an energy cell to operate. Early laser guns actually require huge backpack-mounted generators, making it almost impossible to carry any equipment but the gun itself. Later models use smaller energy cells that can be strapped to the user's

thigh or even worn around their wrist, but this can still be awkward. The main problem however, is that finding or recharging energy cells in a non-industrial world might be very difficult. Reloading a laser gun takes one full-round action, but recharging an energy cell often takes several hours.

Laser Gun, Early: A bulky two-handed metal tube, longer than a rifle, it requires a heavy backpack power unit. It might be mistaken for some new kind of flame-thrower, except for the lens at the end of the barrel. Yet, as big as it is, the weapon can be used by almost anyone, regardless of their size or strength, as it produces no kickback at all. It is also quiet, at least compared to a conventional firearm, and makes only a sort of crackling noise when in use. This laser gun is powered by an energy backpack good for 60 shots.

Laser Pistol, Standard: The first convenient laser pistols are long and bulky, won't fit most holsters and require a wrist-mounted energy pack that covers the user's forearm. They can be awkward to aim and shoot with an elastic power-cord stretched between the hands. Some laser pistols draw their power from a thigh-mounted energy pack, which attaches to the weapon by an elastic power cord. This laser pistol is powered by an energy pack good for 30 shots.

Laser Pistol, Advanced: A more advanced laser pistol, this one doesn't require an external power pack, and instead draws its power from a replaceable energy cell the size of a 6 Volt Battery good for 20 shots. This laser pistol has about the same size and weight as a conventional bullet pistol, and fits easily in a shoulder holster.

Laser Rifle, Pulse: An advanced laser rifle, which does not require a bulky backpack power source, and instead draws its energy from a replaceable energy cell slotted into the weapon itself. This laser rifle is powered by an energy cell good for 30 shots.

X-ray Pistol: Also called a "ray gun", this is the ultimate in laser technology. The beam of a ray-gun is invisible, and not affected by which scatters light as laser guns are. Furthermore, x-rays pass across most material, and can thus shoot through walls and armors. As a result, x-ray beams ignore armor (i.e. make a touch attack with a ray gun, thus vs. AC 10 + Dex/dodge bonus), and can shoot targets concealed behind walls and other obstructions, but in this case at half damage. X-ray beams can penetrate up to three feet of wood or dirt, one foot of stone, one inch of common metal, or a thin sheet of lead. Against any thicker obstacle x-ray beams have no effect. A x-ray pistol is powered by an energy cell good for 15 shots.



X-ray Rifle: A more powerful, two handed version of the ray gun. A x-ray rifle is powered by an energy cell good for 30 shots.

4. OTHER SCI-FI WEAPONS

This list is of course non-exhaustive. A lot of other futuristic weapons could also exist.

Bayonet: This long blade is fixed at the end of a long firearm (typically a military assault rifle) with an appropriate mount. It enables soldiers to fight in melee combat after shooting without having to change weapons, and also enables them to finish fallen foes without wasting precious ammunitions.

Blast Lance: This strange weapon appears as a metal lance, seven feet long, mounted with a pod slightly larger and thicker than a hand,

that vaguely resembles a serpent's head. This is a two-handed weapon, whether it is used as some kind of polearm (treat as a Heavy Bludgeoning weapon), or to shoot energy beams. When the latter is considered, the lance throws a bolt of solid kinetic force at the target, punching a hole in it the way a projectile weapon would, but without the projectile. The tremendous energy with which the bolt hits the target tends to leave the edges of the wound burnt and charred, but most of the damage is done by the impact. Unlike laser weapons, blast lances actually produce recoil, although nowhere near as much as a firearm of comparable force. A blast lance is powered by an energy cell good for 30 shots. Reloading takes one round.

Flame-thrower: A flame-thrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no weapon proficiency is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Dexterity saving throw to take half damage. Creatures with cover get a bonus on their Dexterity save (as per the AC bonus).

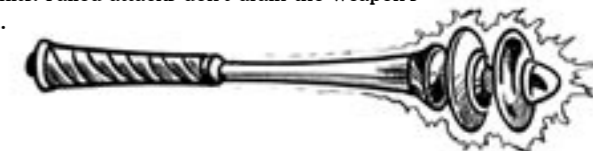
A flame-thrower can shoot 10 times before the fuel supply is depleted (it then takes 2d4 minutes to recharge). A flame-thrower's backpack that is damaged (e.g. by a firearm attack) or ruptured (e.g. by a fall), has a 50% chance of exploding, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects within 5 feet (Dexterity saving throw for half damage allowed).

Once the target is hit, fuel droplets from the flame-thrower stick and continue to burn, inflicting 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a primary action and instantly smothers flames in a 10-foot-by-10-foot area.

Flame-thrower, Improved: This flame-thrower is a lightweight, carbine-format weapon designed for use in close combat. Instead of a pressurized backpack that is rather cumbersome, this advanced flame-thrower uses canisters of special chemicals (rather than fuel) in place of an ammunition magazine. Each canister can shoot 1d4+2 times, and deals 4d6 of damage. The flame thrower otherwise operates as the above version.

Shock-Field Glove: This item appears to be a metallic "hand" that fits over the user's hand like a glove. The glove produces a strong electric charge with every power cycle, allowing the user to "zap" a nearby target without having to actually touch it. Treat this as a ranged attack with a maximum range of 20 ft.; it can be used to shock on contact as well. A shock-field glove does 2d6 hp damage, and the target must make a Constitution saving throw or be stunned for 1 round. It is powered by a wrist-mounted energy pack that covers the user's forearm, and is good for 30 shots. Each use counts as a discharge.

Stun Batons: This is a long metal baton with electrical contacts on the end. When the weapon is activated, a powerful electrical current crackles along these contacts. A target hit by a stun baton takes 1d6 points of bludgeoning damage and must make a Constitution saving throw or be stunned for 1d4 rounds. Resistance or immunities to electricity damage apply. A stun baton is powered by a small energy cell good for 30 successful hits. Failed attacks don't drain the weapon's charges.



Miscellaneous Objects

Table 3.15: Miscellaneous Sci-Fi Equipment

Item	Cost	Weight
Advanced breathing apparatus	300 gp	30 lb.
Antitoxin	50 gp	—
Auto-grapnel	400 gp	6 lb.
Backpack	40 gp	2 lb.*
Binoculars	500 gp	1 lb.
Chemical sensor	500 gp	1 lb.
Climbing gear	250 gp	15 lb.
Compass	15 gp	—
Cutting torch	250 gp	5 lb.
Emergency pod	1000 gp	15 lb.
Energy Cell		
Early power pack	100 gp	20 lb.
Micro cell	10 gp	—
Mini cell	15 gp	1 lb.
Heavy cell	50 gp	5 lb.
Filter dose	50 gp	—
Filter mask	65 gp	1 lb.
Fire paste	5 gp	—
Flashlight	15 gp	1 lb.
Generator, portable	1500 gp	40 lb.
Goggles, protective	40 gp	1 lb.
Grippers	75 gp	2 lb.
Handcuffs	40 gp	1 lb.
Holster	5 gp	1 lb.
Hostile environment suit	1400 gp	12 lb.*
Lantern	30 gp	2 lb.
Light rod	20 gp	1 lb.
Magic detector	1200 gp	4 lb.
Medi-spray	150 gp	1 lb.
Ready syringe	10 gp	—
Silencer	50 gp	1 lb.
Sleeping bag	50 gp	1 lb.
Space suit	2200 gp	60 lb.*
UV sterilizer	250 gp	3 lb.
Watch pocket	150 gp	—
Water purifier	250 gp	10 lb.

— No weight; or no weight worth noting, but 10 would weigh 1 lb.

* These items weigh half this amount when made for Small characters, but also carry (i.e. backpack) half the normal amount.

• **Autograpnel:** This piece of equipment is a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel, which draws the rope with it up to 75 feet straight into the air; the device may be used to slowly retract 5 feet per round (it can, for example, be used to draw a person up into the air after the grapnel). The rope is strong enough to support 400 pounds. It runs on a standard energy cell for five uses (i.e. shot + retraction).

• **Backpack:** A large, comfortable kit that can hold up to 200 lbs. of supplies. Backpacks are waterproofed and constructed of rugged materials with reinforced frames. As such, they receive a +2 bonus on Item saving throws.

• **Binoculars:** These optical devices are useful for watching opponents, wild game, and landscape features from a long distance. They multiply a clear visibility range by 1d4+1 (depending on the model). Using binoculars for Detection checks takes five times as long as making the check unaided, though it grants a +2 to +5 bonus to the check.



• **Chemical Sensor:** These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation). This includes hazardous chemicals, chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 feet and weighs 1 pound. A chemical sensor runs on a standard energy cell for 12 hours of continuous use.

• **Climbing Gear:** This kit includes a 200-foot synthetic fiber rope, grappling hook, spikes, crampons, compressed air hammer, ice axe, climbing boots, and helmet with integral headlamp. A climbing gear grants a +4 bonus on Climb skill checks.

• **Compass:** A small device that always indicates the North, and thus helps navigate in unknown regions. It grants a +4 bonus to Orienteering skill checks if the user also has a map.

• **Cutting Torch:** This small hand tool generates a cutting laser suitable for light mechanical tasks. It can cut through 60 inches (5 feet) of wood, plastic and similar material each round; 12 inches (1 foot) of glass and stone per round; 6 inches (0.5 feet) of most metals per round; and 3 inches of extremely hard metals such as adamantite. It runs on a heavy energy cell for 30 rounds of use.

• **Emergency Pod:** These are rescue devices designed to aid survival in a variety of emergency situations. Emergency pods are typically about three feet wide and contain miniature life support systems. To activate it, the user pulls the collapsed pod from its storage pack, climbs inside, and zips it shut. When the pod is sealed, the device inflates and the life support system is activated. The system provides breathable air and temperature control for up to 24 hours for a single adult. The devices also come with an integral emergency beacon that activates upon inflation. Emergency pods are effective in the deepest oceans and the furthest reaches of space.

• **Energy Cell:** These are a kind of advanced batteries that provide electrical power to run various technological devices. When they run out of power, they generally can be recharged using a portable generator, or better, being plugged onto an energy source via the appropriate device. Energy cells come in various, but usually standard sizes:

—**Earlier Power Pack:** This first power cells were heavy and cumbersome. They don't provide more power than the heavy cell des-

cribed below, but are much heavier. This is a set of cells in a bag-pack about 1 foot thick, 2 feet wide and 3 feet long.

—**Micro Cell:** This power cell is a cylinder about two inches long and half an inch in diameter. It is used to power small electronic devices and weapons.

—**Mini Cell:** This power cell is a cylinder about four inches long and one inch in diameter. Mini-cells power countless handheld and portable devices.

—**Heavy Cell:** This power cell is a rectangular pack 2 inches thick, 6 inches wide and 12 inches long. In some cases it appears as a cube about six inches on a side. It powers a number of large devices that require a dedicated supply of energy.

• **Filter-Dose:** This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works like antitoxin, but also works against biological agents and parasites.

• **Filter Mask:** This device filters the air and protects the user from most airborne chemical agents and contaminants. The user is immune to the harmful effects of smoke, gas, and toxic inhalants. The user must still have available air to breathe, so the filter mask is not sufficient to sustain the user in space, underwater, or in any other airless environment. Filter masks cover the user's nose and mouth and feature airtight goggles and adjustable fitting straps.

• **Fire Paste:** This is a chemical putty that is used to start or sustain fires. Fire paste comes in small blocks with integral igniters. The user simply pulls the tab on the igniter and seconds later the paste bursts into flame. Fire paste quickly ignites any inflammables in contact with it and a block will burn by itself up to 30 minutes.

• **Flashlight:** A flashlight illuminates a cone up to 100 feet long and 50 feet wide at the end. A typical flashlight is a handheld device about half an inch in diameter and five inches long. These lights can also be integrated into helmets, armor, and even weapons. A flashlight runs on a standard micro energy cell for 12 hours of continuous use.

• **Generator, Portable:** This device recharges power packs and energy cells (such as those used by weapons), taking 2d4 hours to fully recharge one of them. Some portable generators run on gasoline, others on photo-voltaic cells, or even weirder sources of power such as wind turbines.

• **Goggles, Protective:** These goggles (that may come in a variety of designs) darken as the ambient light augments, so as to protect the wearer's eyes. As such, wearers do not suffer detrimental effects from

being exposed to strong illumination, sunlight and UV. In addition, wearers subject to an intense flash of light that may blind them, are granted a +2 bonus to their saving throw.



• **Grippers:** These useful devices are suction cups that can be affixed to the hands and feet. Grippers allow characters to climb flat, smooth, and dry surfaces with a successful Climb check (DC 10).

• **Handcuffs:** The prisoner's wrists are locked in steel restraints connected by a short length of chain. Slipping the cuffs requires an Escape Bonds check (DC 25) and they have a Break DC of 30. Applying handcuffs is a full-round action.

• **Holster:** This leather pouch straps to a belt or a saddle and can be used to hold a firearm ready for action. Revolvers are normally sold with holsters, but a replacement holster can be purchased for the listed price. Holsters sized for rifles and shotguns may be worn over the shoulder or attached to a saddle.

• **Hostile Environment Suit:** This sealed protective suit comes with a helmet equipped with an integral breathing mask, but it does not feature a full life-support system and cannot be used in a completely airless environment. It is intended for use in environments characterized by toxic atmospheric elements, extreme temperature, or dangerous levels of radiation. The suit provides protection in temperatures ranging from -50°F to 150°F, allows the user to breathe tainted air without ill effect, and grants a +10 bonus to Constitution saves to resist the harmful effects of radiation.

• **Lantern:** This electric light illuminates everything in a 60-foot radius. It runs on a standard energy cell for 12 hours of continuous use.

• **Light Rod:** These rigid 3' long plastic rods are filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely. Colors range from vibrant orange to fluorescent blue. The glow provides general illumination, but no heat, to 50 feet for eight hours. A light rod can only be used once. A package of 1d6 rods will be present.

• **Magic-detector:** This hand-held device scans and analyzes the environment in a 20 feet range, searching for disturbances in the basic fabric of reality (i.e. searches for manifestations of unknown energies, and checks the constants of some basic laws of physics to see if they do not conform to the norm). When the device detects such disturbances,





it doesn't tell what they are, but this is generally a strong suggestion of the presence of magical effects. However, contrary to a *Detect Magic* spell, the detector doesn't reveal auras, and cannot tell anything about the magic (if it is what has been detected). Note furthermore, that if the device is brought too close to the source of the magic, it may be disrupted by it. All in all, it generally makes for an unreliable item. It runs on a standard energy cell for up to 60 uses.

- **Medi-Spray (I, II):** This magnificent miracle drug is dispensed in small handheld canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes, but there are two main medical variations of the basic drug available: wound healing and spore neutralization. The first kind (I) sprays a liquid-form artificial "flesh" onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second (II) sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness. All Medi-sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable.

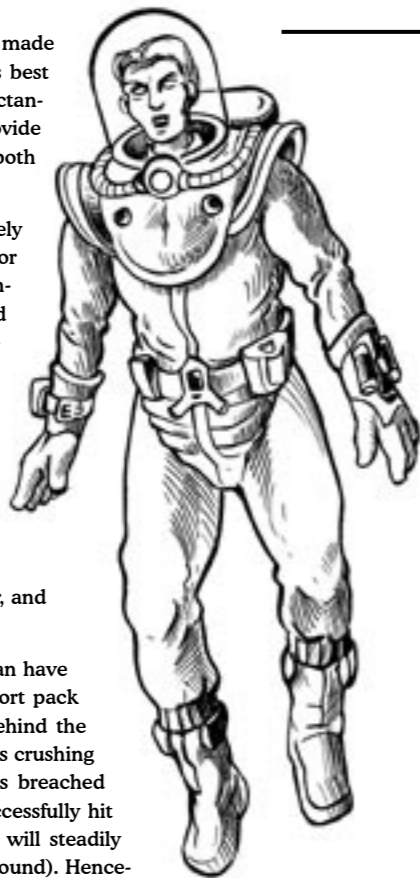
- **Ready Syringe:** These items are light plastic syringes, that can hold a single dose of any drug. They generally come empty (75% of the time), and thus can be used to draw drugs from a bottle. A total of 3d4 syringes will be found in a package.

- **Silencer:** This small cylinder is affixed to the end of the barrel of a revolver or rifle. When the firearm is fired, its range increment is reduced by 50%, but the weapon makes very little noise (i.e. the DC of Detection skill checks to hear a firearm with silencer being fired nearby, in a relatively quiet environment = 15).

- **Sleeping Bag:** These lightweight units are made of durable composites and are the explorer's best friend. They can be folded down to a small rectangle and easily stored in a backpack. They provide excellent insulation, protecting the user from both heat and cold.

- **Space Suit:** Space suits let a character safely operate in a vacuum or in a toxic atmosphere, or even underwater, as well as in extremes of temperature. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Every suit comes with two hours of life-support capability. A space suit takes a couple of minutes (i.e. 1d4+1 rounds) to put on or take off; the helmet only takes a few seconds to put on (i.e. a move or secondary action during a round). The space suit otherwise operates as a chain-mail armor, and allows for movement and action in space.

Damaging a space suit in the void of space can have grievous consequences. If the suit's life support pack is damaged (by an attack coming in from behind the wearer), it must make an item saving throw vs crushing blow, or it will no longer work. If the suit is breached (which happens every time the wearer is successfully hit by a slashing, piercing or energy attack), air will steadily leak out of it (loosing 2d4 minutes of air per round). Hence-



forth, a space suit has a front pocket with ten emergency patches. Any damage that penetrates the suit must be patched immediately, which takes one full round action.

- **UV Sterilizer:** The device appears to be a small hand-held "television" or flash screen, used much like a hand-held scanner. Whatever the UV ray passes over is totally "cleansed" in a matter of 1d2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d6 in heat damage for every two rounds of direct exposure; 3d6 versus fungi and plant-like creatures). One discharge is used for each round of operation. An UV sterilizer weighs 3 pounds. It runs on a standard energy cell for up to 60 discharges.

- **Watch, pocket:** A pocket watch is an instrument for keeping accurate track of passing time. A primitive pocket watch needs to be wound once per day. While wound, it gives the time accurately to within a few minutes. An ordinary pocket watch lasts about 5 years before needing to be repaired. A masterwork pocket watch usually lasts to be passed down from one human generation to the next. Pocket watches can be made out of precious materials (such as gold inserted with diamonds), which increases their price appropriately.

- **Water Purifier:** A variety of models of this device exist. It operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day's water requirement for a human sized creature. The average water purifier weighs 2 pounds. It runs on a standard energy cell for 12 hours of continuous use.

Transport

Vehicle	Cost	Weight
Aircraft, Personal	50,000 gp	1,400 lb.
Airship (Zeppelin)	500,000 gp	70 tons
All-roads Car	30,000 gp	2 tons
Balloon	5,000 gp	900 lb.
Battle Tank	500,000 gp	60 tons
Helicopter	400,000 gp	3 tons
Hover Car	60,000 gp	1.5 tons
Military Transport	400,000 gp	40 tons
Rocket Ship	1,500,000 gp	70 tons
Sky Bike	100,000 gp	1,000 lb.
Sky Boat	100,000 gp	200 tons

- **Aircraft, Personal:** This archetypal single-engine propeller aircraft, could be a 1930 type of airplane, a modern-day Cessna, or the fantasy version of such an aircraft (e.g. an ornithopter). It is typically 35 feet wide (including wings; as fuselage is only 5 or 6 feet wide), and 30 feet long. It will carry the pilot plus three passengers or 1,000 lbs. of cargo easily, at 150 mph. It has a typical range of 600 miles (1,000 km). This aircraft usually comes with a radio and electronic navigation equipment, though not always. If it is subject to attacks, it provides three-quarters cover for the pilot and passengers.



- **Airship (Zeppelin):** This is an evolution and improvement over the balloon. Airships are bigger and heavier, have a rigid envelope filled with gas, and unlike balloons, can be steered and propelled, usually with propellers or thrusters. Under the envelope is a "gondola," that is a rigid cabin in which reside the crew and passengers. A very large airship is a 700 feet long, 120 feet diameter cylinder, and could either carry 30 tons of cargo or 80 passengers in cabins. It requires a crew of 10 persons, has a range of 5,000 miles (8,000 km), and can travel at up to 70 mph. The GM may however design smaller airships of lesser capacity.

- **All Roads Car:** This four-wheeled, motorized vehicle can transport as many as one driver plus four people within an enclosed cabin, or 1,200 lbs. of cargo, at up to 80 mph on a flat road. It is typically 6 feet wide and 15 feet long, and has a typical range of 300 miles (500 km). If an all-road car is subject to attacks, it provides three-quarters cover for the pilot and passengers.

- **Balloon:** This is a dirigible balloon, under which hangs a basket to carry stuff and passengers. A balloon is not a convenient mean of transportation, as it will only travel with the wind. The passengers can but decide to land or take off, and even this can take quite some time. A balloon will typically carry four passengers and their equipment, and is really uncomfortable. Unless it relies on other system (gas balloon, magic, etc.), the fuel to heat the air and have the balloon fly, will last for 1d4 hours. A balloon may rise as much as 12,000 feet above sea level. It will fly safely so long as the wind doesn't exceed 10 mph. Flying in rain, storm, fierce winds, etc., can be dangerous.

- **Battle Tank:** This tracked and armored vehicle is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. A battle tank is typically 12 feet wide and 25 feet long. It comes equipped with a heavy cannon and a heavy machine gun (see p.94 for characteristics), both mounted in full turrets. The battle tank can cruise on most terrain at 25 mph, and has a typical range of 300 miles (500 km). Note however, that it requires ten times as much fuel than an all-road car. When it is subject to attacks, a battle tank provides full cover and protection to its occupants.

- **Helicopter:** This is a large version of the helicopter (for a small civilian version, you may use the characteristics of the personal aircraft). This sturdy, twin-engine, reliable helicopter may be used for passenger and cargo work alike. In addition to its pilot, it can transport 13 passengers or 5,000 lbs of cargo, at the same speed and range than a personal aircraft, but requires ten times as much fuel. This helicopter is 15 feet

wide and 60 feet long, with a 50 feet diameter rotor. If it is subject to attacks, it provides three-quarters cover for the pilot and passengers; but only one-quarter cover for passengers if the cargo doors are open.

- **Hover Car:** This is like a conventional car (see all road car above), but with a retro-future design and magnetic suspensors that make it float/glide one or two feet above the ground, instead of using wheels. As such, the hover-car can travel over any terrain including water, at full speed and without hindrance. It otherwise provides the same speed, range, and protection as an all-road car.

- **Military Transport:** This armored personnel carrier is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the vehicle's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The military transport is a tracked vehicle typically 12 feet wide and 20 feet long. It comes with a cannon (see p.94 for characteristics) mounted in a full turret, and provides the same speed, range, and protection as a battle tank.

- **Rocket Ship:** This is the typical retro-future starship with thrusters and ailerons, featured in the Dan Dare's or Flash Gordon's comics from the sixties. This space-opera vehicle is not bound by the laws of physics, and can cross the void of space between planets in but a few days (a pure science-fantasy craft!). All that pertains to refueling, life-support systems, speed and distances, etc., is generally hand-waved. A rocket ship in fact functions mostly as per a motorized ocean ship, except it provides a sealed environment and can fly very quickly. A rocket-ship of a size similar to the real-world's space shuttle, would be 120 feet long, 20 feet diameter, have a crew of 8 persons, and carry 25 tons of cargo. Speed and range are simply phenomenal and non-ratable.

- **Sky Bike:** This is the bastard child between a retro-future rocket-ship and a motorbike. It can carry one or two passengers behind the pilot. It otherwise has the same characteristics as a personal aircraft except it doesn't offer any protection nor cover to its users.

- **Sky Boat:** This craft vaguely resembles a ship, though it has wings instead of sails, and levitates, using an unknown anti-gravitation device. The sky boat is 75 to 90 feet long, 20 feet wide, and has a crew of 20. It can carry 150 tons of cargo, and travel at 35 mph, with a nearly unlimited range (re-fuel once per month if used continuously). The maximum altitude a sky boat can fly, usually is up to 300 feet above ground.

Items Saving Throws

Items can be damaged and destroyed. This is usually resolved in having objects make Item Saving Throws against the appropriate type of attack (crushing blow, fire, etc.). However, if the GM prefers, they can also be given hit-points and hardness, appropriate to the material they are made of. Since objects do not move and do not defend, they are not given an AC; but as they can be solid enough to shrug off some damage from each blow, they are given a hardness. That is, whenever an object takes damage, subtract its hardness from the damage rolled to determine how many hit-points it loses. It is however suggested to not abuse it. If, for example, characters try to demolish stone walls and iron doors at every opportunity, remember that their weapons could break too from such treatment (and in this case, the GM might call for a single item saving throw vs crushing blow, or the weapon used will be ruined).

When characters are subject to damaging spells or other relevant attacks, their equipment won't be affected if themselves succeed their own saving throw. The table below should be employed only when characters fail the save. Otherwise, the table can be used wherever a character casts a spell on some item around, including a metal door or a wooden floor (e.g. it might be a bad idea to cast a *Fireball* spell on a wooden bridge while standing on it).

Note that masterwork items gain a +1 bonus on all saving throws, and magical items a +2 bonus. Additionally, magic items that grant a plus to something gain a +1 saving throw bonus for every "plus" over +1. An exception is artifacts and relics: these have saving throws of 2 or 3 in all categories, and even if they fail, usually cannot be so easily des-

troyed, only temporarily neutralized. Lastly, note that big items such as a door or statue could get a bonus to their save at GM's discretion. Size may help determine the bonus: small = none; medium (such as a human sized statue or normal door) = +1 to +4; large = +5 to +8.

In some cases, GM and players may want to determine if an item is entirely destroyed, or just partially damaged. Usually this may be taken care of with a simple saving throw. Most small or medium-sized items are totally destroyed on a failed save. However, the GM may rule that some large objects (e.g. a bridge or a boat) that fail a save by 5 points or less, are damaged but can still be used (though with a -2 or -4 penalty on appropriate dice rolls). With a save failed by more than 5 points, the object is no longer serviceable, but might be repaired. Then, with a natural die roll of 1, the object is broken and damaged beyond any repair.

Material	Hardness	Hit-points
Paper or cloth	0	2 /inch of thickness
Rope	0	2 /inch of thickness
Glass or pottery	1	1 /inch of thickness
Ice	0	3 /inch of thickness
Leather or hide	2	5 /inch of thickness
Gold or silver	4	8 /inch of thickness
Wood	5	10 /inch of thickness
Plastic	5	10 /inch of thickness
Aluminum	6	10 /inch of thickness
Stone	8	15 /inch of thickness
Concrete	10	20 /inch of thickness
Iron	10	30 /inch of thickness
Steel	12	30 /inch of thickness
Mithral	15	30 /inch of thickness
Adamantite	20	40 /inch of thickness

Material	Acid	Cold	Crushing Blow	Disintegration	Electrical Shock	Electrical Lightning	Fall of 5 ft.	Fire Normal	Fire Magical	Negative Energy	Time Decay
Bone / Ivory	11	2	16	19	2	8	6	3	9	15	5
Ceramic	4	4	18	19	2	17	14	7	10	5	5
Cloth	12	2	—	19	2	18	—	16	20	16	17
Explosives	16	—	1	19	17	20	2	20	20	7	7
Glass	5	6	20	19	2	17	14	6	9	4	2
Leather	10	3	3	19	2	13	2	9	11	12	8
Liquid: oil	20	5	—	19	10	19	—	17	19	9	3
Liquid: water	20	13	—	19	—	—	—	12	16	2	5
Metal: gold	1	1	8	17	—	10	4	4	9	1	—
Metal: iron	13	2	5	18	—	8	2	2	6	3	14
Metal: inferior	13	3	7	19	—	12	3	3	8	3	14
Metal: superior	8	2	2	17	—	6	2	2	5	2	8
Paper	16	2	7 or 20	19	2	19	—	19	19	17	16
Plastic	3	5	12	19	3	16	5	19	20	3	4
Stone: hard	3	2	10	19	2	5	2	2	3	2	—
Stone: soft	9	5	14	19	3	7	4	6	8	5	3
Rope	12	2	2	19	2	9	—	8	12	16	15
Technology	16	5	5	19	14	19	8	16	19	7	12
Wood	8	2	12	19	2	14	2	14	17	15	7

DAMAGE TYPE

• **Acid:** This category represents sulfuric acid or vitriol; however, the GM may impose a bonus or penalty (usually of -4 to +4) to saving throws depending on the acid considered, that may be more effective against certain substances, but less against other types. The item must be immersed into acid, or be subjected to an acid spell to be entirely destroyed, otherwise it will be only partially damaged.

• **Cold:** This category represents a sudden and major change in temperature, where the material is suddenly frozen, such as with a *Cone of Cold* spell. A slow freezing generally doesn't damage an item, and once brought back to normal temperature it functions normally. The main vulnerability of a frozen item, is that it becomes brittle.

• **Crushing Blow:** To qualify for this category, both the item's size and what is crushing it, must be taken into account. A human fist can crush a clay jug, but won't crush a wooden door, which would require the fist of a great giant. Otherwise, throwing forcefully an item against a wall may also qualify for a crushing blow. The GM may give a bonus or penalty (usually of -4 to +4) to saving throws depending on what is crushing the object.

• **Disintegration:** This category normally represents the *Disintegrate* spell. It may however be used for extremely powerful (usually futuristic) explosives (such as C4; or even a nuclear bomb with a -4 penalty).

• **Electrical Shock:** This category represents low level spells that discharge electricity (such as *Schocking Grasp*), or some rare animals' special attacks (such as an electric eel).

• **Electrical Lightning:** This category mostly represents the *Lightning Bolt* spell, or a lightning during a storm. In both cases, a lightning strike not only burns an object, but may crush it at the same time. Hence, a wooden door might be burnt and blasted to bits by a *Lightning Bolt*, even if wood does not otherwise conduct electricity.

• **Fall (5+ feet):** This category represents objects falling on a hard ground from a height of 5 feet. Falling on a soft surface may grant a +1 (sand or earth instead of stone) to +4 (snow or mud covered ground) bonus to the save. However, for every 5 additional feet of height fallen, the save suffers a -1 cumulative penalty.

• **Fire-normal:** This category represents mundane fires such as campfires, fireplaces, or even a torch's flame. Note that it takes time to destroy or at least damage an item with a normal fire; normally, brief exposure (such as jumping over a fire) doesn't.

• **Fire-magical:** This category normally represents sudden blasts of magical fire such as *Burning Hands* or *Produce Flame*. More powerful spells such as *Fireball* might impose a -2 penalty to the save at GM's discretion. This category may otherwise be used for damage caused by large fires such as forest fires, or suffering lava projections (complete immersion in lava is utter destruction without saving throw allowed).

• **Negative Energy:** In most cases negative energy, in the form of energy drain attacks by undead, only affect living beings. However, negative energy could affect any substance, withering it into sterile compounds such as dust and ash. Depending on the strength of the attack, a save might be made upon a single contact, or after a longer exposure.

• **Time / Decay:** This category relates to natural decay due to the passage of time that will let chemical processes have organic substances rot, metals corrode, or stones erode. No durations are provided; the length of time required for items to deteriorate is left at GM's discretion. For example, it would come into effect when a PC entering a very old tomb, takes a centuries-old, molded book, which will have to make a save vs time-decay or crumble to dust.

SUBSTANCES & MATERIALS

• **Bone / Ivory:** This typically represents bones found in a grave, objects of art carved from ivory tusks, but also many scroll cases.

• **Ceramic:** This mostly represents pottery (jugs, etc.), as well as statuettes and such. The main problem of ceramic / pottery is of being extremely brittle; hence, even if it is not flammable, a pottery that went into a fire tends to break very easily.

• **Cloth:** Medieval cloth is typically made of cotton, linen or wool. Not only clothes are made of cloth, but sails, rugs, curtains, etc., would also fall in this category.

• **Explosives:** Many different sorts of explosives might exist in technologically advanced societies, so GMs may change the values given as they see fit. This line above all represents gun-powder, that is the most likely explosive in a medieval setting. Explosives that fail a saving throw against electricity or fire, detonate, causing great damage.

• **Glass:** This typically represents bottles, mirrors, windows, etc. Like ceramic, glass is extremely brittle; hence, even if it is not flammable, a glass bottle that went into a fire tends to break very easily.

• **Leather:** This typically includes boots, horse saddles, bag-packs, girdles, etc., as well as leather armors.

• **Liquids:** Oil mostly represents oil lamp, but might include other relatively flammable substances. Water represents most other liquids, including wine, magical potions, etc. Note that when a liquid-water fails its saving throw, it means it has been spoiled, polluted, vaporized, but not really destroyed; only a *Disintegrate* spell can really annihilate water. Then, a special case is the application of cold: failing a save means the liquid turns to ice, but is otherwise not altered.

• **Metal:** Not all metals have the same physical properties; hence four categories are proposed. Gold is almost impervious to most acids and doesn't rust, but is otherwise a rather soft metal (it cannot be used to make swords for example). Iron, on the other hand, is much harder, but rusts easily. For gaming purposes, iron is the default metal when making saving throws for equipment, tools, etc. Then, "inferior" metals will include bronze, copper, silver, etc., while "superior" metals are about high quality steel, mithril, adamantite, etc.

• **Paper:** Most books are made of paper. Parchment (that is normally used for magical scrolls) also falls in this category, but is more resistant than paper, and thus should make any save with a +2 bonus.

• **Plastic:** This material is only found in the future, or in post apocalyptic and swords & planets settings.

• **Stone / Gem:** Hard stone represents basalt, granite, some gems, etc., while soft stone represents limestone, etc. Saving throws can be greatly adjusted whether a mere lump of rock, or a delicately carved statuette is considered (especially for such saves as crushing blow, fall).

• **Rope:** This category mostly includes the kind of ropes adventurers use to climb walls, bind enemies, etc. In cases of much thicker ropes, a +1 or +2 bonus to the save may be allowed.

• **Technology:** This assumes delicate clockwork or electronic devices made of small parts, a variety of materials, etc., that overall makes for relatively fragile items. However, if the technology is encased in a protective casing (e.g. a sealed metal box), make a saving throw for the casing material first (if it resists, the technology is unaffected).

• **Wood:** This represents wood equipment such as a pole or staff, or a small log. Larger or thicker wood items such as a sturdy wooden door or a small tree would gain a +2 or +4 bonus to their saving throw.



chapter 4 - - Combat

When the PCs encounter enemies, combat often ensues. This chapter details the basics and options for running combats in the game. FANTASTIC HEROES & WITCHERY use basically the same procedure as most other versions of the game. This can be summarized as follows:

- 1) Encounter between PCs and enemies: Roll 1d6 to determine if one party or both are surprised.
- 2) If combat ensues, it is ran using combat rounds. The round is an abstract measure of time during which each protagonist can make one primary action (e.g. attacking with a sword or casting a spell) and often a secondary action as well (e.g. moving, taking an item, etc.).
- 3) Each protagonist rolls 1d6 for initiative, and adds the relevant modifiers (e.g. the speed factor for weapons, or casting time for spells). The lowest score acts first, and then the other participants follow in ascending order.
- 4) Combatants make attack rolls using a d20 + BtH and modifiers, and trying to hit the target's AC. If successful they roll for damage points that are subtracted from the target's current total hit-points. If the target is brought to zero hit-points, it is slain. Magic-users don't need to make dice rolls to cast their spells successfully (though if they are hit before completion, the spell is ruined). However, their targets are often allowed a saving throw (as a free action) that may either reduce or completely negate the spell's effect.
- 5) Once all protagonists have performed their actions (whether successfully or not), repeat at #3.

SURPRISE

Surprise occurs when some creatures can be caught off guard by others. There are many situations where none could be surprised (e.g. creatures walking toward each other in the open), or when surprise might be automatic (e.g. an invisible and silent assassin striking a victim in the back). In some cases surprise would be automatic (e.g. brigands ambushing travelers), yet could be averted with a successful Detection skill check. However, when the situation remains uncertain, or many factors could be involved, make a die roll:

Surprise is determined by rolling 1d6. On a 1 or 2 on the d6, the creature or whole party (of orcs, PCs, etc.) is surprised. On the reverse, a PC (or creature) trying to surprise another, will successfully surprise it in rolling a 5 or 6 on the d6. Various modifiers may add or subtract to the die roll (or extend the range of surprising). Surprised creatures cannot act during the first round of the combat. Those who aren't surprised roll for initiative, then act normally. Surprise won't be rolled again during that combat, unless new opponents enter it unexpectedly (such as a hidden thief trying to backstab).

INITIATIVE

The time at which a character's or creature's actions take place during a round, is counted in segments (an abstract measure of time). It is determined in rolling 1d6 and adding the spell's casting time, or weapon's speed factor, or other action's number of segments (see below). The lowest roll begins first, and then follow the higher rolls. Note that the 1d6 roll represents the number of segments when the characters begin their action (such as casting a spell), and the total (i.e. the 1d6 roll + modifiers) when they finish it. This precision might be useful when, for example, spell-casters would be hit in combat before or during the casting of their spell.

Table 4.1: Segments Added to the 1d6 Roll by Action

Action	Time
Attack (with a weapon)	speed factor
Natural attack (S or M size creature)	3 seg
Natural attack (Large size creature)	6 seg
Natural attack (Huge size creature)	9 seg
Breath weapon	1 seg
Casting a spell	casting time
Innate spell-like ability	3 seg
Using a magic item (command word)	3 seg
Drinking a potion	4 seg
Turning undead	3 seg
Walking (per 10 feet)	2 seg
Running (per 10 feet)	1 seg
Advising allies during combat	2d4 seg
Other	1d4+2 seg

Table 4.2: Initiative Modifiers by Circumstances

Special Circumstances	Modifier
Hasted	-2
Slowed	+2
High ground	-1
Receive charge	-2
Slippery footing	+2
Knee deep water	+2
Waist deep water	+4
Underwater	+6
Hindered (climbing, tangled, held)	+3
Waiting	+1

ATTACK AND DAMAGE ROLLS

The basics of melee or ranged combat, consist in making an attack roll (with a d20), and if it succeeds then roll another die (d4, d6, d8, etc.) to determine how much hit-points this attack removes from the target's current total of hit-points. Attacks use the d20 roll and two important numerical values: the BtH and AC.

- **BtH** stands for "Bonus-to-Hit." It measures the fighting skill of a character or creature. For characters with a class, the BtH is dependant on their class and their level (e.g. +4 for a 4th level fighter, but only +1 for a 4th level wizard). Then, for all other creatures, the BtH is dependant on their number of HD unless otherwise noted.

- **AC** stands for Armor Class. It represents a character's or creature's defense value, its degree of protection against attacks in combat. It is basically a number that indicates how difficult it is to hit the character or creature. The AC is before all dependant on the armor worn (or the skin's toughness), and agility (i.e. having a Dexterity modifier). The lowest AC value = 10 (unarmored person trying to avoid incoming attacks), and the highest AC value = 30 (or -10). The different versions of the game use either "ascending" or "descending" AC. Ascending AC means that higher is better, and ranges from 10 to 30. Descending AC means that lower is better, and ranges from 10 to -10. Fortunately, conversion is easy (i.e. 20 - descending AC = ascending AC), and even not necessary, as you can use both!

Attack rolls for both ranged and melee combat consist in rolling 1d20 and see if it is high enough (once all bonuses and penalties have been added) to hit the target's AC. The formula is:

1. To successfully hit a target's "ascending" AC:

Roll 1d20 + BtH + modifiers (strength, magic, etc.) ≥ target's AC

2. To successfully hit a target's "descending" AC:

Roll 1d20 + BtH + modifiers (strength, magic, etc.) + target's AC ≥ 20

Note that if the d20 roll comes a natural "1" on the die, the attack is an automatic failure and may result in a detrimental effect. Then, if the d20 roll comes a natural "20" on the die, the attack is an automatic success and may result in some advantageous effect. See Critical Hits and Fumbles below.

The damage done by an attack is determined by rolling the appropriate dice (such as 1d4 for a dagger or 2d6 for a great sword), to which are added any appropriate modifiers for strength/magic/etc. These points of damage are subtracted to the target's current number of hit-points.

OTHER ACTIONS

Characters can do many things during a combat round, either in addition (i.e. Secondary Action, Free Action) or in replacement (i.e. Other Primary Action) of an attack/damage roll.

Other Primary Action.

—**Cast Spell:** A character or creature is allowed to cast one spell each round (be it a prepared spell or a spell-like ability). Note that casting a spell with a casting time of "1 full round", requires a full round action, thus doesn't allow a secondary action.

—**Use Item:** An item that is carried and readied can be used. The most common actions in this category are using or activating a magic item or piece of equipment. Such actions include, but are not limited to: drinking a potion, using a wand, casting a spell from a scroll, or throwing a grappling hook.

—**Grab Something in the Backpack:** If the potion, magical-item, grappling hook or what not, must be sought in the backpack or other similar place, it takes a primary action (even often a full-round-action if the well-tied rucksack must be opened first).

—**Full Move:** The character or monster walks or runs a distance longer than his full movement rate (in feet); performs complex acrobatics or climbs a wall/tree/etc.; or flees from combat at full speed.

—**Waste Time:** Players discussing what they should or could do endlessly instead of doing something. The GM may count this as their primary action, even sometimes a full-round-action...

Secondary Action.

—**Move:** The character or monster walks or runs a distance equal (or less) to his full movement rate (in feet); stands up from a prone posture, or gets down, etc.

—**Get Something At Hand:** Picking something up that is within arm's reach, and/or easily accessible (such as a potion in a belt pouch, but not in a backpack).

—**Toss Something Aside:** Tossing something in hand, or giving it to someone else close enough; pushing aside a barrel; etc. Note that throwing a flask of holy-water against an undead is not tossing an item aside; it's an attack and thus considered as a primary action.

Free Action.

Sometimes, an action is so brief and takes so little attention to perform, that a character can do it along his primary and secondary actions. Note however, that no more than one free action should be allowed per round, or they should collectively be considered as a secondary action.

—**Saying a Few Words:** The character makes a short phrase or sentence, but certainly not a full speech about tactical advice.

—**Dropping Something Held:** Letting a held weapon fall on the ground, but not a shield strapped on the arm,

—**Falling Prone:** Whether voluntarily, by accident, or as a result of an opponent's action.

—**Saving Throw:** Many saving throws will be considered free actions when made in the heat of combat. However, some Strength or Dexterity saves will sometimes be considered as secondary actions, at GM's discretion.

CRITICAL HITS AND FUMBLES

A natural roll of 20 (i.e. a 20 appears on the d20) always hits. Then, if the total attack roll is equal to (or higher than) the target's AC, it is a *Critical Hit*. Likewise, a natural roll of 1 (i.e. a 1 appears on the d20) always misses. Then, if the total attack roll is lower than the target's AC, it is a *Fumble*.

- **Fumble Effect:** The character unfortunately creates an opening in his/her guard, granting a free attack to the closest opponent. Alternate effects (roll 1d4):

1. Character drops weapon (primary action needed to recover);
2. Character hits self for half damage;
3. Character falls prone;
4. Default effect (opening grants opponent a free attack).

- **Critical Hit Effect:** The character rolls base weapon damage twice (however, bonuses for strength, magic, etc., are not doubled). In addition, a secondary effect occurs that is dependant on the character's class (as shown on table next page):

Table 4.3: Special Critical Hit Effects by Class

Classes	Special, Secondary Effect
Acrobat, Scout	Can tumble aside (or retreat) out of range of the victim without incurring an attack of opportunity from it.
Assassin	This successful attack also counts as an assassination attempt. If it was already an assassination attempt, it grants no save (unlike a regular attempt).
Bard	Bard is inspired, getting a +2 bonus to his (or her) next 1d4 rolls for attacks, skill checks or saving throws.
Berserker, Wild-brute	Victim is stunned for 1 round (Constitution save negates). However, if it occurs during a rage or fury: damage is tripled, and victim is stunned for 1d4 rounds.
Clans-dwarf, Fighter	Gains an immediate extra attack (either against the same target, or against an adjacent foe).
Eldritch Archer	If shooting an arrow, target is hindered and suffers a -2 penalty to hit, to physical skill checks, and to saving throws until the arrow is removed (which takes a full round and may deal 1d4 of additional damage).
Fae-mage, Forestal	A discharge of eldritch energy stuns the victim for 1 round (Constitution save negates); or for 1d4 rounds if using a magical weapon (the Constitution save suffers a -1 penalty per plus of the weapon).
Folk-champion, Gothi, Knight	Inspires allies within 20 feet: First, they are freed of fear spells or effects (if any), and then, they get a +2 bonus to their next attack roll.
Friar, Mystic	If target happens to be an undead or fiend, it is also affected as per a Turn Undead roll (roll again a d20 for this effect). <i>Turn Undead</i> is described p. 95.
Illusionist, Trickster	Victim is confused (see p.116) for 1d4 rounds (Charisma save negates).
Occultist, Wizard, Wise-man	Victim suffers a -2 penalty to saves against magic for 1d4 rounds (Charisma save negates).
Necronimus, Warlock	Victim suffers a -2 penalty to hit due to fright, for 1d4 rounds (Charisma save negates).
Psychic	Psychic feels bolstered and regains 1d4 psionic points (but cannot exceed his or her normal maximum).
Ranger, Warden	If victim is the character's special enemy, it is affected by fear for 1d4 rounds (Charisma save negates), trying to flee the character as fast as it can.
Rifleman	If using a firearm or laser gun, victim is shot dead if it fails a Constitution save (a PC would be brought to zero hit-points instead).
Savant	If using a technological device, this attack deals triple damage (and at 100% effectiveness, if normally not).
Sky-lord	If using a vehicle's mounted weapon, gains an immediate extra attack (either against the same target, or against an adjacent foe).
Templar	If target happens to be an enemy of the templar's faith, templar gains an immediate extra attack against it.
Thief	Thief can make an immediate Pick-pocket attempt against victim (i.e. as a free action), with no penalty.



COMBAT MODIFIERS

Many circumstances and situations could modify the attack roll: fighting on a steep stairway, on a rolling ship's deck, etc. In this case, it's up to the GM to impose bonuses or penalties to the combatants. An easy way to do it, is to have them roll two d20s for the attack roll, and use the best result if they are in a situation of advantage, or use the worst if they are in a situation of hindrance. If this method seems too random, the GM may simply assign modifiers to the rolls, normally in the -4 to +4 range. The table below can be used for suggestions:

Situation	Modifier	
Attacker is on higher ground	+1	
Flank attack	+1	
Rear attack	+2	
Opponent helpless (paralyzed, etc.)	Automatic*	
Opponent stunned or prone	+4	
Opponent squeezing through narrow space	+4	
Opponent kneeling or sitting	+2	
Opponent off-balance	+2	
Opponent cowering	+1	
Opponent surprised	+1	
Opponent invisible	-4	
Opponent Concealed	25% concealment	-1
	50% concealment	-2
	75% concealment	-3
	90% concealment	-4
Opponent Covered	25% cover	-2
	50% cover	-4
	75% cover	-7
	90% cover	-10

*In combat, a helpless opponent is struck automatically. Outside of combat, a helpless opponent could be slain automatically: weapon does automatic maximum damage (e.g. 8 points + bonuses, for a longsword); and if the target fails a Constitution saving throw, it dies.

COMBAT OPTIONS

Characters may attempt various maneuvers in combat. They are succinctly described below:

• **Charge:** An attacker who runs and delivers an attack at the end of the charge, gets a +2 bonus to hit, and will knock the target prone (Strength saving throw negates) if the target is of the same size/weight or smaller/lighter. Charging from a horse using a lance enables to deal double base weapon damage.

Only one charge per combat may be attempted. Defenders who have a longer weapon than the attacker, strike first (if they don't have already acted in this round). Furthermore, if defenders have a weapon set against the charge, they will inflict double damage with a successful hit against the charging attacker.

• **Combat Stunt:** Combatants may sometimes attempt flamboyant, heroic actions such as tumbling under the giant's legs and then striking it in the back, or jumping from a balcony down on the dragon's back to stab it with force. Combat stunts may cover a wide array of situations, so must be adjudicated by the GM. As a guideline, they typically require to make a skill check (e.g. tumbling, jumping, etc.), and if successful characters get up to a +4 bonus to either their AC, attack roll, damage

roll, or even saving throw. However, if the skill check is failed, something disastrous is likely to happen. This might be falling flat in the wrong place, losing their attack and taking 1d4 points of damage, etc.

• **Defense -> Dodge:** As a primary action, characters can avoid incoming attacks. They gain a +2 AC bonus against up to three attacks in a round, provided they are aware of them. A dodge can be declared at any time in a combat round as long as the character has not already taken any other action.

• **Defense -> Evade:** This maneuver works as per Dodge above (it's a primary action), but focuses all efforts against a single attack, granting a +4 bonus to AC against it.

• **Defense -> Parry:** This maneuver works as per Evade above (it's a primary action), but requires using either a shield or a melee weapon, and grants an AC bonus equal to the character's BtH + modifiers for Strength, magic shield or weapon, etc. Parrying may be used in combination with a fighting retreat.

• **Dirty Trick:** Sometimes, a character will try to toss sand into an opponent's eye, or pour a flask of oil under its feet, to impede or destabilize the opponent. Players must precisely describe their character's trick, subject to GM's approval. This takes a primary action for that round, and the opponent must roll a Dexterity saving throw. If it is successful, nothing happens; but on a roll of 20 on the d20, the opponent gets a free attack (i.e. of opportunity) against the character. If the save is failed, one of the following occurs (roll 1d6):

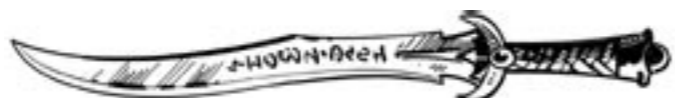
1. Opponent loses initiative for the next 1d6 rounds.
2. Opponent suffers a -2 penalty to its attack rolls for the next 1d6 rounds.
3. Character gains a +1 bonus to his/her attack and damage rolls for the next 1d6 rounds.
4. Opponent loses its next attack, replaced by a bonus attack for the character with a +4 bonus to hit.
5. Opponent loses its next attack, replaced by a bonus attack for the character at double base weapon damage.
6. Opponent either falls prone or loses its weapon. Depending on the opponent and circumstances, it might take 1d4 rounds to stand up or recover its weapon.

Note: Attempting another trick during the same combat or against the same opponent automatically fails. The GM might allow an opponent to save at +2 against a dubious trick (or even +4 for a lame or well known trick), and only roll a d4 to determine its effect and duration.

• **Disarm:** This is an attack against the opponent's weapon to wrest it from his hands. It is rolled against an AC = 10 + opponent's BtH and Dexterity modifier. If it is successful, and the opponent also fails a Strength saving throw, the weapon flies 2d4 feet away. The opponent gets a +4 bonus to the save, if he is of a larger size, a +2 bonus for using a weapon with both hands, and a +2 bonus if wielding a small weapon in his hand, such as a dagger.

• **Fighting Offensively:** Character gains a +2 bonus to attack and damage rolls, at the expense of getting a -4 penalty to AC. At GM's discretion, only warrior classes (fighter, knight, warden, etc.) may use this maneuver.

• **Hold Initiative:** Holding initiative is simply waiting until the other side has acted before doing anything.



• **Melee Frenzy:** Using a full round action to attack quickly and recklessly, the character makes one additional attack during the round. However, both attacks are at a -2 penalty to hit, and the character also suffers a -2 penalty to AC. This cannot be combined with other combat maneuvers. At GM's discretion, only warrior classes (fighter, knight, warden, etc.) may use this maneuver.

• **Off-hand Weapon Fighting:** Using a weapon in the off-hand (by default the left hand) incurs a -2 penalty to hit, and prevents any of the special maneuvers described here.

• **Put a Blade Against the Throat:** Characters attempt this maneuver for intimidation purposes. It requires a called shot (i.e. attack at a -4 penalty) against a surprised opponent. If successful, the opponent makes a Charisma saving throw or acts as ordered (PCs don't make a save but do as they please). At any time the intimidating character can attempt to slit the opponent's throat, which is then resolved as attacking a helpless opponent (see above). This maneuver only works against humanoids similar to humans; it is useless against animals, dragons, most supernatural creatures, undead, etc.

• **Set Weapon Against Charge:** Spears, lances, tridents, and many polearms can be "set" against a charge, which is a simple matter of bracing them against the floor or some other stationary object. Any opponent who charges against the weapon's wielder, suffers double damage from the weapon, and before himself can attack.

• **Strangulation:** Strangling an opponent to death, requires to make a back attack plus a called shot (i.e. attack at a -4 penalty) against a surprised opponent, with a garrote. The garrote in itself deals but 1 point of damage per round once applied. The death primarily comes from suffocation and obstructing the blood flow to the brain (that prevents oxygenation). As such, each round the victim must make a Constitution saving throw at a -2 cumulative penalty. The first failed save, the victim falls unconscious; the second failed save (if strangulation is maintained), the victim dies. This attack only works against humanoids similar to humans, and normal animals; it is useless against undead and most supernatural creatures, dragons, etc. Strangling a giant is also difficult, granting the giant a +4 bonus to the save.

• **Subdual Attack:** Characters who want to subdue their opponents rather than kill them, will try to deal non-lethal damage in using the flat of the sword's blade rather than the edge, striking non-vital parts of the body, etc. This incurs a -4 penalty to hit, but the attacks deal 50% of real damage, and 50% of non-lethal, temporary damage. Thus, when reaching zero hit-points the opponent is not dead, but nonetheless exhausted, and incapacitated.

• **Touch Attack:** Attackers simply attempt to touch an opponent in combat, rather than try to physically hurt it. As such, they make an attack roll against AC 10 + Dexterity and magic modifier (but not armor). If the attack is successful, but not against the real (armored) AC, it can be used to deliver a touch spell for example, but not to physically hurt the target (as with an unarmed strike). Note that especially agile animals and creatures (e.g. a leopard), might have a part of their AC coming from Dexterity (up to a touch AC of 14).

• **Two Weapons Fighting:** Characters using a weapon in each hand gain a +1 bonus to hit with the primary weapon, if the secondary weapon is but used to hinder the opponent's defense (rather than attack with this secondary weapon).

Or instead, characters who attack with a weapon in each hand, may gain one additional attack each round (*Haste* spells, etc., do not apply to that second attack). However, this incurs a penalty to hit: If using two small weapons (e.g. two daggers), both attacks are at -2; if using a short and a long weapon (e.g. hand-axe and battle-axe), the attack with the primary hand is at -2 and the attack with the off hand is at -4; and if using two long weapons (e.g. two long-swords), the attack with the primary hand is at -3 and the attack with the off hand is at -6.

• **Unarmed Combat:** When attacking without weapons (which doesn't require any special proficiency), characters may do any of the following:

—**Boxing/Pugilism:** Striking with punches, kicks, and head butts, inflicts 1d3 points of Subdual damage on a successful attack roll (1d2 if a halfling). Making two such attacks per round is possible, but at a -2 penalty to hit for each attack. Opponents using a melee weapon gain a +2 bonus to hit a character attacking unarmed. However, this bonus is lifted if the boxing character is proficient in martial arts, wrestling (i.e. Brawling talent p.388), etc.

—**Grappling:** Trying to grab an opponent, or something on the opponent (typically a piece of equipment), requires a normal Touch attack roll (see above). A successful grapple attack doesn't deal damage, but is used to thereafter try to hold, overbear, etc., the opponent. Trying to hold or overbear an opponent is resolved through a contest of Skill-Strength-Dexterity: each combatant rolls a d20 + BtH + Strength and Dexterity modifier, and the higher score wins.

—**Bull Rushing:** Trying to push an opponent ahead instead of damaging him. The target must be one size category larger, the same size, or smaller. This requires a grappling attack, and the target is allowed a Strength saving throw to resist it (at a -4 penalty if smaller, or at a +4 bonus if larger or quadruped). If the save is failed, the target is pushed ahead a number of feet as determined by the attacker's strength score (i.e. see "amount" on the ability scores table in the Appendix chapter). If the save is failed with a natural roll of 1 on the die, the target is knocked prone.

• **Withdrawal / Disengaging:** Characters who want to retreat backward out of combat, may choose to do it hastily (i.e. running away at full speed) or cautiously (i.e. while fighting defensively):

—**Fleeing Hastily:** If a creature is in melee combat and decides to run away, opponent(s) within arm's reach may make an immediate additional melee attack against the creature at a +4 bonus to hit.

—**Cautious Retreat:** The character retreats backward out of combat, but maintains his defense, although the attacker may follow if not otherwise engaged. It is possible to parry while doing so, but not to attack. This maneuver may be used to "switch places" with another party member who is in combat, the first party member joining battle with the enemy to prevent the enemy's pursuit while the second character makes a fighting retreat.

Table 4.5: Called Shots

Target	Penalty	Effect
Arm	-4	Arm useless for 1d6 rounds, the hand drops what it carries.
Leg	-6	Base movement reduced by half, can't run nor perform acrobatics.
Head	-6	Stunned for 1d6 rounds, cannot do anything but defend feebly (no Dex to AC).
Eye	-8	Blind for 1d6 rounds (disoriented, all attack rolls at -4, melee only).
Worn object	-4	Object is broken unless it saves vs Crushing Blow; or falls unless wielder saves.
Shoot in melee	-4	The penalty ensures that none else is hit if target is missed.
Shoot object	-4	The penalty ensures that none else is hit if target is missed.

CALLED SHOTS

Normally, characters don't target specific points (or body parts) when attacking their opponents. Yet, in some cases the GM may allow them to perform a "called shot." This is a maneuver that allows a character to specifically attack a point on a target, such as the potion on the opponent's belt.

A called shot must be announced before initiative is rolled, and incurs a +1 penalty to initiative and a penalty to hit as indicated on the table above. If the attack succeeds, damage is rolled normally, but secondary effects might ensue, as shown on the table and explained below.

• **Arm/Leg/Head/Eye:** If the targeted body part is armored, the victim is allowed a Constitution saving throw to negate the effect if wearing a medium or light armor (i.e. up to chain-mail armor). Wearing a full metal armor (i.e. plate mail, or helmet on the head) automatically negates the effect. At GM discretion, creatures who are naturally armored (such as a dragon or rhinoceros) may also get such saving throws.

• **Worn Object:** This is targeting an object worn by an opponent (e.g. helmet, weapon, etc.) in order to destroy it, or render it useless. If the object targeted is small or difficult to reach, the penalty may increase to -6 or -8, at GM discretion. If the attack roll is successful, the targeted item must succeed a saving throw vs crushing blow or break; however, the item's wielder is not dealt damage.

• **Shoot in Melee:** Characters who shoot missiles (arrow, bullet, etc.) against a target who is engaged in melee combat, or trying to use a crowd as a cover, run the risk of hitting nearby creatures instead. The -4 penalty represents the 50% cover the target gets from the proximity of other creatures, all of them moving around in combat. If the attack roll fails, use this same unmodified roll to see if it hits the nearest creature (randomly determined if necessary), but this time without the -4 penalty.

• **Shoot Object:** When a character would shoot a missile (or throw a weapon) against an object, such as a window or an apple a few dozen yards away, the GM simply sets a DC, which is then used as if hitting against an AC. Since DC and AC both range from 10 to 30, the roll is the same. For example, a GM might decide that shooting an apple at fifty yards is very difficult, so is at DC 24. The archer thus needs to hit an AC 24 to succeed. If it fails, the GM may rule that the missile hits 1 inch or 1 foot per missing point away from the target, in a random direction determined by a d4 (above, below, to the right, or to the left), or a d12 (using a pocket watch's hours).



MORALE CHECKS

Not all creatures fight to the death. As much as PCs may decide to flee a battle if they appear to be on the losing side, so too can their opponents. In most cases, it's up to the GM to decide if a creature flees or surrenders. However, it's not credible when all creatures fight to the death. In fact, animals for example, rarely fight to the death. They often flee at the first injury, except when defending their lair

or young. In fact, only mindless monsters such as golems and zombies will fight to the death if left to their own devices. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee, rather than die for little gain.

The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim. Dice rolls can be used to check for enemy Morale. In any case, a creature's morale rating will help determine if it will act as a fearless and fanatical combatant, or be a coward fleeing at the first opportunity.

A creature's morale check is normally indicated in its stat-block. It's a number ranging from 1 to 20, but if it is expressed in percentages (as in older editions of the game), simply divide this number by 5. If no rating is indicated, you can use the following guidelines:

Table 4.6: Morale Ratings

Creature General Type	Rating
Monster, mindless	16 + 1d4
Monster, semi/low intelligence	12
Monster, intelligent	10
All monsters	+1 per HD
Animal, docile	3
Animal, predator	7
Animal, intelligent	10
Commoner	7
Mobs	9
Militia	10
Disorganized troops	11
Trained soldiers	12
Elite soldiers	14
Hirelings	12
Henchmen	15

Morale Ratings Meaning

Typical Behavior in Combat	Rating
Prone to fear and fleeing	2 - 4
Reluctant combatant	5 - 7
Average combatant	8 - 11
Relentless combatant	12 - 14
Fanatically loyal combatant	15 - 17
Mindless or fearless killer	18 - 20



Morale checks are only rolled when the situation calls for it, and the GM would rather roll a die than decide by himself. Normally, morale checks will only be rolled once, maybe twice per combat, never every round of a combat. When the conditions arise that call for a morale check, roll 2d10 and cross check it with the creature's morale rating. If the result is equal to or less than the morale rating, the creature is unaffected. If the result is greater, the creature retreats, surrenders, or complies. Then, certain situations may increase or decrease the morale check.

The GM may typically check the monsters' and NPCs' Morale when:

- The foes have been surprised (roll when they can act)
- Faced by an obviously superior force
- An ally is slain by magic
- 25% of their group has fallen
- 50% of their group has fallen
- Their leader deserts or is slain
- Fighting a creature they cannot harm due to magical protections
- Ordered to attempt a heroically dangerous task
- Offered temptation (i.e. bribe, chance to steal, etc.), in which case the morale check can determine if they agree or refuse.
- Told to act as a rear guard to cover a fighting withdrawal
- Given a chance to surrender (and have met the conditions for one other morale check)
- Completely surrounded

Effects of morale check failure: Creatures that fail their morale check by a margin of 5 points or less will generally seek to make a fighting withdrawal. If they fail by 6 to 10 points, they will generally turn and flee; then, a failure by 11 or more points indicates that the creature

Table 4.7: Morale Modifiers

Situation	Modifier to roll
Creature was surprised	+1
Creature lost 25% hit-points in one attack	+2
Creature lost 50% hit-points in one attack	+4
Creature abandoned by allies	+6
Creature fighting hated enemy	-4
Creature defending lair/cubs	-4
Foes suffered 25% casualties	+1
Foes suffered 50% casualties	+3
Foes confronted by spells/magic	+2
Foes greatly outnumbered	+4
Foes unable to affect attackers	+8
Foes would get fair treatment (if surrender)	+2
Foes would get poor treatment	-2
Foes in much greater number	-2
Foes have magic-users	-2
Most powerful attacker slain	-4
Terrain advantage	-1

surrenders. However, the GM should use logic too, taking into account the creature's intelligence and what it knows. A cornered creature that cannot flee, or knows that its opponents move faster than it does, will surrender rather than make a futile attempt at flight. Note however, that any creature subject to morale failure that sees surrender is not accepted, or has some reason to believe it will be executed if it surrenders, will never surrender, regardless of other considerations.

Other Types of Combat

Vehicles Combat

Sometimes combat will occur on/or between vehicles, and combatants might choose to target the vehicles rather than their occupants. Simple game mechanics are proposed to run such situations, that generally remain occasional, and thus don't need complicated rules. Just treat a vehicle as a creature with hit-points, attacks, etc., using the guidelines and statistics provided below. These are but archetypal vehicles, and GMs may of course design specific models with different statistics.

Armor Class: An immobile vehicle in front of the characters can hardly be missed, especially those of huge size. Hence, vehicles have no inherent AC, though they get one when they are at a distance and especially if they move fast.

Hardness: Although vehicles do not always have an AC, they are not living beings and are often made of thick wood or metal. As such, they are more difficult to affect with a weapon than common creatures. Subtract the hardness value from each damage roll (such as dealt by a sword, grenade, etc.), to determine the damage actually suffered.

Hit-Points: Vehicles get hit-points as do living creatures, that represent their overall hull/engines/life-support-systems/etc. integrity. When a vehicle has lost all of its hit-points to attacks, it simply means that it is disabled and cannot operate anymore (note however that what may be only an inconvenience for a cart or carriage, could mean a certain death

for a rocket-ship's crew in the void of space). This vehicle is not shred to bits (this would require at least twice as much damage, or even more for a huge vehicle), but could be repaired given enough time and materials. Of course, if the vehicle burned entirely, or an aircraft crashed to the ground (ceasing to fly after having lost all hit-points), or a ship sank under the sea (its hull irremediably breached after having lost all hit-points), the wrecks would be totally beyond repair.

Weapons: Vehicles do not necessarily have mounted weapons; they are indicated just in case, and the GM should modify them as he sees fit. Note that in a science-fantasy setting, there is generally no guided missiles or computer assisted weapons, so characters must use their own BtH to make attack rolls with mounted weapons. Yet, the GM may treat an occasional computer assisted cannon or missile, as a magic weapon and grant it a bonus (typically +4).

Collision Damage: When a vehicle rams into something, it causes damage both to the target and to itself. However, damage to itself cannot exceed damage bringing the target to zero hit-points, and the vehicle's hardness also applies against it. To ram into a creature that could dodge aside, make a Pilot check with a DC = creature's Touch AC.

Modifier: Pertaining both to the vehicle's maneuverability and its size, it applies to the vehicle's AC and initiative, and to Pilot skill checks.

Vehicle's Speed*	Base AC	Collision damage	Pilot modifier	Attack rolls**
Immobile	None	None	—	Normal
Low	None or 10	Half	+2	-1
Cruising	10	Standard	0	-2
Fast	15	x2	-2	-4
Maximum	20	x4	-4	-8

(*: Common sense should apply; e.g.: a rowing boat at maximum speed of rowing on calm waters should be considered «Low» speed.)
(**: From the vehicle, with either mounted or personal weapons)

Vehicle	Hardness	Hit-points	Typical Weapons	Collision dmg.	Modifier
Carriage	3	30	None	3d6	-2
Cart	3	15	None	1d6	0
Galley	5	150	Catapult (3d10; 100 ft. incr.), ballistas (3d8; 100 ft. incr.)	10d6	-8
Keelboat	4	30	None	3d6	-4
Longship	5	60	None or one ballista (3d8; 100 ft. incr.)	6d6	-4
Rowboat	3	15	None	1d3	0
Sailing ship	5	100	None or one ballista (3d8; 100 ft. incr.)	5d6	-6
Wagon	3	30	None	1d6	-4
Warship	6	150	Side cannons (4d10; 100 ft. incr.; -8 penalty to hit)	10d6	-8
Aircraft, Personal	5	40	None or machine-gun (4d6; 100 ft. incr.)	8d6	-2
Airship (Zeppelin)	5	60	None or cannon (4d12; 100 ft. incr.)	10d6	-8
All-roads Car	5	30	None or machine-gun (4d6; 100 ft. incr.)	4d6	0
Balloon	0	10	None	1d3	-8
Battle Tank	15	150	Heavy cannon (6d12; 500 ft. incr.)	12d6	-6
Helicopter	8	50	None or machine-gun (4d6; 100 ft. incr.)	10d6	0
Hover Car	5	30	None or machine-gun (4d6; 100 ft. incr.)	6d6	+2
Military Transport	12	100	Machine-gun (4d6; 100 ft. incr.)	10d6	-6
Rocket Ship	10	100	Laser cannon (8d6; 500 ft. incr.; +2 bonus to hit)	20d6	-6
Sky Bike	5	15	None	3d6	+4
Sky Boat	5	100	None or cannon (4d12; 100 ft. incr.)	10d6	-8

Table 4.10: Turn or Rebuke Undead

Creature's Hit Dice	Character's Level										
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10-12th	13th+
1 HD	10	7	4	T	T	D	D	D	D	D	D
2 HD	13	10	7	4	T	T	D	D	D	D	D
3 HD	16	13	10	7	4	T	T	D	D	D	D
4 HD	19	16	13	10	7	4	T	T	D	D	D
5 HD	22	19	16	13	10	7	4	T	T	D	D
6 HD	—	22	19	16	13	10	7	4	T	T	D
7 HD	—	—	22	19	16	13	10	7	4	T	T
8 HD	—	—	—	22	19	16	13	10	7	4	T
9 HD	—	—	—	—	22	19	16	13	10	7	4
10 HD	—	—	—	—	—	22	19	16	13	10	7
11-14 HD	—	—	—	—	—	—	22	19	16	13	10
15+ HD	—	—	—	—	—	—	—	22	19	16	13

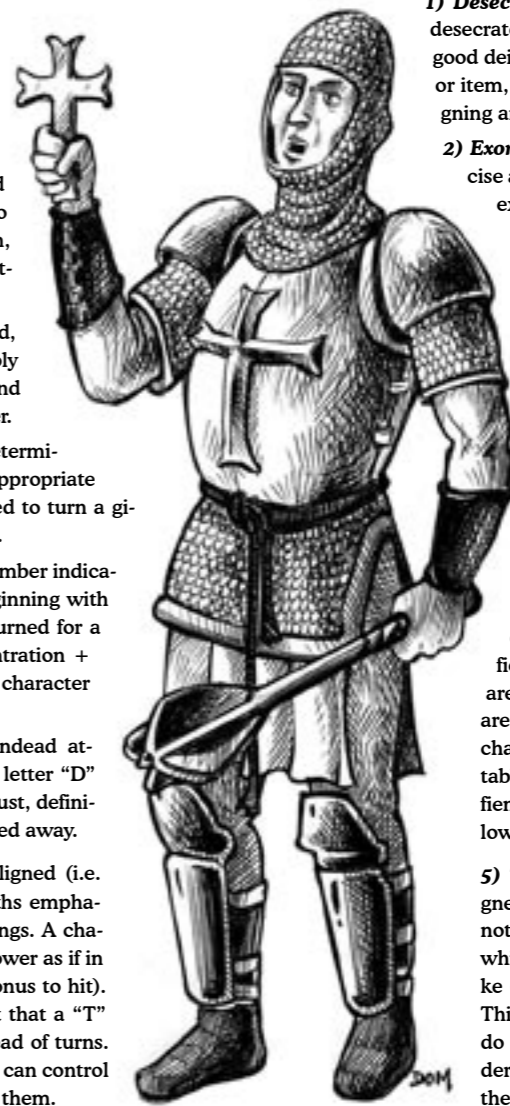
Turn-Rebuke Undead

A few character classes can exert divine power against the undead, forcing them to run from their presence or even utterly destroy them (turning them into dust). Rules for this ability are as follows:

• **Turn Undead:** Restricted to Law-aligned or neutral characters, it is most appropriate to faiths emphasizing life, community, protection, light, goodness, etc. To make a Turn Undead attempt a character must:

1. Face the undead, holy symbol in hand, and command them to flee, or recite a holy prayer. This takes one primary action, and can be attempted only once per encounter.
2. Roll a d20 + Charisma modifier, and determine the result on the table above, in the appropriate column's level. It indicates the roll needed to turn a given type of undead (as defined by its HD).
3. If the roll is equal or higher than the number indicated, the character turns 2d6 undead, beginning with those with the lowest HD. Undead are turned for a duration equal to the character's concentration + 2d6 rounds. Turned undead must flee the character if they can, and may not attack him/her.
4. The letter "T" indicates that turn undead attempts are automatically successful. The letter "D" indicates that the undead are turned to dust, definitively destroyed instead of just being turned away.

• **Rebuke Undead:** Restricted to Chaos-aligned (i.e. evil) characters, it is most appropriate to faiths emphasizing darkness, fear, death, and demonic beings. A character who rebukes undead causes them to cower as if in awe (attack rolls against them are at a +2 bonus to hit). The ability works as described above, except that a "T" or a successful turning attempt rebukes instead of turns. Then, the letter "D" means that the character can control the undead for 24 hours instead of destroying them.



• **Optional Rules:** In some cases the GM could allow Turn/Rebuke Undead to be used in the following ways, in addition to the normal effect of this ability:

- 1) **Desecration:** Rebuke Undead may also be used to desecrate a holy place or item (e.g.: an altar to a lawful/good deity). In addition to soiling and ruining the place or item, it uses the same procedure, with the GM assigning an equivalent HD to the thing to be desecrated.
- 2) **Exorcism:** Turn Undead may also be used to exorcise a possessed victim. It uses the same procedure, except that it takes 30 minutes of prayer in front of a possessed to expel the spirit from the host, and possessing spirits are more difficult to affect than undead; that is, a character is considered three levels lower on the table to determine the roll required to exorcise a possessed character.
- 3) **Purgation:** Turn Undead may also be used to purge/nullify an unholy place or item (e.g.: an altar to a demon prince). As per the Desecration option, though instead of destruction, the character burns incense, washes with water, sprinkle with holy-water, etc..
- 4) **Turn Fiends:** Turn Undead may also be used to repel and banish fiends (demons, etc.). It uses the same procedure, except that fiends cannot be destroyed by this ability (they are merely banished to their home plane), and are more difficult to turn than undead; that is, the character is considered two levels lower on the table to determine the roll required to turn lesser fiends (minor demon, hell-hound, etc.), four levels lower to turn greater fiends (major demon).

5) **Turn/Rebuke Agents of Law/Chaos:** Law-aligned characters can use this ability to turn (but not destroy) agents of Chaos and blackguards; while Chaos-aligned characters can use it to rebuke (but not destroy) agents of Law and paladins. This works as normal, except it is more difficult to do than affect undead, so the character is considered three levels lower on the table to determine the roll required to turn/rebuke such foes.

Psionic Combat

Some creatures, including members of the Psychic character class, may attack sentient creatures with the power of their mind. In FANTASTIC HEROES & WITCHERY psionic combat uses rules similar to that of normal, physical combat, where attack modes replace weapons and defense modes replace armor.

There are five psionic attack modes and five psionic defense modes. Each mode is like a specialized psionic power and generally follows the rules for using a psionic power, but there are some differences (for instance, attack and defense modes do not possess levels). Successful psionic attacks have specific effects on sentient creatures, while successful psionic defenses help protect the subject against them. Psionic-using creatures can target both psionic-using and non-psionic opponents with their attack modes.

Note lastly that for ease of gaming, psionics powers and magical spells fully interact, as they are both considered manifestations of magical effects. This includes psionic attack and defense modes, that may be countered by a few spells such as *Anti-magic Shell*, *Globe of Invulnerability*, etc. Therefore, unlike previous editions of the game, psionic attack modes may affect non-psionic users, and often more easily than psychics who can have defense modes.

MAKING A PSIONIC ATTACK

A psychic or a psionic creature initiates psionic combat by targeting any opponent in range with one of the five psionic attack modes that he knows. Using a psionic attack mode is a primary action, and only one attack is allowed in a round. Using a psionic attack mode has a manifesting time (like a casting time) of 3 segments, but the creature or psychic only needs to concentrate on it, not make gestures or pronounce words. As such, a creature gets a +2 bonus to surprise a non-psionic opponent with a psionic attack.

Each psionic attack mode has a psionic points cost which is spent whether the attack succeeds or not. The attacker rolls a d20 + Intelligence modifier + level/HD (if he is a psychic or psionic creature) or half level/HD (for creatures with just some degree of psionic power), against the target's mental AC.

Normally, a creature's mental AC = 10 + Charisma modifier + any bonus to saving throws against magic. Then, unless otherwise noted, a creature with psionic powers (such as a demon or psionic monster) has a mental AC = 10 + HD.

A. Psionic Blast: On a successful mental attack roll, all creatures whose head are in the area of effect (a cone 20 feet long originating from the psychic, with a 10 feet diameter at the end), are affected as per a *Feeblemind* spell for 3d4 rounds. Subjects are entitled a Charisma saving throw: on a successful save they are only affected for 1d6 rounds, but on a failed saving throw with a natural 1 on the die, the effect lasts for 3d4 hours instead. This attack mode has no effect on undead and brainless creatures.

B. Mind Thrust: On a successful mental attack roll, the target either loses 1d10 psionic points, or 1d10 spell levels of (randomly determined) prepared spells or spell-slots. This attack mode has no effect on creatures without spells nor psychic abilities.

C. Ego Whip: On a successful mental attack roll, the target feels worthless, suffering a -4 penalty to all rolls (as well as a 20% base chance of miscasting his spells, thus losing them) for 1d4 rounds. A successful Charisma saving throw reduces the penalty to -2. This attack mode has no effect on undead and brainless creatures.

D. Id Insinuation: On a successful mental attack roll, the targets become confused for 1d4 rounds. The psychic may affect up to one creature per two levels in a 10 feet radius area. The targets are entitled a Wisdom saving throw to negate the effect. Otherwise they are confused (each round roll 1d10 for each of them):

- 1: Attacks, or at least moves toward the psychic.
- 2: Acts normally.
- 3-5: Does nothing but babble incoherently.
- 7-8: Flees from psychic as fast as possible.
- 9-10: Attacks nearest creature.

This attack mode has no effect on undead and brainless creatures.

E. Psychic Crush: On a successful mental attack roll, the target's brain is burned, inflicting death (i.e. the target drops to -1 hit-point) if a Charisma saving throw is failed, or 1d8 points of damage and 1d3 points of Intelligence loss if the save is successful. Lost intelligence may be regained with powerful healing magic (typically a *Heal* or *Restoration* spell), or at the rate of 1 point per month of intellectual training if an Intelligence saving throw is then made. This attack mode has no effect on undead and brainless creatures.

Table 4.11: Psionic Attacks

Psionic Attack Mode	Cost	Range	Target	Effect
A Psionic Blast	10 pts	20 ft.	All in 5 ft. rad cone	Feebleminded for 3d4 rounds
B Mind Thrust	6 pts	30 ft.	One creature	Loses 1d10 psionic points or spell levels
C Ego Whip	4 pts	40 ft.	One creature	-4 penalty to all rolls for 1d4 rounds
D Id Insinuation	8 pts	60 ft.	10 ft. radius area	Confusion effect for 1d4 rounds
E Psychic Crush	12 pts	20 ft.	One creature	Save or die, or 1d8 of damage and 1d3 Int. loss

Table 4.12: Psionic Defenses

Psionic Defense Mode	Cost	Range	Effect
F Empty Mind	1 pt	Personal	+2 or +4 bonus to mental AC for 1 round
G Thought Shield	2 pts	Personal	+2 bonus to mental AC and mental saves for 1 round
H Mental Barrier	3 pts	Personal	+4 bonus to mental AC and mental saves for 1 round
I Intellect Fortress	5 pts	10 ft. radius	+4 bonus to mental and physical AC, and saves for 1 round
J Tower of Iron Will	7 pts	Personal	+10 bonus to mental AC and immunity to mind-affecting effects for 1 round

tion spell), or at the rate of 1 point per month of intellectual training if an Intelligence saving throw is then made. This attack mode has no effect on undead and brainless creatures.

USING A PSIONIC DEFENSE

A character defending against a psionic attack, may use a defense mode to help resist against it. Unless surprised or out of psionic points, psychics and psionic creatures can respond to a psionic attack by putting up one of the five psionic defense modes. The defender is aware of the attack but not the specific attack mode. Following the attack the defender knows which attack mode it was, regardless of the success or failure of the attack. Note that a defense mode provides bonuses that are effective against all relevant attacks during that round.

A psionic character must be conscious to raise a psionic defense mode. Regardless of initiative order, a defender may always attempt to put up a defense mode as a free action if he has sufficient psionic points to pay for it and is not surprised.

Note that psychics and other psionic-users, if conscious, are always aware of attacks targeting their minds, though they won't know what spell it is if they have been targeted by a mind-affecting spell that is not similar to one of the psionic powers they know. On the other hand, non-psionic users are not aware of mind-affecting spells and psionic powers that target their minds, only that something vaguely happened if they successfully saved against them.

F. Empty Mind: The psychic is granted a +2 bonus to her mental AC if the attacker can see her, or a +4 bonus if he cannot see her, as an "empty mind" conceals from psionic detection.

G. Thought Shield: The psychic is granted a +2 bonus to his mental AC, and a +2 bonus to saving throws against all spells and psychic powers that read or affect the mind (such as *Charm Person*, *ESP*, *Phantasmal Killer*, etc.).

H. Mental Barrier: This is a more powerful version of Thought Shield that grants a +4 bonus.

I. Intellect Fortress: This powerful field of shimmering psionic energy protects the psychic and any creatures within 10 feet of him, granting them a +4 bonus to mental AC, physical AC (i.e. normal AC), and all saving throws.

J. Tower of Iron Will: The psychic is granted a +10 bonus to mental AC, and is impervious to all spells and psychic powers that read or affect the mind (such as *Charm Person*, *ESP*, *Phantasmal Killer*, etc.). If the psychic was already under effect of a mind affecting spell (such as a vampire's charm ability), it is blocked while this defense remains in effect.

SPELLS PROVIDING DEFENSE

A character can also defend against a psionic attack with the use of magic:

- Helm of Telepathy:* This item also grants a +4 bonus to the wearer's mental AC.
- Magic Items of Protection (i.e. Ring +1, etc.):* The bonus granted also applies to the wearer's mental AC.
- Anti-Magic Shell:* Fully protects against psionic attacks, as it does against all magic.
- Dispelling Magic:* Psionic attacks are instantaneous, and the ongoing

effects thereafter, result from the damaging effect of the psionic attack, not from a magical effect with a duration. As such, a *Dispelling Magic* is of no effect against psionic attacks, unless happening at the same exact moment when the psionic attack is launched. On the other hand, a *Dispelling Magic* may disrupt a psionic defense, although the psychic can have it again next round, with the relevant expenditure of psionic points.

—*Globe of Invulnerability:* This spell blocks Mind Thrust and Ego Whip (minor globe), plus Id Insinuation (major globe), but not the other attack modes.

—*Mind Blank:* This spell entirely blocks attacks that target the mind, but not those that only affect the brain (i.e. synapses, neurons, etc.). Hence, the subject is impervious to all psionic attack modes except Psychic Crush.

—*Non-Detection:* This spell prevents Ego Whip and Id Insinuation to reach the recipient's mind, so they are useless against the recipient. However, it doesn't protect against the other attack modes.

—*Protection From Evil:* This spell also grants a +2 bonus to the recipient's mental AC.



PSIONIC CREATURES

In FANTASTIC HEROES & WITCHERY, since psionics are just another way of producing magical effects, that as such, may be affected by spells, it's of limited importance to know whether a creature with spell-like abilities is considered a magic-user, a psionic-user, or both. A creature's description will generally states if it has psionic attack and defense modes. By default, any monster with psionic attack modes adds its HD number to its mental attacks; however, races with psionic talents such as duergars or giths, only add half their level to mental attacks if they aren't of the Psychic class.

Duels of Rhetoric

Sometimes a combat won't involve swords, but words, and its issue will be a matter of determining which contestant has convinced the audience.

A duel of rhetoric could be a "disputation" between two scholars about philosophical or religious matters. For example, two respected Church theologians with different points of view, might have to determine in front of the Ecumenical Council, whether or not the Western and Eastern Church should reunite. A duel of rhetoric could be used at the justice court, to plead a case before the judge. Or it could be between two generals to convince the king whether or not to wage a war against a neighboring country. Etc.

A duel of rhetoric is resolved as follows: First determine a pool of points: 1 + Int. modifier + Wis. modifier, times the character's level. Each time a contestant gives his own argumentation, the player must roll an Intelligence check (with a relevant bonus due to Knowledge skill if appropriate) against a DC = opponent's Intelligence or Charisma score. If it is successful, the character rolls 1d8 if argument is brilliant, 1d6 if convincing, 1d4 if cliché. The GM (possibly aided by the other players) decides whether the argument is brilliant, convincing, or cliché. These d8/d6/d4 dice rolls are subtracted from the adversary's pool of points. The first contestant who loses all his points, is intellectually defeated, and no matter what he might tell or think afterwards, people will believe the character who won.



chapter 5 - - Moving and Exploring

The player characters are typically pioneers and explorers struck with an insatiable wanderlust. This section covers movement, visibility, and the inevitable situations when characters decide to run into or out of danger.

Time in the Game

The passage of time in the game is based on the GM's decisions. The GM determines how time flows and how it is calculated in the game world (even to the extent of the GM's mentioning, for example, "a month passes"). Usually time will function exactly like it does in the real world: sixty seconds in a minute, sixty minutes in an hour, twenty-four hours equals a day, seven days to a week, four weeks to a month, and twelve months to a year. Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. In dangerous environments, such as wildernesses or dungeons, the GM will typically make periodic checks to see if any "wandering monsters" appear. These checks are normally carried out every so many turns, or hours, or days.

However, when actions (especially combat) must be resolved with dice rolls and game mechanics, time is measured with rounds and turns. And what players and GMs must understand, is that a round or a turn is before all an abstract measure of time.

Although a combat round is often assumed to equal 6 or 10 seconds, a non-combat round 1 minute, and a turn 10 minutes, this information cannot be used to resolve the action. As such, there should be no arguments between players and GMs about what a character or monster could realistically do in 10 seconds or 1 minute of real-life time, since the game uses an abstract division of the action (as much as hit-points are an abstract measure of health and physical toughness).

- **The Round.** This unit of time is mostly used in combat or other fast-paced, important action. In any case, the main idea is that during a round of combat, characters can do 1 primary action (their main action such as attacking or casting a spell) plus 1 secondary action (or two secondary actions, but never two primary actions). This is typically attacking with a weapon (primary action) plus moving toward the opponent (secondary action). When something is said to require a full round action, it means that the character cannot also have a secondary action during this round (for example, casting a spell with a casting time of "1 full round", requires a full round action).



- **The Segment.** This unit of time is only used to determine who goes first in combat. It doesn't represent any amount of seconds or what not. Simply, when initiative is rolled, add the relevant number of segments (as determined by a weapon's speed factor or spell's casting time) to 1d6 roll, and the smaller results are the faster to act and react.

- **The Turn.** This unit of time is never used in combat situations but rather in dungeon exploration. For example, it takes one turn for an average character to search a 20' section of a wall. GMs can also impose that each hour of carrying a heavy load and/or traveling a difficult terrain, characters should rest for one turn. Likewise, after every significant combat or other strenuous activities, characters should rest for one turn. Then, every six turns, one hour has elapsed.

Vision and Light

Assuming an Earth-sized world, the horizon is viewable from about 12 miles away, and it's possible to see tall mountains at least 60 miles away. Then, the table below (i.e. next page) indicates maximum distances, according to the overall conditions and lighting level, at which humans can see something. Of course, for other creatures this can be much different; a dragon might have double or even triple range, and likewise Tolkien-inspired elves could also have double range at GM's discretion.

- Movement** indicates the maximum distance at which a man-sized moving object can be seen. Details cannot be made out at this distance, and an immobile creature cannot be seen however.
- Spotted** is the maximum distance a mobile or immobile object can be seen. Size and general shape can be determined but no other details.
- Type** indicates the maximum range at which general details can be discerned; race, weapons, clothing, etc. Specific details cannot be made out unless large and bold or distinct.
- Identify** is the range at which reasonably exact details can be identified, such as a heraldic symbol or coat of arms. Most actions (such as who is attacking whom) can be ascertained.
- Detail** range means most actions can be seen clearly. All details but the minutest are clear.

Size can affect the distance as well. When looking at a small creature, all categories are reduced by one step per size category except the "detail" range. When looking at large creatures, the "movement," "spotting," and "type" ranges are doubled for each size category above medium.

Then, some magical and technological items (such as binoculars) may likewise increase these ranges (typically by a x2 or x3 factor).

Table 5.1: Visibility Ranges (in yards or meters)

Condition	Mvt.	Spotted	Type	Identify	Detail
Clear daylight sky	1,500	1,000	500	100	10
Dense fog or blizzard	10	10	5	5	3
Light fog or snow	500	200	100	30	10
Mist, light rain	1,000	500	250	30	10
Night, full moon	100	50	30	10	5
Night, no moon	50	20	10	5	3
Twilight	500	300	150	30	10

LIGHT AND LAMPS

In a completely lightless situation, normal vision is impossible. Light sources vary in their effective area. Most light sources require fuel and the time per fuel unit is listed. Lanterns require oil, fires require wood or other fuel, candles rely on a tallow or wax and wick, torches have a one-time use unless wrapped with an oil soaked rag, and magic has a duration. In futuristic settings, lamps usually run on energy cells.

Table 5.2: Light Sources

Light Source	Range	Duration
Bonfire	60 ft. radius	½ hour/armload
Campfire	35 ft. radius	1 hour/armload
Candle, Tallow	5 ft. radius	30 minutes
Candle, Wax	6 ft. radius	1 hour
Flashlight (modern)	100 ft. cone*	12 hours/energy cell
Lamp, Common	15-30 ft. radius	6 hours/pint of oil
Lamp, Modern	60 ft. radius	12 hours/energy cell
Lantern, Bull's Eye	60 ft. cone*	6 hours/pint of oil
Lantern, Hooded	30 ft. radius	6 hours/pint of oil
Light rod (modern)	50 ft. radius	8 hours
Magic sword	5 ft. radius	Indefinite
Spell, Continual Light	60 ft. radius	Indefinite
Spell, Light	20 ft. radius	Spell's duration
Torch	20 ft. radius	1 hour

*Casts light in a cone-shaped beam. A flashlight's far end is 50 feet wide and a bull's-eye lantern's far end is 20 feet wide.



INFRAVISION

Some creatures have the special ability to see in the dark. Infravision doesn't allow creatures to see in darkness as they would in normal light however. Infravision is more about discerning heat differences in the infra-red spectrum. As such, what creatures with infravision see, is mostly monochromatic blurred shapes; they cannot distinguish details and do not see colors (so cannot read a text on a book for example). In fact, any Detection skill check in the dark, using infravision suffers a -4 penalty, if it is possible at all. Note that eyes do not instantaneously adjust from darkness to light, so a character with infravision remains blinded for 1d4 rounds when passing from one to the other, before being able to see normally. Note lastly that any nearby light source spoils infravision.

DARKNESS

Darkness is a condition applied when characters cannot see, either because they have limited visibility or because they've been blinded. Characters can safely move in the darkness at a third of their base speed (otherwise they run the risk of falling if failing a Dexterity saving throw). Characters without adequate light also suffer a -4 penalty to attack rolls and saving throws and their armor class is 4 points worse (but not worse than 10).

USING A MIRROR

Characters can act using the guidance of a mirror or reflective surface. Using a mirror to aid one's actions requires a light source. Any skill check made using a mirror instead of directly looking at what is done, incurs a -2 penalty. Likewise, trying to fight holding a mirror in the hand, to look at the opponent, is in fact very difficult and incurs a -4 penalty to hit, plus makes lose the dexterity bonus to AC. On the other hand, if one fights an opponent while looking at its reflection on a nearby large mirror (such as one hanging on a wall) or a large reflective surface (such as a pool of water), there is only a -2 penalty to the attack roll.

INVISIBILITY

An invisible creature is invisible to everyone, including itself. This imposes a -3 (or -15%) penalty to complex actions, such as opening locks. It is possible for moving creatures to collide with invisible creatures. The GM should remove invisible characters' miniatures from the board and keep track of the invisible character's position.

Invisible creatures are undetectable by normal sight or infravision. *Detect Magic* signals a magical presence in the area but does not pinpoint the creature's location. They're also undetectable in smoke or fog, and while submerged in liquids; however, some objects, like flour, can stick revealing an invisible creature. Invisibility doesn't mask sound or scent; therefore they can be pinpointed by noise or smell. Light isn't hidden by invisibility, either.

If an invisible creature gives away their position, alert characters can make an Intelligence saving throw to determine there is an invisible presence in the area. Such disturbances include a peculiar smell, noise, or an invisible creature physically touching someone. If they succeed their saving throw, characters can, if they choose, attack the general location at a -4 penalty. If they fail their save, characters don't know there's an invisible creature until a new situation arises that allows another save. An obvious disturbance, such as leaving muddy tracks, practically pinpoints the invisible creature's location, although the penalty to attack is the same.

VISION UNDERWATER

Under normal conditions (bright sunlight), vision extends out to 50' in freshwater and 100' in saltwater. For every 10' below the surface, vision is reduced by 10' until it becomes pitch black. On overcast days, normal vision underwater is reduced to half, and characters cannot see at all on moonless nights. Artificial light sources, such as magic, only illuminate half their normal area underwater.

Carrying Capacity

Adventuring outdoors, always involves carrying loads of armors, weapons, and equipment. Players may be tempted to load their characters up with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to what adventurers can reasonably carry, especially if they hope to be able to bring back the treasure they expect to find! Moreover, if the party must flee from pursuers, it may not be important to be the fastest, but it is of crucial importance not to be the slowest!

The most weight characters can carry is determined by their Strength score, as shown on the table below. Players and GMs must check the weight of their character's equipment as detailed in Chapter 3: Equipment (p.64 to 70), make the sum and compare it to the character's carrying capacity. In some cases, the GM should apply common sense to determinations of encumbrance, taking into account the fact that an extraordinarily bulky item, even if it is quite light, will be so unwieldy as to encumber a character. For common pieces of equipment, the bulk of items is already taken into account for purposes of convenience. However, the bulk of wearing an armor imposes a penalty on the character's base speed, independent of its weight. As such, encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight, to determine how much it slows the characters down.

• **Encumbrance by Armor:** Add the armor's weight to the total load carried by the character. In any case, wearing armor reduces the character's base speed as shown in the Equipment chapter. However, this reduction in the base movement is not cumulative with that incurred by carrying a heavy load. For example, a human wearing a chain-mail armor would have a base speed of 20 feet rather than 30, whether he would be carrying a light or heavy load. However, that same human without armor, would have a base speed of 30 feet if carrying a light load, and a base speed of 20 feet if carrying a heavy load.

• **Encumbrance by Weight:** Add the total weight of all the character is wearing and carrying, and compare to his/her strength score, according to the table below. Carrying a light load does not encumber a character. However, carrying a medium or heavy load incurs a reduction of the character's base speed, as well as a -2 or -4 penalty to attack and damage rolls, as well as physical skill checks and saving throws, as shown on Table 5d.

• **Lifting and Dragging:** Characters can lift as much as their maximum load over their head. They can otherwise lift as much as double their maximum load off the ground, but can only stagger around with it. While overloaded in this way, characters lose their Dexterity bonus to AC and can move only 5 feet per round (as a full-round action). Then, characters can generally push or drag along the ground as much as five times their maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

• **Bigger and Smaller Creatures:** The figures Table 5c, are for Medium-size humanoids (or any bipedal creature with a Strength score).

Larger humanoids such as ogres and giants can carry more weight depending on their size category: Large x2, Huge x4. A smaller humanoid such as a goblin can carry ¾ of the weight indicated for its strength.



Table 5.3: Strength and weight allowance in lbs.

Strength	Light	Medium	Heavy
1	3	4-6	7-9
2	6	7-12	13-18
3	9	10-18	19-27
4	12	13-24	25-36
5	16	17-32	33-48
6	20	21-40	41-60
7	25	26-50	51-75
8	30	31-60	61-90
9	35	36-70	71-105
10	40	41-80	81-120
11	45	46-90	91-135
12	50	51-100	101-150
13	55	56-110	111-165
14	70	71-140	141-210
15	85	86-170	171-255
16	100	101-200	201-300
17	120	121-240	241-360
18	160	161-320	321-480
19	200	201-400	401-600
20	350	351-700	701-1050
21	500	501-1000	1001-1500
22	700	701-1400	1401-2100
23	900	901-1800	1801-2700
24	1200	1201-2400	2401-3600
25	1500	1501-3000	3001-4500

Table 5.4: Carrying Loads

Load	Dice rolls Penalty	Speed		
		(base 30 ft.)	(base 20 ft.)	Max run
Medium	-2	20 ft.	15 ft.	x4
Heavy	-4	20 ft.	15 ft.	x3

Animal Type	Encumbrance in Pounds		
	Light	Medium	Heavy
Camel	330	331-500	501-660
Hunting dog	15	16-20	21-30
Elephant	500	501-750	751-1,000
Horse, draft	260	261-390	391-520
Horse, heavy	260	261-390	391-520
Horse, light	170	171-255	256-340
Horse, medium	220	221-330	331-440
Horse, riding	180	181-270	271-360
Mule	250	251-375	376-500
Ox	220	221-330	331-440
Pony / Donkey	85	86-130	131-170
Yak	220	221-330	331-440
Mvt.	Normal	Mvt x 2/3	Mvt x 1/3
Penalties	None	-2 to dice rolls	-4 to dice rolls

Encumbrance for Domestic Animals: The penalties for medium or heavy encumbrance are slightly different for pack animals and mounts: with a medium load they move at 2/3 of their base speed, and with a heavy load they move at 1/3 of their base speed. Other penalties of -2 or -4 to all dice roll remain the same as for PCs.

An animal collapses if its heaviest encumbrance value in pounds is exceeded whether carrying a rider or being used as a pack animal. Whenever a mount carries a man-sized rider and whenever any animal is heavily encumbered, it is always considered to be at its maximum carrying capacity (even though more weight can be added).

The weight a flying mount may carry and still fly may be listed in its description. If undetermined, assume the average flying mount cannot fly with a medium or heavier load.

Cart/Wagon Use: When having to transport a lot of treasure and equipment, characters may want to use a vehicle such as a cart or wagon. Multiply by 10 the base weight of the empty cart/wagon, to determine how much load it can tolerate. Then, it must be pulled. Multiply by 5 an animal's weight allowance when pulling a wheeled vehicle (in good condition) rather than carrying the load on its back.



Land Movement

All characters' base speed (or movement rate) is simply determined by their race; so, for example, all humans have a base speed of 12"/30 feet. This based speed will be altered mostly by the armor and load worn by a character, but an individual character's Strength or Dexterity score has no effect on his/her base speed.

Readers will note that two different values are given for a character's base speed; such as 12"/30 feet for a human. They simply relate to the different methods of computing movement across various editions of the game, so players and GMs won't be at a loss when reading one or the other in various adventure modules, monster books, etc. Yet, FANTASTIC HEROES & WITCHERY makes use of the feet per round value (e.g. 30 ft. for a human).

Then, the game uses three movement scales, as follows:

- **Tactical Movement**, for combat, is measured in feet per round. Characters generally don't walk during combat, they typically hustle (they run if charging). Characters who move as their secondary action, are hustling for about half the round and doing something else the other half.

- **Local Movement**, for exploring an area, is measured in feet per minute. Characters can walk and hustle without a problem on the local scale. However, generally they can only run for a minute or two before having to make a Constitution saving throw, or otherwise rest for a minute.

- **Overland Movement**, for getting from place to place, is measured in miles per hour or miles per day. Note that when "miles per day" are considered, it normally represents 8 hours of actual travel time. For a rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Note that difficult terrain, obstacles, or poor visibility can hamper movement. When it happens, the distance that a character can cover in a move is reduced by half, and obstacles may furthermore require a skill check (Acrobatics, Jump, etc.) to pass. Also, such hampering conditions have cumulative effects; for example, moving in both a difficult terrain and poor visibility is at a quarter movement. Trying to run while movement is hampered can be hazardous, so require Dexterity saving throws to not fall or face other detrimental consequences. In some situations, the characters' movement may be so hampered that they don't have sufficient speed even to move 5 feet. In such a case, they may use a full-round action to move 5 feet. (They can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to them though.)

There are otherwise four modes of movement:

- **Walk (x1):** A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human. This is typically moving through wide-open terrain like city streets or the wilderness. Characters move at a brisk but steady pace and are readily aware of their surroundings. Most characters can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear them out (see Forced March, below).

- **Hustle (x2):** A hustle is a jog at about 6 miles per hour for an unencumbered human. Characters hustle at the expense of awareness: they cannot spot traps, secret doors, or other fea-

tures that rely on careful study of the terrain, and suffer a -1 penalty to surprise rolls and a +1 bonus on opponent's surprise rolls. Most characters can hustle for 1 hour without a problem. Each additional hour of hustling however, imposes a Constitution saving throw with a -2 cumulative penalty; if it is failed, the character becomes fatigued and cannot hustle anymore.

- **Run (x3):** Moving three times the base speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate. Running incurs the same awareness penalties as hustling, but Constitution saves for fatigue are made per minute rather than per hour, after the first minute of running. Note otherwise that attempts to run and rest in cycles effectively work out to a hustle.

- **Sprint (x4):** Moving four times the base speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.



TERRAIN

The terrain through which characters travel affects how much distance they can cover in an hour or a day (see table below), as determined by the traveler's base speed (on table 5e/5f). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Vehicles with wheels, like a cart, are usually restricted to flat, open terrain. However, a wheeled vehicle could travel through rough terrain provided a good road is available. Mountains and hills can be traversed slowly, but thick forests are impossible to navigate with a wheeled vehicle. Dog sleds can only traverse snow or icy terrain and suffer no penalty to movement on them.

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	100% distance	50% distance	50% distance
Forest	100% distance	100% distance	50% distance
Hills	100% distance	75% distance	50% distance
Jungle	100% distance	75% distance	25% distance
Moor	100% distance	100% distance	75% distance
Mountains	75% distance	75% distance	50% distance
Plains	100% distance	100% distance	75% distance
Swamp	100% distance	75% distance	50% distance
Tundra, frozen	100% distance	75% distance	75% distance

FORCED MARCH

In a day of normal march, characters walk for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution saving throw (with a -2 cumulative penalty per extra hour) is required. If the check fails, the character takes 1d6 points of non-lethal damage. A character who takes any non-lethal damage from a forced march becomes fatigued. Eliminating the non-lethal damage also eliminates the fatigue. It's possible for characters to march into unconsciousness by pushing themselves too hard.

A mount can also be ridden in a forced march, but its Constitution saving throws automatically fail, and the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from forced marches.

Movement Type	Character's Base Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk (x1)	15 ft.	20 ft.	30 ft.	40 ft.
Hustle (x2)	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Sprint (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Overland)				
Walk (x1)	150 ft.	200 ft.	300 ft.	400 ft.
Hustle (x2)	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Sprint (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk (x1)	1.5 miles	2 miles	3 miles	4 miles
Hustle (x2)	3 miles	4 miles	6 miles	8 miles
Run (x3)	—	—	—	—
One Day (Overland - 8 hours march)				
Walk (x1)	12 miles	16 miles	24 miles	32 miles
Hustle (x2)	—	—	—	—
Run (x3)	—	—	—	—

Animal Type	Movement rates		
	Base speed	Per hour	Per day
Camel	20"/50 ft.	5 miles	40 miles
Dog, riding	15"/40 ft.	4 miles	32 miles
Elephant	15"/40 ft.	4 miles	32 miles
Horse, draft	12"/30 ft.	3 miles	24 miles
Horse, heavy	15"/40 ft.	4 miles	32 miles
Horse, light	24"/60 ft.	6 miles	48 miles
Horse, medium	20"/50 ft.	5 miles	40 miles
Horse, riding	24"/60 ft.	6 miles	48 miles
Mule	12"/30 ft.	3 miles	24 miles
Ox	15"/40 ft.	4 miles	32 miles
Pony / Donkey	12"/30 ft.	3 miles	24 miles
Yak	15"/40 ft.	4 miles	32 miles
Cart/Wagon (draft horses)	8"/20 ft.	2 miles	16 miles

Waterborne Travel

At one time or another, characters will want or need to travel by boat, if only to cross a large river. There are two main sorts of waterborne travel: rivers and sea. Each of course assumes the proper craft, gear, and crew.

Table 5.9: Boats and Ships Movement

Boat/Ship Type	Movement Rates			Seaworthiness
	Base speed	Per hour	Per day	
Barge/Raft (poled, rowed)*	2"/5 ft.	0.5 mile	5 miles	15/18
Keelboat (rowed)*	4"/10 ft.	1 mile	10 miles	13
Rowboat (rowed)*	6"/15 ft.	1.5 miles	15 miles	11
Sailing ship (sailed)	9"/20 ft.	2 miles	48 miles	9
Warship (sailed and rowed)	10"/25 ft.	2.5 miles	60 miles	13
Longship (sailed and rowed)	12"/30 ft.	3 miles	72 miles	5
Galley (rowed and sailed)	15"/40 ft.	4 miles	96 miles	12
Sky-boat (flying)	36"/90 ft.	9 miles	230 miles	10

(* If equipped with mast and sails, can triple their speed in windy conditions.)



Table 5.10: Weather Conditions Table

2d10 roll	Wind Conditions	Adjusted Movement	Secondary Effects
2	No wind	No sailing; rowing at 25%	—
3-4	Greatly unfavorable	All movement at 25%	—
5-6	Unfavorable	All movement at 50%	—
7-8	Slightly unfavorable	All movement at 75%	—
9-12	Average/Normal	Standard speed	—
13-14	Slightly favorable	All movement at 125%	—
15-16	Favorable	All movement at 150%	A
17-18	Greatly favorable	All movement at 200%	B, C
19	Fierce winds	All movement at 300%	D, E, F
20	Gale / Hurricane	All movement at 200%	D, E, G

Note that when the weather changes, it does progressively (unless supernatural events are at work), so ships within sight of a coast will often have enough time (typically 2d4 hours) to reach it before being caught in a tempest.

RIVERS

Barges, keelboats, rafts, and rowboats are the crafts generally used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the craft. Then, in addition to 10 hours of being rowed, the craft can still float an additional 14 hours, if someone can guide it, so add an additional number of miles to the daily distance traveled (e.g. 42 miles for a typical 3 miles per hour current). Note that barges, keelboats, rafts and rowboats usually cannot be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. Otherwise, if traveling upstream, the speed of the current is subtracted from the speed of the boat.

Obstacles can be avoided when going upstream, but going downstream requires a good map or knowledgeable guide. If placed in a harmful situation, the character piloting the craft must make a Wisdom saving throw to prevent capsizing. Capsized boats are swept downstream and are destroyed by waterfalls or powerful rapids.

OCEAN VOYAGE

Deep-sea sailing requires accurate instruments and an adequate crew. Ships typically use sails but can be powered by oars. Note that when traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. The worst danger when traveling oceans, besides encounters with horrendous creatures, are storms, reefs, and becoming lost. Then, the length of a sea trip will heavily depend on the weather conditions as detailed below:

Winds and Sailing: FANTASTIC HEROES & WITCHERY uses a simple system to determine weather conditions at sea, and how they affect a ship's movement. Roll 2d10 at each start of the day and consult the table below. During spring/fall, roll only once; during summer roll twice and choose the calmest weather; and during winter roll twice and choose the fiercest weather. For ease of gaming, just assume that the weather is fairly consistent for the entire day. Note that very strong winds will incur secondary effects:

A: Such strong winds incur a -2 penalty to all ranged attacks and physical skill checks aboard.

B: Very strong winds incur a -2 penalty to all melee attacks, and a -4 penalty to all ranged attacks and physical skill checks aboard. Moving aboard is at half speed, and may require Dexterity saving throws to not fall (and if failing the save by more than 5 points, characters fall overboard unless they are attached).

C: Ships have a 10% chance of taking on water (20% for galleys), which slows them down (i.e. reduce by 50 points the adjusted movement percentage) and imposes a Seaworthiness check. The ship will need to seek maintenance at a dock to remove the water.

D: As above, but probability of taking on water is of 20% (40% for galleys); and reduce by 100 points the adjusted movement percentage.

E: Stormy conditions make it impossible to fire missiles (i.e. arrows, thrown weapons, and such); and make all physical activities very difficult (i.e. -4 penalty to attack rolls, impossible to use Dex bonus, make Dexterity saves each round to not fall, etc.).

F: Ship must make a Seaworthiness saving throw. Any vessel with sails can attempt to move with the wind to gain a +4 bonus to that save. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the GM. If the ship encounters land during this stormy travel, it has a 35% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks.

G: As above but the Seaworthiness saving throw is at a -4 penalty (-8 if a galley), and the chance of finding harbor is only of 20%.

SEAWORTHINESS

When a raft finds itself in the rapids, or a ship in a storm, it might risk damage or worse (i.e. shipwreck). The Seaworthiness rating is a special saving throw used in dangerous situations like a storm, an extended voyage, being rammed, or an encounter with hidden obstacles. As with any saving throw, roll equal or higher than the indicated number, or the craft will be in trouble. With a failed save of 5 points or less, the craft is simply damaged (which typically reduces its speed, and imposes a -2 cumulative penalty to future seaworthiness checks); however, on a save failed by more than 5 points, this is a shipwreck. Seaworthiness saves are typically made once per day of storm at sea, or once per hour on a river's rapids. Of course, bonuses and penalties may apply to the save at GM's discretion, such as a: -2 penalty if crew is inexperienced or insufficient; -2 penalty if ship is old and worn out; +2 bonus if crew is seasoned; +10 bonus for an anchored ship; etc.

Becoming Lost

It's possible to become lost while traveling. Characters are either lost or hopelessly lost.

• **Lost:** Becoming lost occurs when the travelers don't know the route to their destination but know how to return to the starting point. Finding the right direction or returning to the starting point is simply a matter of time. This generally occurs when following unfamiliar paths or poorly marked trails, or when consulting poorly drawn maps or badly worded directions. Becoming lost is a setback but is rarely dangerous.

• **Hopelessly Lost:** Becoming hopelessly lost happens when characters don't know where they are, which way to go, or how to get back where they started. A check should be made whenever the characters move overland without following a road, river, or well-traveled trail, and whenever a river they are following empties into a swamp, estuary, or delta. One check should be made each day these conditions persist. If the die roll is less than the modified percentage, the characters are hopelessly lost.

When traveling characters are accompanied by a guide or any character with appropriate abilities (e.g. ranger or halfling scout), this person should make a Navigate skill check to find their route. If this check is failed, the characters are not automatically lost; they could still reach their destination through a combination of common sense, luck, use of map and information, etc., even if their travel takes longer (i.e. add +1d10 x10% to the optimal travel time). In such case, the GM should



use the table below to determine the chance that the party actually gets lost rather than reach its destination.

If a party is hopelessly lost, they make no further checks until they find a way to regain their bearings (they get directions, find a road, etc.). The GM should refrain from telling players that their characters are lost. The GM should randomly determine the general direction the party travels per day while they're lost by rolling 1d8; 1 is north, 2 is north-east, 3 is east, 4 is south-east, 5 is south, 6 is south-west, 7 is west, 8 is north-west.

Table 5.11: Chance of Becoming Hopelessly Lost

Surroundings	% Chance
Level, open ground	10%
Rolling ground	20%
Lightly wooded	30%
Rough, wooded and hilly	40%
Swamp	60%
Mountainous	50%
Open sea	20%
Thick forest	70%
Jungle	80%
Special Conditions	Modifier
No landmarks*	+50%
Darkness	+70%
Overcast	+30%
Landmark sighted	-15%
Poor trail	-10%
Raining	+10%
Directions, map, tools	Variable**
Fog or mist	+30%

(*Includes sailing out to sea beyond sight of land.)

(**GM decides usefulness of maps, directions, etc.)

Chase Rules

There often comes a time when some creature (or vehicle) will try to flee another, and a chase will ensue. The basic game mechanic is simply that the creature or vehicle with the highest movement rate (after impediment for load or armor has been taken into account) will catch its prey or escape its pursuer. However, there is more to catching a foe or avoiding being caught than simple speed. Chase rules also take into account fatigue, obstacles, and other imponderables.

Four types of chases have been detailed, that use different rules, because the conditions are different. Use the table below to determine a creature's movement rate according to its encumbrance and armor; and use the procedure described afterwards to resolve important chases:

1. CHASES ON A CLEAR, FLAT GROUND

Without anything to hinder movement, this is simply a matter of which contestant moves faster. However, when the contestants have the same movement rate, other factors can be used to determine who wins:

- **Both contestants are running:** make Constitution saving throws (at a cumulative -2 penalty) each minute after the first. Alternately, if combat rounds are used, the number of rounds characters could run before making a Constitution save, may be randomly determined using Table 11a ("random number") in Chapter 11: Appendices. If the save is successful, the contestant can run at full speed for yet another minute (or round). If it is failed by 5 points or less, the contestant slows by one grade (i.e. Sprint -> Run -> Hustle -> Walk). If it is failed by more than 5 points, the character is fatigued, and can now only walk. Walking doesn't require any saving throw however.

- **Mounted contestants** could try to push their mount beyond its limit, with a successful Riding skill check at DC 20. If successful, the mount can run at x5 (instead of x4) for 1d6 rounds, but at the cost of suffering 1d6 points of non-lethal damage.

A chase begins when a creature decides to run away and another decides to pursue. All participants act when their initiative dictates. Fleeing (or pursuing) cannot be attempted that round, if the creature has already made some actions during it. A pursuer who has already acted, might be granted an attack of opportunity against the fleeing creature if it suddenly breaks out of melee combat and turns its back on him in order to flee. However, the pursuer will have to wait next round before being able to follow.

If both contestants begin the chase the same round, distance between them is of 5 feet per point of difference between their respective initiative (plus the possible distance already between them). Otherwise, the distance between them is equal to the distance the fleeing creature runs before the pursuer can begin to follow (plus the possible distance already between them). Thereafter, each round subtract the distance traveled by the pursuer, from the fleeing creature's initial + traveled distance, to determine the gap between the two. As soon as this gap is of 1 1/2 ft. or less, the pursuer can make a melee attack in the back; and at zero (i.e. contact) may attempt to grapple the fleeing creature.

When laying out a chase, the GM should decide if there's a preset ending (a "finish line"), be it an escape vehicle, a contested resource, a portal that whisks away the pursued foe to an unknown location before winking out, or some similar goal that the fleeing character is trying to reach before he gets caught by the pursuers. If the pursuers haven't caught the fleeing character by the time he reaches the preset ending, the chase ends. If the chase doesn't have a finish line however, and it's merely a race of attrition: keep running until the pursuers catch the runaway, or until the runaway has eluded them all.

Table 5.12: Hampered Movement

Condition	Examples	Mvt Rate Modif
Moderate impeding	Lack of visibility, undergrowth	-25%
Severe impeding	Near darkness, thick undergrowth	-50%
Difficult ground	Steep slope, mud, sand dune	-50%
Very difficult ground	Deep snow, knee deep water	-75%

Table 5.13: Movement Rates By Speed

Base Normal Speed	Walk (x1)		Hustle (x2)		Run (x3)		Sprint (x4)
	no or light load/armor	med./heavy load/armor	no or light load/armor	med./heavy load/armor	no or light load/armor	med./heavy load/armor	no or light load/armor
10 feet	10 ft./ 4"	7.5 ft./ 3"	20 ft./ 8"	15 ft./ 6"	30 ft./ 12"	22.5 ft./ 9"	40 ft./ 16"
15 feet	15 ft./ 6"	10 ft./ 4"	30 ft./ 12"	20 ft./ 8"	45 ft./ 18"	30 ft./ 12"	60 ft./ 24"
20 feet	20 ft./ 8"	15 ft./ 6"	40 ft./ 16"	30 ft./ 12"	60 ft./ 24"	45 ft./ 18"	80 ft./ 32"
25 feet	25 ft./ 10"	17.5 ft./ 7"	50 ft./ 20"	35 ft./ 14"	75 ft./ 30"	52.5 ft./ 21"	100 ft./ 40"
30 feet	30 ft./ 12"	20 ft./ 8"	60 ft./ 24"	40 ft./ 16"	90 ft./ 36"	60 ft./ 24"	120 ft./ 48"
35 feet	35 ft./ 14"	25 ft./ 10"	70 ft./ 28"	50 ft./ 20"	105 ft./ 42"	75 ft./ 30"	140 ft./ 56"
40 feet	40 ft./ 16"	30 ft./ 12"	80 ft./ 32"	60 ft./ 24"	120 ft./ 48"	90 ft./ 36"	160 ft./ 64"
45 feet	45 ft./ 18"	32.5 ft./ 13"	90 ft./ 36"	65 ft./ 26"	135 ft./ 54"	97.5 ft./ 39"	180 ft./ 72"
50 feet	50 ft./ 20"	35 ft./ 14"	100 ft./ 40"	70 ft./ 28"	150 ft./ 60"	105 ft./ 42"	200 ft./ 80"
55 feet	55 ft./ 22"	37.5 ft./ 15"	110 ft./ 44"	75 ft./ 30"	165 ft./ 66"	112.5 ft./ 45"	220 ft./ 88"
60 feet	60 ft./ 24"	40 ft./ 16"	120 ft./ 48"	80 ft./ 32"	180 ft./ 72"	120 ft./ 48"	240 ft./ 96"
65 feet	65 ft./ 26"	45 ft./ 18"	130 ft./ 52"	90 ft./ 36"	195 ft./ 78"	135 ft./ 54"	260 ft./ 104"
70 feet	70 ft./ 28"	50 ft./ 20"	140 ft./ 56"	100 ft./ 40"	210 ft./ 84"	150 ft./ 60"	280 ft./ 112"
75 feet	75 ft./ 30"	55 ft./ 22"	150 ft./ 60"	110 ft./ 44"	225 ft./ 90"	165 ft./ 66"	300 ft./ 120"
80 feet	80 ft./ 32"	60 ft./ 24"	160 ft./ 64"	120 ft./ 48"	240 ft./ 96"	180 ft./ 72"	320 ft./ 128"

Table 5.14: Wilderness Movement Points

Different Variables Possible	Points Cost/Gain
Creature's base speed (running multiplier is not taken into account, but encumbrance is)	1" = 1 point
Creature is surprised when the encounter occurs and before the chase starts	-8
Bipedal creatures (and sometimes horses) must make a Dexterity save or fall, thus losing time	Failed save*: -4
Creature is native to the terrain	+4
Creature is particularly stealthy	+2
Fleeing creature started fleeing while still at a distance, rather than from close encounter	+4
Pursuing creature has scent or magic enabling to track runaways without slowing; or chases an easy to follow runaway (e.g. a tall giant crashing through the woods)	+2
Pursuing creature can fly, while runaway treads a rough terrain (other than a forest)	+4
Large number of pursuing creatures (but only 1d3 of them will catch a runaway)	+1 /additional creat.
Large number of fleeing creatures (but only 1d3 will be caught by pursuers)	+1 /additional creat.

(* If save is failed with a natural 1 on the d20 roll, the creature is injured for 1d6 points of damage, and cannot pursue/flee anymore.)

Table 5.15: Waterborne Movement Points

Different Variables Possible	Points Cost/Gain
Ship or marine creature's base speed	1" = 1 point
Ship's general condition: normal	None
Ship's general condition: poor (seaweed-covered hull, worn out sails and rigging, etc.)	-1d4
Ship's general condition: excellent (recently cleaned hull, renewed sails and rigging, etc.)	+2
Encumbrance: ship is empty of cargo, troops, canons, etc.	+4
Encumbrance: ship is full of heavy cargo, troops, canons, etc.	-4
Crew is average/normal	None
Crew is seasoned	+2
Crew is insufficient (in number) or incompetent	-4
Fleeing ship started fleeing while still at a distance, rather than from close encounter	+8
Flying creature vs a sailed ship (when winds propel ship but also help flying creature)	+8
Ship takes risks (make a Seaworthiness check) when winds are favorable or stronger, or near a dangerous coast	+4

2. CHASES IN THE WILDERNESS

Wilderness means rough terrain, wooded areas, crags, etc., where creatures could easily disappear from sight. For terrain such as open savanna, endless steppes, snow-covered tundra, unobstructed farming fields, etc., use the rules for chases on a clear and flat ground instead.

Wilderness chases are resolved in an even more abstract way. They have a duration of 1d10 minutes in forests, or 1d10 turns in more open terrain. Then, for each participant or group of participants (e.g. such as an orc raiding party), make the sum of their "movement points" using table 5m: Wilderness Movement Points, and then roll dice to account for luck and imponderable factors using table 5o: Movement Check. If pursuers are less than 5 points behind the runaways, they are entitled a free ranged attack, and then the chase is calculated (if some variables changed) and rolled once again. Otherwise, the higher result wins the



Table 5.16: Movement Check

Base Speed	Die Rolled
Up to 7"	1d8
8" to 15"	1d12
16" to 23"	2d8
24" and up	2d12

chase (i.e. pursuers catch runaways if they have a much higher roll, or runaways escape pursuers if themselves roll much higher).

3. CHASES AT SEA

Waterborne chases use the same system as wilderness chases, except they are between two ships (or between a ship and a sea creature), and use specific modifiers. They have a different duration however. If the ships are one or more mile apart when the chase starts, the pursuer, if it wins the chase, would catch the fleeing ship in 1d10 hours; but if the fleeing ship wins, it will escape from view in 1d10 turns. If the ships are less than a few hundreds yards apart when the chase starts, the pursuer, if it wins the chase, would catch the fleeing ship in 1d10 turns; but if the fleeing ship wins, it will escape from view in 1d10 hours. Otherwise, use the same system as above, with table 5n: Waterborne Movement Points, and table 5o: Movement Check.



4. CHASES IN DUNGEONS OR URBAN ENVIRONMENTS.

These chases are also handled in an abstract way, but with more action and dice rolls. They take into account the nature of an urban or dungeon terrain full of hazards and obstacles (e.g. doors, stairways, objects, bystanders, etc.) that will affect the contestants' movement.

First, actual distances traveled by the contestants are not factored in, as it would be long and tedious to compare them with the various tunnels, rooms, alleys, stairways etc., of dungeons and cities (which may even not be mapped by the GM!). Instead, each round of chase, a number of points are computed for each participant, that takes into account their running speed, plus the obstacles, events and actions along the way. If the pursuer gets as many or more points than the runaway, he catches it, otherwise he remains behind. If the fleeing creature gets twice or more points than its pursuer, it is out of sight during that round (and thus could attempt to hide, choose a side way without the pursuer knowing it, etc.). Then, if the fleeing creature gets twice or more points than its pursuer, two rounds in a row, it has eluded its pursuer entirely, so the chase ends. Of course, the GM may also determine a preset ending as is suggested for simple chases.

Points are calculated as follows: Every 1" of a creature's base speed grants 1 point, and then obstacles, events, etc., may augment or reduce this number, depending on how they are passed. Thus, each round of chase, the GM rolls on Table 5k next page, to determine such events/obstacles along the way; or directly chooses what best fits a mapped dungeon or city. Participants into a chase may also take actions in response to them. Note that a failed skill check or saving throw is what has the most potential to immediately end a chase, as it puts the creature to zero points for stopping it suddenly.

Note otherwise that initiative is rolled only once, at the beginning of the chase. The difference between the participants' initiative is added as a bonus to the movement points of the participant who wins the initiative. When the chase begins with a distance between each participant, grant the runaway an approximate +1 mvt point per 5 feet of distance between him and his pursuer. At the end of each round, calculate the total mvt point for each of them. The difference will become a bonus to the one with the higher count, next round of chase.

Example of Chase

This example shows how to run (pun not intended) an impromptu chase on the fly.

Thanks to a random encounter in the city streets, Fredrick the PC fighter is the target of an unexpected pick-pockets attempt by Travis the NPC thief. Fortunately/unfortunately, the thief fails his check and Fredrick notices it. The incident could end there, but Fredrick's player decides that his character will catch the culprit.

The GM had not planned this chase, so first asks Fredrick's player to make a surprise roll. If Fredrick is surprised, the GM deems that the thief will have time to disappear into the crowd, so the incident will end there. However, the fighter is not surprised, so can try to catch Travis. After he fails a Grapple attack, there is a new round, so the chase can actually begin.

Fredrick is a human in plate armor, so can only run at 60 feet/24" each round. Travis is an unarmored halfling, so could run at 60 feet/24" or sprint at 80 feet/32" each round. Yet, since the streets are encumbered and tortuous, and making a sprint is quickly tiring, Travis will but run, not sprint. As such, both characters have the same base movement rate of 24" (i.e. 24 points). The GM otherwise decides (after rolling 2d4) that five streets away from here, the thief will be able to take refuge behind the sturdy locked door of a hideout.

So, the first round of chase begins with an initiative roll. Since Travis gets a 2 and Fredrick rolls a 5, Travis can flee (though he is subject to an attack of opportunity), with a +3 bonus on his base movement points (the difference between the two initiative rolls). Then, the GM rolls on Table 5k to determine what will happen / will be found in this street. She comes up with a 81, so re-rolls and obtains 36 ("enemy") and 34 ("opened door"). The GM decides that the enemy is in fact an associate of Travis, who will try to appear as an innocent bystander, yet go across Fredrick's way to delay him. Then, there is but an open building's door a few yards away. Travis is not hindered by his associate (obviously), but loses 5 points trying to close the door behind him (i.e. "slamming door" action). So Travis has 22 (i.e. 24 + 3 -5) points at the end of this first round of chase. Follows Fredrick, who simply barges through the bystander (Strength saves are rolled, to Fredrick's success) losing 4 points in the process (though only 4 are counted since Fredrick succeeds a Dexterity save). So Fredrick is at 16 (i.e. 24 -4 -4) points at the end of this first round of chase.

Second round of chase: initiative is not rolled, but Travis has 6 bonus points stemming from the first round (i.e. 22 for Travis minus 16 points for Fredrick). Now the chase occurs inside a building, but rules are the same. The GM rolls 15 on the d100, meaning there is 1d10 pedestrians. Building on this meager information, the GM interprets this as being a shop with 3 persons in it. Then, the GM decides (for sake of coherence), that this shop will have furniture (that will become a "low obstacle") and a back door (what's behind will be determined on the third round, if any). Travis loses 9 points to the bystanders and obstacles, but succeeds all skill checks and saving throws, so has 21 (i.e. 24 + 6 -9) points this round. When Fredrick enters, he fails his Jump check over the low obstacle (mostly because of his armor), so falls prone. Because of this fall, he is considered at zero points for this round of chase.

On the third round, Travis will have 21 points of bonus (i.e. 21 for Travis minus zero points for Fredrick). If all goes well for him, he could have twice or more the number of points of Fredrick at the end of the third round; and if he can also have twice or more Fredrick's number the end of the fourth round, he will have escaped him.



Table 5.17: Random Hazards-Obstacles-Events During Chase

d100 Roll	Obstacle or Event	Point Cost	Options
01-10	None (clear way)	None	—
11-15	Bystanders / Pedestrians	->	1d10 of them: shout so they clear away (Persuasion skill check at DC 15), or they become obstacles.
16-20	Chasm / Pit	->	Jump it at DC = 3d10, or fall below. In this case speed becomes an advantage (i.e. penalty for running becomes a bonus).
21-25	Door: closed (locked)	->	Dead end unless breaking through door (see below).
26-30	Door: closed (unlocked)	->	Open it or break through it (see table below).
31-35	Door: opened	None	Door can be slammed/closed behind (see below).
36-40	Enemy (pursuer's ally, monster)	-2 per HD	Either charge and break through enemy, or chase ends into a normal combat.
41-45	Obstacle: tall (boulder, wall...)	-3d10	Climb check at DC = 3d10, or fall prone.
46-50	Obstacle: low (fence, furniture...)	-1d10	Climb or Jump check at DC = 2d10, or fall prone.
51-55	Stairway	-1d10	Make a Constitution save at -2 penalty or become fatigued (see p.115).
56-60	Unstable/slippery ground	-2d10	Make a Dexterity save or fall prone on the ground.
61-65	Very rough ground	-2d10	As above, but fall also inflicts 1d6 points of damage.
66-85	Re-roll twice (but discard 66-00)	—	—
86-00	Re-roll thrice (but discard 66-00)	—	—

Table 5.18: Possible Actions During Chase

Action	Point Cost	Procedure and Effects
Only move forward	None	—
Run or sprint faster (x4 or x5)	None	Must succeed a Strength save; plus make a Dexterity save to not fall if there is an obstacle; and suffer a -2 penalty to next Constitution saves vs fatigue.
Attack (throw a weapon)	-3d10	Make a Dexterity save to not fall or drop the weapon before throwing it (GM decides).
Brake and change direction	-2d10	A successful Acrobatics skill check (DC 15) negates the points cost.
Call for help	None	Can only scream simple words or very short phrases, not speak.
Catch a nearby or worn item	-1d10	Make a Dexterity save to not drop it before holding it firmly.
Drink a potion	-2d10	Make a Dexterity save to not drop it; and a Constitution save to not choke, thus spilling the potion and doubling the point cost.
Open an unlocked door	-2d10	A successful Dexterity save reduces the point cost by half (rounded down).
Run through a closed door	-2d10	Must succeed a Break Door check; plus make a Dexterity save to not fall; and suffer 1d8 points of damage.
Seek cover	-3d10	Must succeed an Acrobatics skill check (DC 15) to conceal behind something (e.g. crowd, moving horse, low wall, etc.), granting a +2 AC bonus due to cover, and a -2 penalty to others' Detection skill checks; if skill check succeeds against DC 20, bonus is doubled.
Slam a door behind	-1d10	Slamming a door is not locking it, that would require a normal action.
Throw something big behind	-2d10	Must succeed an Acrobatics skill check (DC 15) to pull a low obstacle in front of pursuers (e.g. pushing an empty barrel behind).
Vault into a mount's saddle	-2d10	Must succeed a Riding skill check (DC 15); if failed, falls prone on the ground.
Zigzag movements	-2d10	Grants a +1d4 bonus to AC; and a successful Dexterity save reduces the point cost by half.

In any case, doing something while running incurs a penalty to any attack-damage roll, skill checks or saving throw involved. It is of -1 while hustling, -2 while running, and -4 while sprinting. If characters want to act as per a normal round instead, they will only be at 12 points (or 8 points for small PC races) during this round of chase, with their secondary action being a standard half-move hustle. In this case, no modifiers for action are computed.



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chapter 6 -

- Hazards and Injuries

The adventuring life is fraught with dangers of all sorts. Not only characters can be wounded and injured in combat, but many things and situations may threaten their health and life, as detailed in this chapter.

Health and Hit-points

All creatures receive hit points based on their number of hit-dice (e.g. a creature with 4 HD would get 4d8 or 4d10 hp). Then, characters receive hit points each level based on their class. A base number of hit points, or hit die, is given at each level and any bonus (or penalty) for a high (or low) Constitution score factors into this base. The total amount of hit points characters have, represents the amount of damage they can take before they die. As a character suffers successful attacks and special damaging effects, hit points reduce down toward death.

Monsters and NPCs die when their hit points are drained to zero. Even when they only have 1 hit-point left, they suffer no hindrances (though some GM may improvise that a creature with just a few hit-points remaining would get a penalty to its attack and damage rolls, its base speed, etc.) Straightforward games also apply this rule to PCs: as long as they have at least 1 hp remaining, they can act the same as if having them all; but at zero they die. However, characters are different in FANTASTIC HEROES & WITCHERY. PCs have wound and vitality hit-points, and enter death's door when their hit points are drained to zero. They fall unconscious and remain alive until their hit points descend to -10, at which time they immediately perish.

This first part details all that pertains to health in relation to hit-points, and how the latter are recovered:

- **Character's Hit-points** (wound and vitality hit-points, temporary hit-points); p.111
- **Damage and Death's Door** (massive damage, disabled, dying, dead); p.112
- **Subdual Damage** (dealing subdual damage, staggered and unconscious); p.113
- **Healing** (natural and magical healing, stable characters and recovery, healing subdual damage, healing ability damage, raising the dead); p.113

Character's Hit-points

Hit-points are an abstract measure of how much injury, pain and fatigue a character can endure before dying. There is no difference whether the damage suffered (i.e. number of hit-points lost) results from weapons, falling, fire, magic, etc. All points of damage dealt reduce the character's number of (remaining) hit-points. Nonetheless, PCs and important NPCs get two different sorts of hit-points: Wounds hp and Vitality hp.

This distinction is meant to add some kind of reality to the characters (as well as a little more survivability at 1st/2nd levels). It becomes somewhat ludicrous when a fighter of 90 hit-points who has been brought down to 2 or 3, continues to move, fight, and do whatever he wants, as if he was in full and vigorous health. Nonetheless, to ease the GM's job, only player-characters (and major NPCs) have both Wounds hp and Vitality hp. Monsters have but a certain amount of hp, and if brought down to a small fraction of them in combat, it's up to the GM to give them some penalties in combat, or not (on a case by case basis).

WOUND HIT-POINTS

All humanoids (i.e. PC races) have but one hit-die of wound-hp (usually 1d8). They represent the ability to withstand real injury (cuts and slashes to the flesh, broken bones, etc.). All zero-level commoners and all characters with class levels, have 1d8 HD of such wound-hit-points.

Each wound hit-point lost in combat, during an accident, etc., represents a traumatic injury that inflicts a -1 cumulative penalty to any roll involving physical activities (combat, Athletics or Climb skill checks, etc.), and a cumulative -2" [or -5 feet] penalty to the base speed.

VITALITY HIT-POINTS

Only characters with class levels have vitality hit-points, one die per level (see classes descriptions). They represent a combination of endurance, experience, stamina and sheer luck, as well as increased physical toughness. When a character loses vitality hit-points in combat, he ends up superficially cut and bruised, fatigued, etc., but doesn't have deep wounds that would physically hinder him.

Vitality hit-points are always lost first, before losing wound hit-points. Normally, no spell, critical hit, etc., should bypass this rule; however, there exists a few rare cases, which could, but only at GM's discretion (e.g. falling from a great height and breaking bones; a sword of sharpness that severs a leg; etc.). Then, losing vitality hit-points doesn't impart penalties to the character's ability to act.

TEMPORARY HIT-POINTS

Certain spells (e.g. *Aid*) and effects (e.g. the Berserking ability) give a character temporary hit points. When a character gains temporary hit points, note her current hit points. When the temporary hit points go away (i.e. when the magic or ability that gave them, ends or is cancelled), the character's hit points drop to that score. If her hit points are already below that score at that time, all the temporary hit points have already been lost and the character's hit point score does not drop.

When temporary hit points are lost, they cannot be restored as real hit points can be.

Temporary hit-points are otherwise treated as if they were Vitality hp.

Damage and Death's Door

All dice of damage deal the same type of abstract damage, first reducing the character's current number of Vitality Hit-points (i.e. those granted by his levels), then reducing his Wound Hit-points (i.e. those granted by his race, usually but 1d8), and then imposing up to 10 negative hit-points, at which time the character dies.

As damage is abstracted, there is no attack location and subsequent effect of having a wounded leg, or whatever. The GM might allow a character to make a called shot, but this is an exceptional maneuver, not the norm.

The effects of hit-point damage can be summarized as follows:

- At full wound hit-points, and 0+ vitality hit-points, a character is able to act normally.
- For every wound hit-point lost, a character is still able to act, but with a cumulative -1 penalty to combat rolls and physical skill checks, and a cumulative -2" [or -5 feet] penalty to the base speed.
- At 0 hit points, a character is disabled.
- From -1 to -9 hit points, a character is dying.
- At -10 or lower, a character is dead.

MASSIVE DAMAGE

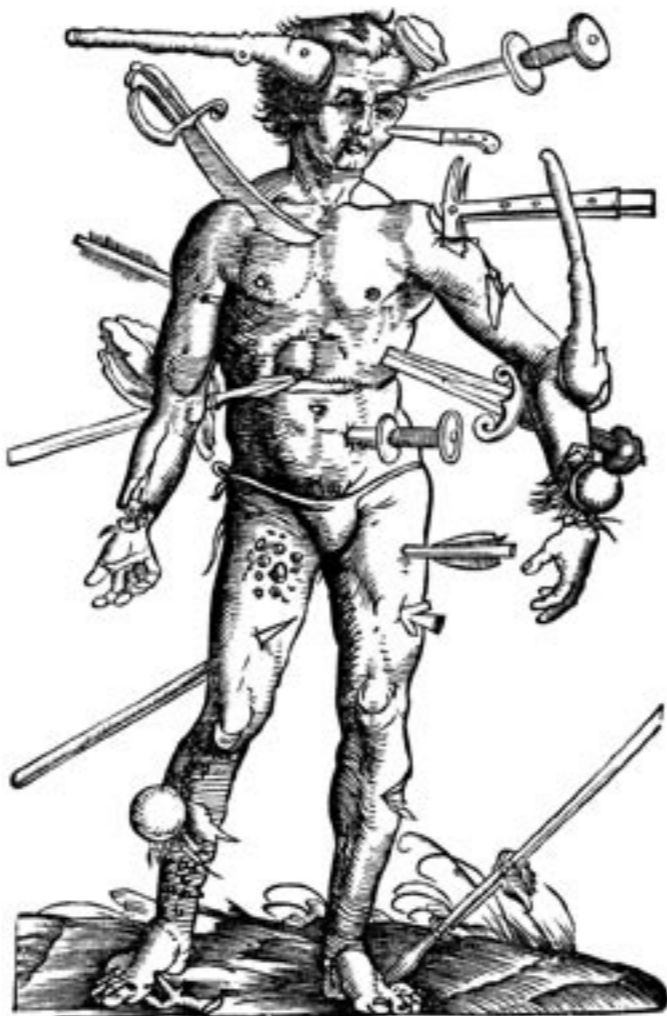
If a character ever sustains damage so massive that 50 points of damage or more are inflicted in one deduction, and the character isn't killed outright, the character must make a Constitution save. If this saving throw fails, the character dies regardless of current hit points.

DISABLED (0 HIT POINTS)

When a character's current hit points drop to exactly 0, the character is disabled. He is not unconscious, but is close to it. The character can only take a partial action each round, and if he performs any strenuous activity, he takes 1 point of damage after completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. So, if the character takes a strenuous action, the character's hit points drop to -1, and the character is dying.

DYING (-1 TO -9 HIT POINTS)

When a character's current hit points drop to between -1 and -9 inclusive, he is dying. The character immediately falls unconscious and



can take no actions. At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

It is possible to keep a dying character from losing any more hit points and make him stable with a successful Healing skill check (DC 12). If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises the character's wound hit points to 1 or more, gets him out of danger. However, unless using a powerful 6th level *Heal* spell, the character suffered severe trauma, and must get appropriate rest.

DEAD (-10 HIT POINTS OR LOWER)

When a character's current hit points drop to -10 or lower, or if the character takes massive damage and fails the saving throw (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.



Subdual Damage

Sometimes characters get roughed up or weakened. This sort of stress won't kill the characters, but it can knock them out or make them faint. Non-lethal damage is subdual damage. If characters take sufficient subdual damage, they fall unconscious, but don't die.

DEALING SUBDUAL DAMAGE

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When characters take subdual damage, keep a running total of how much of it has accumulated. Do not deduct the subdual damage number from the character's current hit points. It is not «real» damage. Instead, when the characters' subdual damage equals their current hit points, they are staggered, and when it exceeds their current hit points, the characters go unconscious. It doesn't matter whether the subdual damage equals or exceeds the characters' current hit points because the subdual damage has gone up or because their current hit points have gone down.

Characters can use a melee weapon that deals normal damage to deal subdual damage instead, but they suffer a -4 penalty on the attack roll. Certain class abilities or special talents may allow a character to deal subdual damage without having to abide by this penalty.

STAGGERED AND UNCONSCIOUS

When the characters' subdual damage exactly equals their current hit points, they are staggered. The characters are so badly weakened or roughed up that they can only take a partial (i.e. secondary) action each round. Characters cease being staggered when their hit points exceed their current subdual damage again.

When the characters' subdual damage exceeds their current hit points, they fall unconscious. While unconscious, the characters are helpless. Each full minute that characters are unconscious, they have a 10% chance to wake up and be staggered until their hit points exceed the current subdual damage again. Nothing bad happens to characters if they misse this roll.

Spellcasters who are rendered unconscious retain any spellcasting ability they had before going unconscious.

Healing

There are two means of healing; natural and magical. The only limit to the characters' healing is their maximum hit points. Characters can never heal more than their normal, maximum hit points total.

NATURAL HEALING

Characters can heal naturally if they rest. Rest is defined as simple activities no more strenuous than traveling on foot or horseback. Physically demanding activities such as labor of any kind, fighting, or running, prevents natural healing for the remainder of the day. Complete bed rest (doing nothing for an entire day) can heal even more hit-points. Yet, resting assumes that a character receives food, water, and proper sleep. As such, extremely poor living conditions prevent healing through natural means.

• Vitality hit-points are regained at the rate of 1 + Constitution modifier per day of rest; and 3 + Con modifier per day of complete rest and being taken care of by a competent healer.

• Complete restoration of wound hit-points requires 1 week of complete rest per point. If some bones were broken, a character may have to rest for a much longer time (this is at GM's discretion, but might be 1 month of complete rest per point lost).

MAGICAL HEALING

Healing spells and potions, and other abilities, can give back a character's lost hit points, usually instantly. Magical healing won't raise the characters' current hit points higher than their normal hit point total (excess points are wasted). Magical healing always restore wound hit-points before restoring vitality hit-points. In the case of broken bones and similar injuries, a higher level spell (such as a *Cure Serious Wounds* or *Cure Critical Wounds*) may be required at GM's discretion. Note otherwise that magical healing itself is neither a good or evil act; therefore, a caster can use it regardless of alignment or personal ethics.

STABLE CHARACTERS AND RECOVERY

Characters who drop between zero and -10 hit-points, are dying. They are unconscious and losing 1 hit-point per round. If stabilized with a successful Healing skill check (DC 12), they become stable (i.e. stop losing hit-points). Then, if they are brought back to zero or more wound hit-points, they are conscious again. However, characters who have been below zero wound hit-points have suffered severe physical trauma. Unless some powerful magic (such as a *Heal* or *Wish* spell) is used, even if the characters are brought back to full hit-points, they cannot resume functioning as if nothing happened. For every negative hit-point that the characters suffered, they must spend one full day of complete rest and being taken care of by a competent healer. They then begin to naturally recover wound and vitality hit-points after these days, unless magic was already used to cure them.

HEALING SUBDUAL DAMAGE

A character naturally heals (recovers from) subdual damage at the rate of 1 hit point per hour per character level. When a spell or magical power cures hit point damage, it also removes an equal amount of subdual damage, if any.

HEALING ABILITY DAMAGE

Temporary ability damage returns at the rate of 1 point per day of rest (i.e. light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

RAISING THE DEAD

Curative spells and abilities have no effect on a deceased creature. However, magic such as a *Raise dead*, *Resurrection*, or like spell can restore life to a dead body. Each time characters are returned to life they must roll a resurrection chance, based on their Constitution score (see Appendix chapter p.362: "facile % chance"). Failure indicates that the characters don't survive the shock and are permanently dead. Otherwise, each time characters are restored to life they permanently lose 1 point of Constitution (this may reduce their hit-points based on their total hit dice). Characters reduced to 0 Constitution can never be raised and the characters' starting Constitution indicates the number of times they can be raised in a lifetime.

Threats and Hazards

The following part describes all the unpleasant things that unfortunately could happen to adventurers, such as catching a disease, or falling into a lava pool.

- **Afflictions: Mental / Physical** (blindness; deafness; disease; drunkenness; exhaustion; fatigue; fear; incapacitated/unconscious; nausea; paralysis; poison; severed appendage or decapitation; starvation and thirst; stunned). p.114
- **Aggressions: Supernatural** (ability damage; ability drain; confusion; energy drain; lycanthropy; petrification). p.116
- **Breathing** (breathing air; altitude and lack of air at high altitudes; holding one's breath; immediate or slow suffocation; smoke; toxic air). p.118
- **Corrosion** (acid; corrosive atmosphere). p.120
- **Extreme Heat and Cold** (heat and cold effects). p.120
- **Fire** (catching on fire; lava). p.121
- **Ice / Snow** (avalanche; cold water; deep snow; glaciers; ice; instant freezing). p.122
- **Shocks** (falling victims and objects). p.122
- **Water** (boiling water; depth effects; drowning). p.123
- **Weather** (fog; precipitation; winds). p.124

Afflictions: Mental & Physical

Natural afflictions are all the detrimental effects that could happen to a living creature besides a loss of hit-points. They might be caused by natural or supernatural causes, but the effects remain the same.

BLINDNESS

A blinded creature cannot attack opponents at range, only those in direct melee combat. Even then, it suffers a -4 penalty to its AC, attack rolls, saving throws, and physical skill checks, as well as +2 penalty to its initiative rolls. The creature otherwise must move at half speed, or make Dexterity saves to not fall.

DEAFNESS

A deafened creature suffers a -1 penalty to surprise rolls and a +1 penalty to its initiative rolls. Deafened spell casters have a 20% chance of spell failure when casting a spell with verbal components.

DISEASE

Creatures exposed to a disease must make an immediate Constitution save. Typically, exposition to a disease occurs when coming into contact with an infectious carrier, touching an item smeared with diseased matter, consuming food or drink tainted with a disease, or suffering da-

mage from a contaminated attack. If the save succeeds, the disease has no effect on the creature. If the save fails, the creature takes ability damage (usually of a temporary nature) after an incubation period; once per day thereafter, the character must succeed at a Constitution saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

There is of course side effects to a disease (such as blindness, infirmity, etc.). All of them are determined by the GM. For example, the bubonic plague would be caught by contact, have an incubation period of 1d4 days, then deal an initial 1d4 points of Constitution damage, plus 2d4 more each day the save is failed. Symptoms include swollen and painful buboes in the armpits, upper femoral, groin and neck region, plus continuous vomiting of blood, aching limbs, coughing, and extreme pain and fatigue. (See p.229 for more examples of severe diseases.)

DRUNKENNESS

Intoxication depends on the quantity and strength of alcohol ingested, as well as the character's Constitution. Use the "random number" related to the Constitution score (e.g. 1d10 for a Con = 14), to determine how many glasses of wine, beer, etc., a character can drink without suffering any detrimental effect. Afterwards, make a Constitution save (i.e. against poison) for each new glass drunk, with a -1 cumulative penalty. Failure indicates that the character is now slightly intoxicated. Continue making Constitution saving throws for each additional glass, and every time a save is failed, the character's degree of intoxication increases by one step. When the character reaches overdose, he falls into a coma for several hours. He must make a last Constitution saving throw or die as if having ingested poison. The table below details the effects of drunkenness on a character.

Degree of intoxication	Morale bonus	All rolls penalty	Spell failure chance	Recovery time
Slight	+1	-1	10%	1d2 hours
Moderate	+2	-2	20%	1d3+1 hours
Great	+4	-4	40%	1d3+3 hours
Extreme	Character is befuddle (treat as per Confusion)			1d4+6 hours
Overdose*	Character is comatose (treat as per Incapacitation)			1d6+6 hours

(*: Characters who reach this degree of intoxication must succeed at Constitution save or die.)



EXHAUSTION

Exhaustion is a more severe state of fatigue. Characters who are exhausted move at half normal speed and suffer a -4 penalty to attack and damage rolls, plus all physical skill checks and saving throws. An exhausted character simply cannot do anything that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become merely fatigued.

FATIGUE

Characters who are fatigued cannot run nor charge and suffer a -2 penalty to attack and damage rolls, plus all physical skill checks and saving throws. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

FEAR

Fear is a natural effect, even if the cause is supernatural. Different states of fear may be considered by the GM according to circumstances, saving throws and the cause of the fear. Panicked is the default condition of a fear spell or effect unless noted otherwise.

- **Shaken:** A shaken character suffers a -2 penalty on attack rolls, skill checks, saving throws, and morale checks.
- **Frightened:** A creature that is frightened flees if it can. If unable to flee, it may fight, but with a -2 penalty on attack rolls, skill checks, and saving throws.
- **Panicked:** A panicked creature suffers a -2 penalty on saving throws and must flee. It also has a 50% chance to drop what it is holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.
- **Cowering:** The creature is frozen in fear, loses its Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering creatures.

INCAPACITATED / UNCONSCIOUS

Creatures who are incapacitated are unable to act or react (though they might speak a few words in a low voice). They may be aware of what happens around them, but are generally prone, or at least sitting. Unconscious creatures are prone and totally unaware of what happens. In both cases, they are helpless (attacks against them are automatic unless rolling a 1, base weapon damage is doubled, and at GM's discretion, they might also make a Constitution save or be slain instantaneously.)

NAUSEA

Nausea usually stems from experiencing stomach distress. Victims are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per round.

PARALYSIS

A paralyzed creature stands rigid and helpless, unable to move or act physically. They are considered helpless, but can otherwise still breathe, think, see, and hear, and thus could take purely mental actions (e.g. calling a familiar telepathically).

Table 6.2: Poison Strength Table

Type	Ministering	Onset time	Failed save	Successful save
A	Injected	1d3 turns	4d6	—
B	Injected	2d6 rounds	6d6	1d4
C	Injected	1d4 + 1 rounds	8d6	2d4
D	Injected	1d2 rounds	10d6	2d6
E	Injected	Instantaneous	Death	6d6
F	Injected	Instantaneous	Death	—
G	Ingested	2d6 hours	6d6	3d6
H	Ingested	1d4 rounds	6d6	3d6
I	Ingested	2d6 rounds	10d6	5d6
J	Ingested	1d4 rounds	Death	6d6
K	Contact	2d4 rounds	2d6	—
L	Contact	2d4 rounds	3d6	—
M	Contact	1d4 rounds	6d6	3d6
N	Contact	1 round	Death	8d6
O	Injected	2d12 rounds	Paralysing	—
P	Injected	1d3 hours	Debilitating	—



POISON

Poisons commonly encountered in the game include animal venoms (such as snake and spider bites), vegetable toxins (often used to coat poison needles or similar devices on traps), and essentially magical poisons such as clouds of poisonous gas. Generally, when characters and creatures ingest or inhale the poison, or it otherwise enters their bloodstream, they must roll a Constitution saving throw against it, to resist its effects. Some poisons are particularly potent and still affect characters even if they make their save. Most poisons require a certain amount of time before they come into effect; so there is time for *Slow Poison* or *Neutralize Poison* to be cast on the victim (these spells remove the poison but do not cancel the detrimental effects already suffered). Note that creatures that die while poisoned still have the venom remaining active in their system for 3d6 hours after death. The poison must somehow be removed from their bloodstream before any kind of *Raise Dead* or *Resurrection* can succeed.

Creatures with natural poison attacks are immune to their own poison. Undead and creatures without metabolisms such as oozes, are immune to poison. Finally, some creatures (particularly powerful ones such as dragons) are so large, and their body chemistries are so different, that poisons will not normally work against them.

Ministering: Injected poisons have to enter the bloodstream by piercing the skin; ingested poisons pass through the digestive system; contact poisons are deadlier and can take effect simply through skin contact, ingestion, or injection.

Effects: Most poisons inflict damage; this is mostly internal damage to the vital bodily functions, so healing that specifically applies to flesh wounds and broken bones has no effects, but magic (e.g. *Cure Wounds* spells) works normally. There is two columns: one details the effects suffered on a failed save, and the other, the effects (if any) suffered des-

pite a successful save. If an ingested poison is injected or an injected poison is ingested and the save is successful, no effect or damage is applied. However, if the save is failed in such circumstances, damage and effects are applied as if the save was made. Paralyzing poisons leave a victim paralyzed and limp for 2d6 hours. Debilitating poisons cause a victim to treat all abilities at half score. In addition, an affected creature can only move at one-half its normal movement value and cannot heal by normal or magical means until the poison is neutralized or exits its body after 1d3 days.

Perils of Using Poison: Characters have a 5% chance (roll of 1 on 1d20) to expose themselves to a poison whenever they apply it to a weapon or otherwise ready it for use. The general rule is that characters cannot employ poisons as easily as monsters. Venom taken from a creature's poison glands will, for game purposes, typically begin to lose effectiveness immediately and have become completely denatured within a few hours. Some characters (often assassins) may learn how to create vegetable-based toxins that can last longer if kept in the correct way, but lethal toxins will still need to be handled with great care. The GM should determine whether any given activity involving the poison runs a risk of the handler receiving a tiny cut, scratch or nick (requiring an immediate poison save). The principle is that poisons in the hands of player characters change the balance of the game in undesirable ways, so players should be discouraged from using them.

SEVERED APPENDAGE OR DECAPITATION

Characters who lose their head immediately die. If they lose an arm or leg, they must succeed a Constitution saving throw (or a System Shock roll at GM's discretion) to survive the trauma. If they survive, they suffer certain penalties. A lost arm imposes a -2 penalty on attack rolls and AC. A lost leg also imposes a -4 penalty on melee attack rolls and AC, but also halves movement speed. The loss of an appendage also causes continuing damage from bleeding: 1 vitality hit point per round is lost unless a successful Healing skill check is performed. Then, a lost arm also incurs a permanent loss of 1 wound hp, and a leg of 2 wound hit-points. This is applied even if the character still had vitality hit-points remaining.



STARVATION AND THIRST

In normal climates, humans need at least 1/2 gallon of fluids and about a pound of decent food per day to avoid starvation (halflings need half as much). In very hot climates, characters need two or three times as much water to avoid dehydration.

Characters can go without water for 1 day. After this time, they must make a Constitution save each hour (with a -1 cumulative penalty for

each previous check) or sustain 1d6 points of subdual damage. Characters can go without food for 3 days, in growing discomfort. After this time, they must make a Constitution save each day (with a -1 cumulative penalty for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed. Even magical effects that restore hit points cannot heal this damage.

STUNNED

Sometimes the force of a blow (especially on the head), will stun a creature in addition to dealing damage. Stunned creatures are temporarily motionless, unable to think logically or take coherent actions, like using abilities, fleeing from or engaging in combat. In some cases, they may drop whatever they are holding, fall to the ground, or have other additional effects, but they are still vaguely aware of their surroundings. Opponents gain a +4 bonus to hit a stunned creature.

Afflictions: Supernatural

Magic and the supernatural do happen in a fantasy world. Characters might encounter with energy-draining undead, creatures that turns living beings to stone statues, magical fountains, and much more. Only a few, relatively common, supernatural effects of a detrimental nature are detailed below:

ABILITY DAMAGE

The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

ABILITY DRAIN

The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. When the loss is due to attacks by undead or other supernatural aggressions, the points may be regained through magic, such as with a *Restoration* spell. However, when the loss is natural (aging) or results from being raised from the dead, these points may not be restored through magic. Yet, a character could still use some method to augment his ability scores (e.g. weight lifting to improve strength), though this is different from regaining a lost ability score point.

CONFUSION

A confused character's actions are determined by a 1d10 roll, re-rolled each round: **1:** wanders away (unless prevented) for 1d4 rounds (and don't roll for another random action until the 1d4 rounds are up); **2-6:** does nothing for 1 round; **7-9:** attacks the nearest creature for 1 round; **10:** acts normally for 1 round. Any confused creature who is attacked automatically attacks her aggressors on her next turn.



ENERGY DRAIN

Some undead, demons, or evil magic have the ability to actually sap the life-force from living beings. This translates into removing experience levels from the victim. As such, a 6th level character who is drained 2 levels by a vampire, for example, has now regressed to a 4th level character. The victim doesn't lose any memories of what happened when she was 5th and 6th level, only she lost the experience points, hit-points, improved BtH and saves, and class abilities (including currently prepared spells) associated with the 5th and 6th levels.

Often, there is no saving throw against energy-draining attacks, and the levels are lost permanently, unless regained with use of *Restoration* spells. This however doesn't prevent a drained character to again acquire experience levels normally in continuing her adventuring life. Some energy-draining attacks allow a Constitution saving throw to avoid the loss, or to only suffer half of it. Then, some lenient GMs may let characters naturally regain lost levels at the rate of one level per week of complete rest.

Characters who are drained to 0 level, but are still alive, become 0-level commoners. They have lost all class abilities and proficiencies, but could train in a new class or their former class again, acquiring the 1st level with 1000 XP. On the other hand, characters drained to less than 0 levels will typically rise in 2d4 days as a minion of the creature that slew them. They become an undead NPC under the GM's control.

LYCANTHROPY

Lycanthropy is a supernatural curse that enables those inflicted with it, to transform into wolves, rats or boars (and even other types of animals). However, lycanthropy is not a polymorphing ability that would let assume animal forms, and retain control over them. Instead, a lycanthrope is a ravening beast of Chaos driven by aggressive urges and a lust for violence.

Lycanthropes transmit the curse through their bite. For each bite suffered, the victim has a cumulative 10% chance of contracting the curse; alignment may also increase (i.e. if Chaos) or reduce (i.e. if Law) this per-

centage by half, at GM's discretion. Note that lycanthropes are usually humans and half-orcs, so maybe (at GM's discretion) the curse doesn't transmit to other races; but if it doesn't, it would instead transmit a slow agony to death. In any case, the GM does the percentage check secretly, as the players never know if they've contracted lycanthropy until their first change. Then, on the night of a full moon and the nights preceding and following it, afflicted characters change into a hybrid animal form, ripping through clothing, and becoming of the same type as the creature that infected them. (Note that afflicted lycanthropes get the base HD of the were-beast they turn into, or their own, whichever is greater. However, while in were-beast form, characters become enraged animals who mostly act on instinct, not cast spells, use skills, etc.) Such characters become NPCs controlled by the GM and have an insatiable bloodlust, stalking and slaying those who were once close to them. When the moon sets, they change back into their human form, healing 2d6 of their hit points. They have no recollection of the previous night's events.

Ingesting some belladonna within an hour after a lycanthrope's attack, will reduce the chances of contracting the curse by half. However, these herbs are somewhat poisonous: consumers must succeed a Constitution saving throw or suffer from nausea for 1d4 days; and will die if they fail the save with a natural 1 on the d20 roll. Otherwise, it takes a 9th or higher level character performing an Exorcism or casting a *Remove Curse* spell on the afflicted character's animal form, to remove lycanthropy (and even then, the lycanthrope can make a Charisma save to prevent it).

PETRIFICATION

Some spells and monsters have the ability to turn living creatures into stone statues, that are perfect representations of who they were in life. Being turned to stone does not cause hit point damage, and petrified characters are not dead as long as a majority of their body remains intact. In fact the characters are constrained into a mineral state, but have not fossilized nor become a real, natural stone statue; their new form radiates magic, and their soul is imprisoned in it, in a dormant state. The characters are unaware of what occurs around them, since all of



their senses and mental abilities have ceased operating; their Strength, Dexterity and Constitution scores are effectively (but not actually) 0. They thus cannot move nor take actions of any kind, not even purely mental ones (such as using psionic powers or just thinking).

However, any damage accrued while in this stone state may harm the victims. Any attacks that deal damage to a petrified target chip off some of the stone and accrue. When the victims turn back to their natural form, all the stone cracks turn into open wounds and the amount of accrued damage is suffered all at once, possibly triggering the death by massive damage rule. If the characters' petrified bodies are incomplete when they return to normal state (i.e. to flesh), the bodies are likewise incomplete. They could suffer from severing or decapitation as detailed above. Lastly, if the petrified characters crack or break, but the broken pieces are repaired (with appropriate magic) or joined with them as they return to flesh, they are relatively unharmed, only suffering 1d6 or 2d6 of damage. In any case, characters who were petrified and are brought back to their normal, living state, must still make a Constitution save or die from the trauma (or alternately make a system shock survival check, using the "facile" percentage associated with their Constitution score).

Breathing

Living creatures may survive for some time without food, drink or sleep, but not air. Lack of air to breath will very quickly lead to death. Most of the time characters will breath at leisure, but sometimes they could find themselves underwater, high above sea level (climbing mountains or flying in balloons), or simply in sealed environments. In such cases the following rules will be of use to determine how they will fare.

Table 6.3: Atmospheric Pressure Effects

Type	Pressure	Example*	Intervals	High Altitude Effects
Thin	0.3	30,000+ ft (9,000 m)	30 minutes	Breathless (save at -4; 2d4), Impaired, Altitude sickness (save at -2)
Medium	0.5	18,000 ft (5,400 m)	1 hour	Breathless (save at -2; 1d6), Impaired, Altitude sickness
Medium	0.7	10,000 ft (3,000 m)	2 hours	Breathless (normal save; 1d6)
Medium	0.8	6,650 ft (2,000 m)	4 hours	Breathless (normal save; 1d4)
Optimal	1.0	Sea level	—	—

* Examples use Earth's gravity and atmosphere (pressure and composition) for reference.

BREATHING AIR

On our own planet, the composition of air is: 78% nitrogen, 21% oxygen, and 1% other gases (argon, carbon dioxide, etc.). Note also that air contains a variable amount of water vapor (which allows for clouds and rain), as well as tiny amounts of dust, pollen and spores, plus various chemical compounds like those released by volcanoes. The most important gas in the atmosphere is oxygen. Most life-forms could not exist without it (though plants don't need it). Besides, oxygen is absolutely necessary for the existence of fires; if oxygen were absent from the atmosphere, some life forms might rely on other gases for their survival (e.g. plants), but no fire would be possible (hence no metallurgy, cooking of food, etc.). With more oxygen (as was the case 280 millions years ago when there was 30% oxygen in the air), fires would occur more easily and deal more damage; with less oxygen fires become more difficult to lit and deal less damage. In terms of game effects, much more oxygen incurs that fire spells deal higher dice of damage (e.g. d8 instead of d6, or maybe d10 instead of d6), and the percentage chance of something catching fire increases; on the other hand, with less oxygen fires become more difficult to lit and deal less damage (e.g. d4 instead of d6, or maybe d3 instead of d6).

So, for all of these reasons, simply assume that the air has the same, or a similar composition as on Earth (i.e. approximately one fifth of oxygen), and that the atmospheric pressure is the same as on Earth, as a different pressure would induce a different quantity of oxygen present.

ALTITUDE (LACK OF AIR AT HIGH ALTITUDES)

As atmospheric pressure falls with increasing altitude, it becomes more difficult to obtain adequate amounts of oxygen (e.g. with a pressure of 0.5 atm a character gets only 10.5% of oxygen per breath instead of 21%). Ultimately, life cannot be sustained without artificial aids (usually in the form of magic). Altitude sickness results from this lack of oxygen. Characters first feel easily fatigued, then at higher altitudes they become sluggish, disoriented, have visual and hearing impairment, and worse could suffer from a blackout or die from a pulmonary or cerebral oedema.

As such, when in conditions of low oxygen, such as on top of a mountain, characters are "breathless." They must roll a Constitution saving throw at regular intervals, taking a number of points of subdual damage each time they fail. Characters who sustain any subdual damage from lack of oxygen are automatically fatigued. These penalties end when they recover the subdual damage they took from low oxygen.

Then, beginning at an altitude of 18,000 feet, characters become mentally impaired because of the lack of oxygen. They suffer a -2 penalty to all Intelligence or Wisdom based skill checks, and a -1 penalty to initiative and surprise rolls. They may also suffer from altitude sickness: once every six hours, characters must succeed a Constitution saving

throw or suffer 1 point of temporary damage to all their ability scores. At lower pressures / higher altitudes, they take a penalty to the save. In addition, if they fail the save with a natural roll of 1, they fall unconscious at -1 hit-point and lose 1 hit-point per round until given enough oxygen. In any case they must be brought to a denser atmosphere and healed, or they will lose 1 point of temporary damage to all their ability scores each hour.

Characters may become acclimated to higher altitudes / lower pressures. It takes 1d4 weeks to become acclimated to lower pressures. An acclimated character doesn't suffer from debilitating or breathless effects down to 0.7 atm, and gets a +4 bonus to his saving throws at higher altitudes / lower pressures.

HOLDING ONE'S BREATH

Normally, healthy humans may hold their breath for up to 1 minute untrained, and up to 3 or 4 minutes if trained and remaining quiet (no strenuous activity!). Divers without breathing apparatus who swim underwater while holding their breath for too long, run the risk of having a sudden blackout, and consequently die from suffocation (which in real life has already killed dozens if not hundreds of imprudent divers).

As such, characters can hold their breath for a maximum number of rounds equal to 1 + Con bonus (i.e. as based on the idea that a round is an abstract measure of time, with a default duration of 1 minute). Nonetheless, depending on circumstances, activity, etc., characters will not always be able to hold their breath for this maximum duration. Therefore, at the end of each round during which they are holding their breath, characters must roll a Constitution saving throw. If it is failed, they are unable to hold their breath anymore, thus will inhale no matter what, with appropriate consequences (e.g. drowning underwater). Then, if the save if failed by 10 or more points, characters fall unconscious (i.e. the blackout) at 0 vitality hp. In the following round, they drop to -1 hit point and are dying, losing 1 hit-point per round thereafter.

IMMEDIATE SUFFOCATION

Characters inhale oxygen and exhale carbon dioxide with each breath. If they hold their breath, the amount of carbon dioxide in the bloodstream augments, which triggers the sensation of suffocation and forces them to inhale (hence the saving throw described above). However, lack of oxygen doesn't provoke any particular sensation, but eventually provokes vertigo, confusion, and unconsciousness. Hence, characters breathing an air devoid of oxygen would not feel suffocation, but would eventually fall comatose. At this point, death will occur quickly: someone who has been deprived of oxygen for 10 minutes, is irrevocably dead. See above holding of breath for game mechanics (character is brought at -1 hit point unconscious, then loses 1 hit-point per round/minute until dead at -10).

SLOW SUFFOCATION

A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points of subdual damage per 15 minutes, and feel fatigued.

Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time. So, for instance,

if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

SMOKE

A character who breathes heavy smoke (or similar toxic gases) must make a Constitution save each round, with a -2 cumulative penalty per save, or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

Otherwise, smoke obscures vision, giving one-half concealment (thus a -2 penalty to hit in melee combat) to characters within it.

TOXIC AIR

The air might contain toxic gas or chemical compounds, or be normal air at too high pressures making it toxic for normal creatures. In any case when the GM deems the air is toxic, without need for determining the exact reason, this air should operate as a poison: characters must make Constitution saving throws at regular intervals, and suffer some detrimental effects if failed.



CORROSION (Acid)

Corrosion is typically caused by acid, be it in a liquid form or as acidic fumes in the atmosphere.

ACID

Acid burns through armor, clothing, flesh and bones, causing points of damage. Total immersion doesn't grant a saving throw, and normally results in a quick death. Exposure resulting from a hurled vial or a monster's spittle will normally affect only a small part of the target's body, thus deal less damage. Targets are granted a Dexterity saving throw for half damage (one save, but if successful, half damage for all the rounds the acid operates). This save assumes that targets are normally clothed and/or lightly armored. A naked target (or a creature without fur nor thick skin) would suffer a -2 penalty to this save; while someone in plate armor would get a +2 bonus. However, exposed armor would also be affected, so have to make an item saving throw against acid or be partially ruined (losing one point of AC bonus in the process). Acid generally burns for 1d3 or 1d4 +1 rounds (at GM's discretion), or until cleaned away, whichever comes first.

The fumes from most acids are inhalant poisons. Those who come close enough (5 or 10 feet) to a large body of acid (e.g. to dunk a creature in it), must make a Constitution save or take "fumes damage." A second save must succeed 1 minute later to avoid taking further damage.

Table 6.4: Acid Damage

Acid strength	Fumes	Exposure	Expo. Save	Immersion	Imm. Save
Mild	1d3	1d6	—	10d6	none
Potent	1d4	2d4	-1	15d6	none
Concentrated	1d6	2d6	-2	20d6	none

CORROSIVE ATMOSPHERE

Some atmospheres (e.g. in the lower planes, or volcanic regions) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at equipment and can cause significant damage. A creature not insulated by some appropriate magic in a corrosive atmosphere takes 1d4 points of acid damage per round or turn of exposure. Then, unprotected equipment exposed to a corrosive atmosphere must make an Acid saving throw (see Items' Saving Throws table, p.84) each hour of exposure, with a -1 cumulative penalty. Each failed save the equipment loses 20% to 50% of its effectiveness (with relevant penalties to AC, attack rolls, etc., as appropriate); once a total of 100% has been reached, the equipment is totally ruined.

OTHER TYPES OF CORROSION

Acid is the most corroding substance, but not the only one. Water, or simply moisture, will also corrode metals (with the exception of gold), though much more slowly. Some magic or supernatural creatures could instantly rust iron items, that will hence become brittle and unusable if they fail an item saving throw vs acid. However, metal items exposed to natural rusting, will but make item saving throws vs decay at a slow rate (usually per year, tens of years, etc.) depending on the item and the environment, crumbling into dust/rust but after several failed saves.



Extreme Heat and Cold

This is about ambient temperature, not touching a hot or cold metal item, or bathing/dousing in hot or cold water. Since metal and water conduct thermal energy far more efficiently than air, being immersed in boiling water, for example, would result in an almost immediate death. However, a character could survive several minutes without too much suffering in an air at the same temperature.

On an Earth-like planet, the maximum heat in tropical deserts will probably never exceed 140°F (60°C); but humans have been known to voluntarily expose themselves to higher temperatures in saunas or sweat lodges (typically 175°F/80°C but up to 211°F/100°C). Likewise, on top of the highest mountains, or in the coldest steppes during winter, the worst cold will generally not fall under -58°F (-50°C).

HEAT AND COLD EFFECTS

Use the table next page when determining the effect of prolonged heat or cold on a character (i.e. in the environment / air, not when in contact with hot or cold metal, water, etc.). However, the following adjustments should be made:

—Normal clothing brings a character to one category of temperature higher; heavy clothing two categories higher.

—For saving throws, damage and other effects, characters native from arctic climates treat the temperature as if one grade higher; those from tropical climates as if one grade lower. For example, an Inuit hailing from a cold, northern region, would suffer from a warm condition as if it was hot instead.

—Physical activity incurs a +2 bonus (+4 if strenuous) to the save in cold or colder conditions (i.e. 50°F/10°C or lower); but a -2 or -4 penalty in hot or hotter conditions (i.e. 90°F/32°C or higher).

—Being exposed to the wind in cold or colder conditions will impose a -2 or -4 penalty to the save (depending on the wind's strength). A much wet atmosphere in hot or hotter conditions (as are found in tropical jungles) will impose a -2 penalty to the save. Being directly under the sun rather than in shadows, in hot or hotter conditions will impose a -4 penalty to the save.

—Characters who take appropriate precautions (i.e. make a Survival check at DC 15) gain a +2 bonus on the save (+4 if vs DC 20).

—Any magic that protects against fire also protects against heat, so characters could walk in full plate armor under the hot sun of the

FIRE

Fire is a chemical reaction that requires some type of combustible (e.g. coal, wood, etc.), oxygen, and a trigger (e.g. sufficient heat, a spark or a flame). When a combustible is hot enough, it ignites spontaneously (e.g. at 621°F/327°C for vegetable oil, 900°F/482°C for dry oak wood). A fire extinguishes from lack of combustible, lack of oxygen, or if subject to a much intense cold. The average temperature of fire and lava is about 1,800°F/1000°C.

Table 6.5: Extreme Temperatures Effects

Temperature in °F	Temperature in °C	Type	Interval	Damage	Other effects
211°F or higher	100°C or higher	Burning heat	1 round	2d4	Heatstroke
176°F to 210°F	80°C to 100°C	Searing heat	1 round	1d6	Heatstroke
140°F to 175°F	60°C to 80°C	Extreme heat	1 turn	1d6	Heatstroke
110°F to 139°F	43°C to 60°C	Severe heat	1 turn	1d4	Heat Syncope
90°F to 109°F	32°C to 43°C	Hot	1 hour	1d4	Heat exhaustion
69°F to 89°F	20°C to 32°C	Warm	1 hour*	1d4*	Heat exhaustion*
51°F to 68°F	10°C to 20°C	Moderate	—	—	—
32°F to 50°F	0°C to 10°C	Cold	1 hour**	1d4**	—
6°F to 31°F	-15°C to 0°C	Severe cold	1 hour	1d4	Frostbite (lesser)**
-22°F to 5°F	-30°C to -15°C	Extreme cold	1 turn	1d6	Frostbite (lesser)
-58°F to -23°F	-50°C to -30°C	Bitter cold	1 round	1d6	Frostbite (greater)
-59°F or lower	-50°C or lower	Freezing cold	1 round	2d4	Frostbite (greater)

(*: Only when performing strenuous activity. **: Only when remaining inactive, immobile.)

desert without any hindrance, if, for example, they wear a magical ring of Fire Resistance.

When subjected to a non-moderate ambient temperature, make a Constitution save at each interval indicated on the table. Add a -1 cumulative penalty for every saving throw after the first. When the save is failed, the character suffers subdual damage. If the save is failed with a natural roll of 1 on the die, the character will also suffer from additional health problems as indicated on the table and detailed below [for gaming purposes this is grossly simplified compared to what would happen in real life]. As soon as characters suffer any damage from heat or cold, they are considered fatigued. Once rendered unconscious through the accumulation of subdual damage, they begin to take normal damage at the same rate. Heat and cold deal damage cannot be recovered until the victim counteracts or escapes the inclement temperature (i.e. heat being cooled off, or cold being warmed).

—**Frostbite (lesser)**: Characters feel numbness and pain in the hands and feet, and suffer 1d6 points of damage (this is real, not subdual, damage, as the flesh is affected). Until characters are cured (or 1d4 days in good conditions have passed), they suffer a -1 penalty to all Dexterity-based skill checks.

—**Frostbite (greater)**: Characters suffer as for lesser frostbite, except that greater frostbite leaves permanent damage, and once cured and returned to warmth, etc., their hands and feet remain blackened and they lost 1d4 points of Dexterity permanently (a *Restoration* spell would be required to regain the lost points).

—**Heat Exhaustion**: Characters suffer from dizziness, headache and weakness. They are considered exhausted.

—**Heat Syncope**: Characters fall in a faint, unconscious. They can be awoken, and if given some rest, water, cooling off, etc., may resume activity. They are thereafter considered exhausted.

—**Heat Stroke**: Characters cannot anymore regulate their internal temperature that climbs higher than 107°F (41,5°C). They will fall at -1 hit-point dying, and need immediate medical assistance (i.e. Healing skill check at DC 20 plus cooling off), or healing magic (i.e. *Cure Disease* or *Heal* spell).

Note lastly that metal weapons and armors exposed to extreme heat (particularly under a desert sun) or extreme cold will eventually become too hot or too cold to touch (after at least 30 minutes of exposure), and may incur some damage (typically 1d3 or 1d4) to those touching them.

CATCHING ON FIRE

Characters exposed to open flames might find their clothes, hair, or equipment on fire. They are allowed a Dexterity saving throw to avoid this fate; and if they fail it, thus catching fire, are allowed another save each round thereafter to extinguish the fire (which is a full round action). Note that jumping into water to douse oneself, automatically extinguish the flames; and rolling on the ground or smothering the fire with cloaks or the like grants a +4 bonus to the save. Normally, a victim who catches fire suffers 1d6 points of damage per round. However, if the character had been doused, or is coated in a flammable substance, the fire may be stronger, dealing 2d4 or 2d6 of damage per round.

Note that if characters catch fire, and suffer from it for at least 3 rounds, their equipment should also make saving throws against normal fire. Creatures with regenerative abilities cannot regenerate fire damage.



LAVA

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues at half strength for 1d3 rounds after exposure ceases. Note otherwise that a creature immune to heat/fire might still drown if completely immersed in lava.

Ice / Snow

Ice and snow can (and will) provide deadly perils to those traveling across arctic regions and snowy mountains.

AVALANCHE

Generally, characters who are on the passage of an avalanche will be unable to escape it unless they can fly. Yet, they might get out of reach if they succeed a Detection check in time. Once they are caught, characters are buried and carried in the snow. They suffer 3d6 points of subdual damage in an avalanche of fresh snow; but 5d6 or more of bludgeoning damage if the avalanche also contains blocks of ice and boulders. Victims must make a Dexterity saving throw for half damage; however, if it is failed with a natural roll of 1 on the die, they are subject to immediate suffocation. Victims must otherwise also make a Constitution saving throw, or they are stunned for 2d6 minutes. Finally, for each turn (10 minutes) spent buried in the snow, characters suffer from cold as if in extreme cold (not worse, because the snow would insulate them from a bitter or freezing cold outside). Other than that, characters buried in the snow should dig a hole around themselves in order to have enough oxygen, or they will suffocate as if trying to hold their breath. Note also that buried characters may try to dig out of the avalanche by themselves, but this requires 2d6 successful Strength saving throws (one attempt per minute).

DEEP SNOW

Walking in deep snow may quickly become tiring. The GM must determine an approximate depth of snow, that will vary according to the character's size ("calf deep" for a human, is "knee deep" for a halfling).

- **Calf Deep:** Approximately 10 inches of snow for medium size humanoids, the snow reaches up to the calves. Characters move at two thirds of their base speed and cannot run unless they succeed a Strength skill check at DC 15. They suffer a -1 penalty to all movement-based skill checks, attack rolls and AC, as well as a +1 penalty to initiative.

- **Knee Deep:** The snow reaches up to the knees. Characters move at half their base speed and cannot run. They suffer a -2 penalty to all movement-based skill checks, attack rolls and AC, as well as a +2 penalty to initiative. After a number of rounds determined by their Constitution score, they must succeed a Constitution save or be fatigued (and if failed with a roll of 1 on the die, they are exhausted).

- **Deeper:** It becomes very difficult moving and fighting in snow that reaches higher than the knees. Either characters cannot move at all (unless striking at what comes within reach), or move at a third of their base speed and cannot run. They suffer a -4 penalty to all movement-based skill checks, attack rolls and AC, as well as a +2 penalty to initiative. After a number of rounds determined by their Constitution score, they must succeed a Constitution save at -2 or be fatigued (and if failed with a roll of 1 on the die, they are exhausted).

GLACIERS

Characters treading on glaciers will be affected as walking on ice or in deep snow (depending on the circumstances). In addition, they run the deadly risk of falling into crevices. Spotting a crevice before falling in it requires a Detection check at DC 10 to 25 according to circumstances; a crevice hidden under a fragile snow bridge is almost impossible to detect merely by sight. Falling into a crevice incurs falling damage, and

a crevice will be at the very least 10 feet deep, but on average more like 30 to 60 feet. In some glaciers there are also rivers of extremely cold water that eventually go inside the glacier through tunnels.



ICE

Walking on ice requires a Dexterity saving throw for not falling; and with a natural roll of 1 on the die, the character takes a wild fall and suffers 1d6 of bludgeoning damage. If the character moves cautiously at half speed, only one save per turn will be required; however, if walking at normal speed save is every minute (or round); then, trying to run or fight on ice imposes a -4 penalty to the save. Note that it is impossible to climb ice walls, or ascend or descend (unless merely slipping without control) ice slopes without appropriate equipment (e.g. ice axe, boots with crampons, etc.).

Characters in prolonged contact with ice suffer effects as per freezing cold, with a -2 cumulative penalty per round after the first.

INSTANT FREEZING

Although this is very rare and requires magic (such as a *Cone of Cold* spell that deals more damage than the victim has hit-points) or weird technology, there could be instances when a creature is instantly turned to a frozen state. This should be treated as Petrification. Normally, when the creature is brought back to a normal, warm state, it is nonetheless dead. Some highly advanced technological devices might freeze a creature to later brought it back to life (i.e. cryogenics), but this is rarely totally safe, and a Constitution saving throw may be required to determine if the creature survives it or not.

Shock (Falling)

Falling into a pit, from a cliff or from a flying mount, is a common hazard of the adventuring life. Likewise, adventuring characters will often get rocks, anvils, or even enemies' bodies thrown onto them.

FALLING VICTIMS

Victims of a fall suffer 1d6 points of damage per 10 feet of their fall, up to a maximum of 20d6. The GM may reduce damage based on the type of ground or other factors. Furthermore, if a victim succeeds on a Dexterity saving throw (with a -1 penalty for each 10 feet fallen), this damage is halved. The GM may require some appropriate conditions or the victim doing something special to allow this save.

However, when falling damage is involved, some GMs find ludicrous that high level warriors with lots of hit-points would survive falling off a

Water

Any character can wade in relatively calm water that isn't over his head, no check is required. Then, swimming in calm water only requires Athletics skill checks with a DC of 5. However, fast-moving water (i.e. swimming in rough rivers) is much more dangerous. It requires Swimming skill checks with a DC of 10 or 15 (depending on conditions, as set by the GM). On a failed skill check, the character must make a Strength saving throw to avoid going under. If the character goes under, he is drowning. In any case, if the river is flowing over rocks and cascades, the character suffers 1d4 points of damage per round (or minute).

BOILING WATER

Boiling water deals 1d6 points of scalding damage, unless the victim is fully immersed, in which case it deals 10d6 points of damage/round.

COLD WATER

Characters who are suddenly immersed in extremely cold water (i.e. freezing temperatures or even below in cases of running water) must first succeed a Constitution saving throw or fall unconscious and dying at -1 hit-point from the shock. Then, they suffer from cold as per freezing cold, with a -2 cumulative penalty per round after the first.

Characters who subsequently find themselves in cold air with wet clothes suffer from cold as if it was two grades colder (see p.121).

DEPTH EFFECTS

Divers with breathing apparatuses who plunge at great depths underwater, eventually face numerous problems such as nitrogen or oxygen narcosis, that may have lethal consequences. However, divers in a fantasy world don't have access to such technological devices, so won't face these problems because they can't go there. Then, characters who use magic to breath underwater are assumed to be spared of such problems, because "it's magic."

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it eventually deals water pressure damage. The pressure of water (that increases by 1 atmosphere every 10 m of depth underwater) begins to take its toll at 15 atm (i.e. 140 m / 470 ft deep underwater): characters must make Constitution saving throws every hour. On a failed save they suffer from High Pressure Injury (a gaming simplification), losing 1d4 points of Dex, Int and Wis. Furthermore, each additional atmosphere incurs a -1 cumulative penalty to the save. In addition, at 180 m / 600 feet deep the save is made every 30 minutes (at -6), and at 240 m / 800 feet it is made every turn (at -12).

DROWNING

Drowning is not only a matter of suffocation, but also of getting water into the lungs, which will prevent recovery if the victim is brought out of water in time. See the rules for holding one's breath. If characters come to inhale while underwater, they fill their lungs with water. However, if they are rescued before dying, after water entered their lungs, a Healing skill check (at DC 15) will be necessary or they will nonetheless die.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain. In this case, the Healing skill check would be at DC 20.

cliff. If so, the GM may rule that each time a die of damage comes up a 6 (i.e. 6 vitality hit-points lost), the victim also suffers 1 wound hit-point and a broken bone. Then, until the broken bone has been mended and healed, the victim suffers a temporary loss of 1 point of Strength and Dexterity.

FALLING OBJECTS

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on the table below. Objects deal the initial damage given in the table, if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

Provided they are not surprised, targets are entitled to a Dexterity saving throw for half damage. The size of the falling object determines a save modifier, if any. If the save fails by 5 or more points, and the object is of a size category larger than the character, he is pinned under the fallen object. A pinned character cannot move but is not helpless. He can make an Athletics skill check to lift the object off himself, or an Acrobatics skill check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table 6.6: Damage from Falling Objects

Object size	Example	Initial damage	Save modifier	Athletics DC
Insignificant	Penny	0	n/a	n/a
Tiny	Paperweight	1	+4	n/a
Tiny	Wrench	1d3	+2	n/a
Small	Vase	1d4	normal	DC 5
Small	Briefcase	1d6	normal	DC 10
Small	Garbage can	2d6	-2	DC 15
Medium	Oil barrel	4d6	-4	DC 20
Large	Piano	8d6	-6	DC 25
Huge	Vehicle	10d6	-8	DC 30



Weather

Most of the time, bad weather will be no more than a mere annoyance, such as when having to travel for days under the rain. However, at times it may become a danger of its own.

FOG

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including infravision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them suffer a -2 to hit penalty).

PRECIPITATION

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30°F / 0°C or below may produce ice.

- **Rain:** Rain reduces visibility ranges by half, and incurs a -4 penalty to Detection skill checks. It has the same effect on flames, ranged weapon attacks, and Hear-Listen checks as severe wind (see below).

- **Snow:** While falling, snow reduces visibility as rain (-4 penalty to ranged weapon attacks and Detection skill checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see below).

- **Sleet:** Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

- **Hail:** Hail does not reduce visibility, but the sound of falling hail makes Hear-Listen checks more difficult (+4 to +10 to the DC), if not totally impossible (especially in urban environments). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

- **Storms:** The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, and incurs a -8 penalty to all Detection and Hear-Listen skill checks. Storms make ranged weapon attacks impossible, except with siege weapons, which have a -4 penalty to attack. Storms automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

- 1) **Dust-storm:** These desert storms differ from other storms in that they have no precipitation. Instead, a dust-storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust-storms are

accompanied by severe winds (see below) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater dust-storm accompanied by windstorm-magnitude winds (see below). These greater dust-storms deal 1d3 points of subdual damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater dust-storms leave 1d4+1 feet of fine sand in their wake.

- 2) **Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

- 3) **Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d6+4 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

- **Powerful Storms:** Very high winds and torrential precipitation reduce visibility to zero, making Detection and Hear-Listen skill checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Strength saving throw or face the following effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types:

- 1) **Windstorm:** While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

- 2) **Blizzard:** The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold makes blizzards deadly for all who are unprepared for them.

- 3) **Hurricane:** In addition to very high winds and heavy rain, hurricanes are accompanied by flash floods. Most adventuring activity is impossible under such conditions.

- 4) **Tornado:** 10% of thunderstorms are accompanied by a tornado.

WINDS

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

- **Light Wind:** A gentle breeze, having little or no game effect.
- **Moderate Wind:** A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.
- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty to ranged attacks and to Hear-Listen checks.



- **Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Hear-Listen checks are at a -4 penalty.

- **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, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty to attack. Hear-Listen checks are at a -8 penalty due to the howling of the wind.

- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, but with a -8 penalty to attack). Hear-Listen checks are impossible: all the characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Hear-Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Strength saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d6 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. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.



Table 6.7: Wind Effects

Wind Force	Wind Speed	Ranged Attacks*	Creature Size**	Effect on Creatures	Save
Light	0-10 mph	- / -	Any	None	-
Moderate	11-20 mph	- / -	Any	None	-
Strong	21-30 mph	-2 / -	Tiny or smaller (e.g. rat or smaller)	Knocked down	normal
			Small or larger (e.g. halfling or larger)	None	+2
			Medium-size (e.g. bugbear, dwarf, human)	Checked	+2
Severe	31-50 mph	-4 / -	Tiny (e.g. cat, most birds)	Blown away	-2
			Small (e.g. dog, halfling, gnome)	Knocked down	normal
			Large or larger (e.g. ogre/troll or larger)	None	+4
Windstorm	51-74 mph	imp. / -4	Small or smaller (e.g. halfling or smaller)	Blown away	-4
			Medium-size (e.g. bugbear, dwarf, human)	Knocked down	-2
			Large or Huge (e.g. giant, ogre, titan, troll)	Checked	normal
Hurricane	75-174 mph	imp. / -8	Gargantuan or Colossal (e.g. ancient dragon)	None	+2
			Medium or smaller (e.g. human or smaller)	Blown away	-6
			Large (e.g. cave bear, horse, ogre, troll)	Knocked down	-4
Tornado	175-300 mph	imp. / imp.	Huge (e.g. purple worm, most dinosaurs)	Checked	-2
			Gargantuan or Colossal (e.g. ancient dragon)	None	normal
			Large or smaller (e.g. ogre/troll or smaller)	Blown away	-6
			Huge (e.g. purple worm, most dinosaurs)	Knocked down	-4
			Gargantuan or Colossal (e.g. ancient dragon)	Checked	-2

* The first number represent characters' ranged attacks (bow, crossbow, thrown dagger, etc.). The second number represents siege weapons (e.g. ballista and catapult), as well as boulders tossed by giants. (Note: imp. means impossible)

** Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffeting.



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chapter 7 - - Monsters and Npcs

The game revolves about encountering various people (i.e. Non-Player-Characters) and weird monsters of all sorts. In addition, characters may want to employ henchmen to accompany them during their adventures, and when they reach the ninth level, characters usually attract followers. This chapter provides rules for the GM to more easily run monsters and NPCs:

- Creatures and Monsters (combat and saving throws).
- Encounter Reactions.
- Commoners (zero-level characters).
- NPC Character Classes (fighting-man, clergyman, cultist, professional, thug, magic-user; NPCs' appearance and personality).
- NPC Levels and Populations Spread.
- Hiring servants and Gaining partisans (hirelings-henchmen-followers-cohorts; attracting followers; hiring people for short term tasks; time and cost requirements for tradesmen to manufacture items; hiring spellcasters).
- Typical Non-Player Characters (barbarians, criminals, destitute, military, militia, peasants, priesthood, spellcasters for hire, townspeople commoners and authorities, tradesmen).

Creatures and Monsters

FANTASTIC HEROES & WITCHERY makes use of all the monsters created for earlier versions of the game. As such, GMs just need to have a monster book, preferably of the older editions, and no conversion is necessary. You can for example find a lot of creatures in OSRIC* (a free PDF for download on the Internet), or other OSR/OGL supplements such as the BLASPHEMOUS BESTIARY.

Here follows a typical example of a monster stat-block: they are very similar between various editions. Most GMs are used to them, and if not, explanations are normally given in the introductory chapter of all monster books. However, note that:

1. Often, only the number of hit-dice is indicated, not the type. In this case, the GM should determine it according to the creature. Generally the default hit-die for animals and humanoid species is the d8. However, for small creatures and most fey it could be just a d6. On the other hand, warlike and bigger monsters such as winter wolves and ogres could get a d10. Then, huge and hideous monsters such as giants, dragons or balrags, can probably get a d12.

Note otherwise that when a creature is said to have X+ HD, such as the 3+1 HD of the example stat-block below, it means that the creature is

tougher. As such the creature gains (in this example) 3d8 hit-points + 1 bonus hit-point, for a total ranging from 4 to 25. Then, the creature should also be considered having better BtH and saves, as suggested in table 7b (next page).

2. Most earlier creatures' stat-blocks do not provide BtH and saving throw values. In this case it's up to the GM to determine a creature's Bonus-to-hit and its saving throws. One simple method is to give a BtH of +1 per HD to predators and warlike creatures; or a BtH of +1 per 2 HD to creatures that fight only when cornered, or prefer to rely on magic-use (such as fey). Then, base saving throws would be equal to 18 -1 per HD; particularly tough or large creatures get a +2 bonus to their physical saving throws (i.e. Str, Dex, Con), while magic-using creatures get a +2 bonus to their mental saving throws (i.e. Int, Wis, Cha).

Yet, if you prefer something inspired by an earlier edition of the original game, you could instead use table 7b (next page).

Table 7.1: Example of monster stat-block

< Monster Name >	
Frequency:	Uncommon
No encountered:	6d6
Size:	Large (7 ft tall)
Move:	12" (or 30 ft)*
Armor class:	5 (this is descending AC)
Hit dice:	3+1
Attacks:	1
Damage:	2d8 or by weapon
Special attacks:	Surprise on a 1-3 on 1d6
Special defenses:	None
Magic Resistance:	Standard
Lair probability:	25%
Intelligence:	Low to Average
Morale:	12
Alignment:	Chaotic evil
Level / XP:	3 / 135+4/hp

(*: OSRIC uses yet another method to determine a creature's movement rate. Divide it by 10 or 4 to match the numerical values used in FANTASTIC HEROES & WITCHERY; e.g. humans' base speed = 120 ft in OSRIC, so divide by 10 to get the 12" base speed, or by 4 to get the 30 ft base speed).



For GMs wanting a creature's BtH and saving throws more in line with those of some older edition of the game, use the table below:

Hit-Dice	BtH	Save
zero*	0	18
1	+1	17
1+ / 2	+2	16
2+ / 3	+3	15
3+ / 4	+4	14
4+ / 5	+5	13
5+ / 6	+6	12
6+ / 7	+7	11
7+ / 8	+8	10
8+ / 9	+9	9
9+ / 10	+10	8
10+ / 12	+11	7
12+ / 14	+12	6
14+ / 16	+13	6
16+ / 18	+14	6
18+ / 20	+15	5
20+ / up	+16	5

(* zero level or less than 1 HD)

Encounters Reactions

Normally, only a few encounters immediately turn into combat. In most cases, an encounter will begin with the two parties communicating in some way. When it happens, the GM should determine the creature's reaction, using one of these three methods:

- The first method is to pre-determine the basic attitude of the creatures encountered, toward the PCs. This will depend on the circumstances, creatures, PCs, etc., and the GMs should use their best judgment or follow the scenario's suggestions, rather than roll dice. Then, if PCs try to negotiate and parley, GMs could use table 7d to set the DC required to convince the interlocutors (if this discussion cannot be resolved through clever role-playing).

- The second method is for GMs who prefer a simple die roll to determine a creature's reaction toward the PCs. So just roll the d20 and check on table 7c after applying the modifiers.

- The third method is normally used if the PCs attempt at diplomacy, or when verbal interaction is important to the story. For example, where table 7c is well enough to determine the reaction of the guard at the entrance of the king's palace, convincing the king to do something important or costly would probably require a few rolls on table 7d.

Hence, when using this third method, the GM must first determine what will be the initial attitude of the creature or NPC toward the PCs. If the GM has no idea, this attitude can be determined randomly with a d100 (first column). Then, if the PCs attempt to befriend, bribe, coerce, parley, etc., they must make a Charisma skill check (with the bonus provided by the Persuasion skill if any). Compare the result against the DCs provided for the New Attitude on the table below, to determine if the creature's attitude eventually changes.

Situation	Modifier	D20 roll + modifiers*	NPC reaction
PC Friendly	+5	<3	Hostile
PC Indifferent	None	4-6	Unfriendly
PC Threatening	-3	7-10	Indifferent
PC hostile	-6	11-16	Friendly / Flight
Racial dislike (1)	-2	17+	Helpful / Surrender
Racial hatred (2)	-4		

(*: Situation modifier on left column plus Charisma modifier.)
 (1: Typical racism such as dwarves vs. elves, or orcs vs. everyone else.
 2: Traditional enmity such as dwarves vs. orcs, or families' vendettas.)

Table 7.4: Diplomacy and Verbal Interactions

Initial Attitude		New Attitude (DC to achieve)				
Roll d100	Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
01-10 %	Hostile	—	20	23	27	30
11-30 %	Unfriendly	5	—	15	20	25
31-70 %	Indifferent	9	5	—	15	20
71-90 %	Friendly	13	9	5	—	15
91-00 %	Helpful	17	13	9	5	—

Table 7.5: Meaning of the Terms Used

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Zero-level Commoners

Commoners (aka "zero-level characters") are the most humble and least competent of people, while forming the bulk of the population. They normally have little education and perform menial jobs or simple trades. As such, commoners usually are beggars, serfs, valets, maids, laborers, lesser artisans, boaters, drivers, farmers, fishers, innkeepers, stable-hands, peddlers, etc. Occasionally, they may also represent lesser scholars such as clerks and minor civil servants, or even some lazy and spoiled aristocrat raised in luxury doing nothing. Commoners typically spend their whole life in the same location or community, rarely seeing by themselves what lies beyond the next hill. As a result commoners get very few opportunities to improve their lot in life, and thus remain zero-level characters. In any case, commoners must learn how to cope with the harsh realities of their ruthless world if they want to survive. Hence, the main talent of a commoner is often his ability to escape trouble and survive through hardship. This will explain how a slave survived for months in some haunted mines, or a vagabond managed to get by for years in a region perpetually ravaged by war.

- Basics:** Commoners have 1d4, 1d6 or 1d8 HD depending on their age, health, profession, etc. Then, their BtH = 0 and Save = 18. Their ability scores are in the 9-12 range (so no modifier to take care of).

- Saving Throws:** +4 to Constitution saves against diseases (as they are used to live in poor hygiene conditions, eat spoiled food, etc.).

- Weapons/Armors:** Two simple weapons (usually the club and dagger), and leather armors. Zero-level men-at-arms can wear chain-mail armors and shields, and use spears and swords.

- Abilities:** Commoners have a bonus of +1 to +6 (rolled or determined by the GM) in: Escape Trouble, Survive through Hardship, and a Craft/Job. On the other hand, commoners (apart from the rare clerk, civil-servant, or noble) tend to be illiterate, ignorant and superstitious. They generally only speak their local dialect (only one in six speaks the Common language if any exists at all).

- Escape Trouble:** This is a general skill at staying alive in a world plagued by bandits, orcs, zombies, etc., plus the ability to escape unnoticed when such foes appear.

- Survive through Hardship:** This is another general skill at staying alive despite suffering starvation, misery, rape and pillage, brutal tyrants, nearby evildoers, etc.

- Craft/Job:** Commoners do have but simple jobs requiring little training, such as serfs, laborers, serving wenches, petty street pick-pockets, etc.

Npcs Character Classes

The PCs and NPCs who have major character classes (fighter, friar, thief, wizard, etc.), are in fact a minority, an elite of ambitious, gifted and lucky (for having had access to the appropriate training) individuals. The immense majority of people don't have a character class per se. They are simple commoners who represent the bulk of everyday-life people rather than heroes and dedicated individuals; often dubbed as "zero-level characters". Then, between the heroes and the common populace, are people who have non-player, kind of lesser character classes: the Clergy / Cultist, Fighting-man, Magic-user, Professional, and Thug. Overall, these NPC classes are less powerful than the major core "adventuring" classes. Since they represent normal (if ambitious and trained) people rather than heroes, they cannot progress past the 9th level (even with split-classing), and actually very rarely exceed the 6th level.

The five NPC classes have been designed to spare the GM's time. They are extremely simple. Adventure modules often indicate the secondary NPCs' statistics with but a few letters. As such, you can assume that: **Cl** = Clergy or Cultist; **F** or **Ftr** = Fighting-man; **T** or **Th** = Thug; and **Mu** = Magic-user. Then, for expert craftsmen, magistrates, etc., you may use the Professional class.



A note about these NPC classes. Players and GMs used to earlier and easier variants of the game, will notice that the Fighting-man, Clergyman, Magic-user and Thug, much resemble the simple character classes of these editions. So, despite they were intended for NPCs, you could probably also use them for PCs. You might want to convert from these earlier games without adding a plethora of special abilities to characters; you might want to introduce novice players or you could even want to begin the



PCs. You might want to convert from these earlier games without adding a plethora of special abilities to characters; you might want to introduce novice players or you could even want to begin the

FIGHTING-MAN

Fighting-men are all sorts of common soldiers, militiamen, rugged clansmen, and the like, trained in warfare. They often practice soldiering as a part-time job only, going to the battlefield when they must, but otherwise pursuing unrelated activities and professions.

The common militiamen or peasant levies are normally 1st level fighting-men. True armies' soldiers and mercenaries are typically 2nd level. Veterans and low-ranking officers are 3rd or 4th level. Then, the main defender of a village, or a small town's militia captain is a 5th or 6th level fighting-man.

- **Saving Throws:** +2 to Strength and Constitution saves.
- **Weapons/Armors:** All of them.
- **Abilities:** GM may grant some bonus at leisure: common militiamen would get nothing special; soldiers would gain a +1 bonus to attack and damage rolls when fighting in formation; sentinels would be surprised only on a 1 on d6; etc.

CLERGYMAN

Clergymen are typically parish priests and reclusive monastics in charge of the daily matters of their faith (running the religious ceremonies, managing the temples and monasteries, attending to the believers' spiritual needs, etc.). Note that in low-magic settings, only the truly devout and faithful clergymen will be answered divine prayers.

Acolytes and other novitiates are but 1st level. An average village's priest will have 1d4+1 levels. A town's bishop will probably have 1d4+4 levels, and be aided by 2d4 clergymen of 1d4+1 levels (and who must be two levels lower than the bishop).

- **Saving Throws:** +4 to Wisdom saves.
- **Weapons/Armors:** Mace or staff, and any armor up to chain-mail and shield.
- **Abilities:** Clergymen normally get prayers as per the Friar class. However, depending on the campaign setting, its deities or religions, at GM's discretion they might instead cast white magic spells as per the wise-man class.



Table 7.7: NPC Classes' Spell Table

Char. Level	Spells per day				
	1st	2nd	3rd	4th	5th
1st	1	—	—	—	—
2nd	2	—	—	—	—
3rd	2	1	—	—	—
4th	3	2	—	—	—
5th	4	2	1	—	—
6th	4	2	2	—	—
7th	4	3	2	1	—
8th	4	3	3	2	—
9th	4	3	3	2	1

CULTIST

Cultists are the religious figures of vile enemies and Devil worshippers. They are typically orc shamans or corrupted madmen secretly adoring blasphemous deities. Cultists are most often ignorant and superstitious, yet can know a great deal of idiocies regarding their (dark) deity.

The base and idiotic worshippers of an evil cult are but 1st level. Then, long-standing worshippers will be granted 1d4+1 levels by their dark deity, provided they are totally vile and corrupted. On the other hand, orcish and similar shamans, typically have 1d6+1 levels. If they are 5th level or higher, they will also have 1d4+1 assistants of 1d3 levels.

- **Saving Throws:** +4 to saves against anything that would have them betray their faith, realize their folly, etc.
- **Weapons/Armors:** All of them.
- **Abilities:** Fanaticism grants them a +2 bonus to hit against obvious enemies of their faith. They otherwise have a strong ability to obey and die for the cult's leader and dark god, without a second thought. Sometimes, cultists can also cast a limited few black magic spells.

MAGIC-USER

Magic-users are all sorts of simple adepts, hedge mages, rural witches, and the like. They can also be the assistants of a powerful wizard, who preferred to remain subservient to their mentor rather than risk a hazardous life to make an experience and name by themselves.

The typical village witch or wizard has 1d4 levels, while a magic-user in the employ of some wealthy noble, thieves' or merchants' guild, etc., has 1d4+3 levels.

- **Saving Throws:** +4 to saves against magic.
- **Weapons/Armors:** Either the staff or dagger, and no armor.
- **Abilities:** Magic-users cast spells of either black, gray or white magic (choose one type at character's creation).

PROFESSIONAL

Professionals are all manners of skilled people such as artisans (apothecary, carpenter, jeweler, weaponsmith, etc.), physicians, magistrates, merchants, scholars, etc. They might even be burglars or ecclesiastics. Professionals generally got education and can often read and write.

A good professional with his own workshop or office, is generally of 4th level, with 1d4 assistants of 1st or 2nd level. Then, a master is typically of 5th, 6th or 7th level, with 2d4 assistants of 2nd or 3rd level.

- **Saving Throws:** +4 to saves related to their profession (e.g. against fire for a blacksmith, diseases for a physician, etc.).
- **Weapons/Armors:** Dagger and leather armor, plus maybe one or two other simple weapons (axe, bow, short sword, staff, etc.).
- **Abilities:** Professionals are experts in their domain, adding their level +2 to all relevant skill checks. Then, at 6th level they can produce masterworks. If skills are to be listed (as in chapter 11: Appendices), professionals get from 2 to 8 skills (number varies from one individual to the next, as chosen by the GM or rolled with 2d4).

THUG

Thugs are all sorts of violent criminals who make a living by preying upon others, typically in waylaying travelers and raiding poorly defended villages. They most often form gangs of bandits ran by the strongest individual, and occupying some discreet caverns or abandoned castles in the wilderness. Thugs can also be found at sea, as pirates.

The common thug is but 1st level. His group is usually ruled by a strong (Str 15+) individual of 1d4+4 levels, and a few lieutenants of 1d4 +1 levels (but at least two levels lower than their leader).

- **Saving Throws:** +2 to Strength and Dexterity saves.
- **Weapons/Armors:** All weapons, light armors, and shields.
- **Abilities:** Thugs add their level +2 to Stealth and Climb checks. They get the Backstab ability of the Thief class: x2 at 1st level; x3 at 5th level; and x4 at 9th level.



Table 7.6: NPC Classes' Progression Table

Level	Fighting-man		Thug		Clergy / Cultist / Prof.		Magic-user		Saves
	HD	BtH	HD	BtH	HD	BtH	HD	BtH	
1st	1d8	+1	1d6	+0	1d6	+0	1d4	+0	17
2nd	2d8	+2	2d6	+1	2d6	+0	2d4	+0	16
3rd	3d8	+3	3d6	+2	3d6	+1	3d4	+0	15
4th	4d8	+4	4d6	+3	4d6	+2	4d4	+1	14
5th	5d8	+5	5d6	+3	5d6	+2	5d4	+1	13
6th	6d8	+6	6d6	+4	6d6	+3	6d4	+1	12
7th	7d8	+7	7d6	+5	7d6	+4	7d4	+2	11
8th	8d8	+8	8d6	+6	8d6	+4	8d4	+2	10
9th	9d8	+9	9d6	+6	9d6	+5	9d4	+2	9

NON-PLAYER CHARACTERS APPEARANCE AND PERSONALITY

When a NPC must be fleshed out by the GM playing it, the following table might be used to provide some basic ideas and guidelines to make it more flavorful and memorable. Roll twice: first on the column giving indications on the NPC's appearance or major physical characteristic; then on the column describing its major personality trait.

Roll 1d100	Physical Characteristic	Personality Trait
01-15	Average / Normal / Nondescript	
16-19	Armless	Aloof or haughty
20-23	Bald	Apologetic
24-27	Beautiful	Arrogant
28-31	Big ears sticking out	Boisterous
32-35	Big nose	Childish
36-39	Blind	Cold
40-43	Crippled (-1/3 to speed)	Flattering
44-47	Elegant	Friendly
48-51	Flatulent	Frightful
52-55	Hairy	Joyous or laughing
56-59	Injured	Loud and/or noisy
60-63	Large and strong	Miserly
64-67	Legless	Narcissistic
68-71	Mute	Optimistic
72-75	Obese	Pessimistic
76-79	Porcine face	Pious
80-83	Ragged and stinking	Quarrelsome
84-87	Sickly and weak	Superstitious
88-91	Ugly	Timid
92-95	Venerable (old age)	Vulgar
96-00	Re-roll twice (discarding 96-00 rolls)	



1% or 2% of the population; but then, a higher number is made up of NPC classes (e.g. such as 78% of zero-level commoners, 20% of the population with NPC classes, and but 2% with PC "adventuring" classes). Thereafter, you may determine the spread of classes and levels using the tables below.

(Note that the second table represents the type of character classes people would have in a standard, average human community. However, these percentages are likely to vary according to the local conditions; especially those about bandits, fighting-men and professionals. That is: in peaceful, industrious and well fed communities, there would be more professionals, but less bandits and fighting-men. On the other hand, in violence and poverty ridden areas, there would be more bandits and fighting-men instead.)

Roll d100	Character level	Percentage
01-38	1st level	38%
39-64	2nd level	26%
65-81	3rd level	17%
82-91	4th level	10%
92-97	5th level	6%
98-99	6th level	2%
00	7th-9th level (roll 1d3)	1%

Roll d100	Character class	Percentage
01-10	NPC thug	10%
11-17	NPC clergy or cultist	7%
18-47	NPC fighting-man	30%
48-50	NPC magic-user	3%
51-00	NPC professional	50%

Roll d100	Character class	Percentage
01-23	NPC thug	23%
24-30	NPC clergy or cultist	7%
31-75	NPC fighting-man	45%
76-80	NPC magic-user	5%
81-00	NPC professional	20%

Npcs Levels and Populations

The distribution of classes and levels in a given (fantasy world's) population, should better remain a GM's arbitrary, hand-waved decision. In fact, it would vary from a community to the next, based on circumstances, cultural habits, necessities of life, opportunities and wealth, etc. For instance, it's certainly probable that a border lands' city that is regularly at war with nearby orcs, would have a much higher ratio of NPC fighting-men, than a peaceful village in a region where nothing ever happens. Likewise, if for some reason a major wizards' guild has settled in a city, and everywhere else magic-users tend to be shunned or even forbidden, this will have consequences on statistics. Lastly, the GM generally only needs to decide if there is a spell-casting priest in the village, and how many armed guards could defend it if necessary; in fact, having rules for classes and levels distributions could be more hindering than useful. Nonetheless, those who want a few suggestions, may use the following guidelines:

Originally the game proposed that 99% of the human population consisted in zero-level people, and but 1% of NPCs would have a class (that is: an adventuring core class). However, FANTASTIC HEROES & WITCHERY suggests that indeed, adventuring core classes represent but

Servants and Partisans

There often comes a time during the campaign, when the PCs want to enlist some NPCs to their service, or attract dedicated followers when they reach heroic levels. There is basically four types of NPCs that may work for a player character. Anyone could employ henchmen and hirelings, provided he has enough money to do so. Then, upon reaching heroic levels and acquiring some renown, a player character could attract devout followers and cohorts to his service (usually if he owns a stronghold, headquarter, temple, etc.) These different types of servants and partisans are determined as follows:

1. Hirelings are the most basic of employees, and normally are zero-level commoners and 1st level fighting-men or professionals. Hirelings typically make for castle staff, militiamen, etc., and will work for the character provided they are paid and equipped appropriately. Hirelings are played by the GM, and unlike followers, will never risk their life for the PC, nor take initiatives on his behalf. They are typically secondary characters who are but hand-waved by the GM.

2. Henchmen are more efficient and experienced NPCs that a character can rely on, and normally have a few levels in appropriate NPC classes as detailed previously. At GM's discretion, occasionally a henchman may be of an adventuring class instead (though there should be a good reason for this). Henchmen will routinely oversee the character's business, castle, etc., in his absence, or may even accompany him in his adventures. Like hirelings, henchmen must be equipped and paid, and cost much more than simple hirelings in terms of upkeep and salaries. In fact, if they accompany the PC in his adventures, henchmen will moreover expect a share of the treasures they may come across. Henchmen can be played by the player, with GM approval.

3. Followers are people who have been attracted by the character's fame and deeds, and want to work for him. They could be a retinue of brigands, mercenaries or soldiers, or just a flock of pious parishioners, etc., but all have in common to be very loyal to the character. Followers could be zero-level commoners, but generally are 1st level in some appropriate NPC class (e.g. a renown fighter could attract bandits or fighting-men, depending on his reputation for being himself a brigand or a respectable mercenary captain). As long as the character will treat his followers well (including getting proper equipment and salary), they will serve faithfully, and could at times risk their life for him. Note that unlike hirelings however, followers may eventually come to gain some experience under the character's leadership.

4. Cohorts are to henchmen, what followers are to hirelings. A character will rarely have more than one or two cohorts (such as a knight's trusted squire, wizard's main assistant, or even a character's lover, etc.), and usually will have deep friendship with them. Cohorts are either of a NPC or adventuring class, as determined by player and GM. They are normally run by the player (provided it doesn't lead to putting the cohort's life in jeopardy just for gaming convenience).

Finding hirelings and henchmen willing to accompany the character in his adventures, is utterly dependant upon circumstances. They will first depend upon the availability of NPCs with appropriate skills willing to work for the character. Then, the character should succeed a Persuasion skill check at DC 15, with a +1 to +5 bonus if he offers really good pay and advantages, and not too much risks. This check will determine whether such appropriate NPCs are interested in working for him. On a

successful check, the prospective employees will come to the character in 2d6 days. (The GM should roll the dice secretly.)

Cohorts and followers normally come on their own, and offer their service to the character whom they admire. These NPCs will come as soon as the character is 6th level, but only if he has some castle, temple or headquarter, and has made known that he is looking for people. Otherwise, at 9th level, normally the fame or renown (if any!) of the character is enough to attract cohorts and followers, whether he has an appropriate location or has asked for people.

Otherwise, these NPCs' ability scores are simply determined as follows: Hirelings and followers have average scores (i.e. 9 to 12), hence no modifiers to their dice rolls; henchmen have slightly above average ability scores, thus get a +1 bonus modifier in one of their six attributes; and cohorts get even better ability scores, with a +1 and a +2 bonuses modifiers. For simplicity, you can allow the following values to most NPCs:

- Typical hireling/follower ability scores: 12, 11, 10, 10, 9, 9.
- Typical henchman ability scores: 14 (+1), 12, 12, 10, 10, 9.
- Typical cohort ability scores: 16 (+2), 14 (+1), 12, 12, 10, 10.



ATTRACTING FOLLOWERS

Use the table next page, to set the characters' Leadership score that determines the number of cohorts and followers they will gain. This table determines the level of these NPCs, but not their character classes, that will be decided by the GM and player instead. Note that several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). The characters' reputation (from the point of view of the cohort or followers they are trying to attract) raises or lowers their Leadership score.

Table 7.12: Leadership Score Determination

Leadership Score = character's level + Charisma modifier + other modifiers (see below)		
Leader's activities, reputation, etc.	Modifier	
Leader has a stronghold, base of operations, guild-house, or the like	+2	
Leader moves around a lot	-1	
Leader caused the death of other followers	-1	
Leader caused the death of a cohort (cumulative per cohort killed)	-2	
Leader recruits people of different alignment	-1	
Leader is a knight (i.e. character class)	+2	
Leader's reputation (conditions are cumulative)	Great renown	+2
	Fairness and generosity	+1
	Special powers (such as spells)	+1
	Failure	-1
	Aloofness	-1
	Cruelty	-2

Table 7.13: Cohort and Followers by Leadership Score

Leadership Score	Cohort Level	Number of Followers by Level							
		zero	1st	2nd	3rd	4th	5th	6th	
1	—	—	—	—	—	—	—	—	
2	1st	—	—	—	—	—	—	—	
3	2nd	5	—	—	—	—	—	—	
4	3rd	6	—	—	—	—	—	—	
5	3rd	8	—	—	—	—	—	—	
6	4th	10	5	—	—	—	—	—	
7	4th	15	6	—	—	—	—	—	
8	5th	20	8	—	—	—	—	—	
9	5th	25	10	1	—	—	—	—	
10	5th	30	15	1	—	—	—	—	
11	6th	35	20	2	1	—	—	—	
12	6th	40	25	2	1	—	—	—	
13	6th	50	30	3	1	1	—	—	
14	7th	60	35	3	1	1	—	—	
15	7th	75	40	4	2	1	1	—	
16	7th	90	50	5	3	2	1	—	
17	8th	110	60	6	3	2	1	1	
18	8th	130	75	7	4	2	2	1	
19	8th	150	90	9	5	3	2	1	
20+	9th	170	110	11	6	3	2	1	

• **Leadership Score:** A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to begin attracting followers. Outside factors can also affect a character's Leadership score, as detailed above.

• **Cohort Level:** The character can attract one cohort of up to this level. Regardless of a character's Leadership score, he can only attract a cohort who is two or more levels lower than himself. (The maximum number of cohorts a character may have is equal to one, plus another one per 9 points of his leadership score, rounded down.) The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may otherwise not be opposed to that of the leader. A PC's cohorts may rise in level, up to a maximum of two levels lower than the PCs. When they adventure with the PC, they gain 25% of the XP the PC gained during the adventure.

• **Number of Followers by Level:** The character attracts a number of followers as indicated on the table. They come over a certain period (as determined by the GM), and are "automatically" replaced by newcomers when they die or leave from causes that are not of the leader's direct (and obvious) responsibility. Followers don't gain XP, but some of them might gain a few levels: when the character's leadership score increases, the followers of a higher level gained might either be newcomers, or may be existing NPCs who got a level (at player's determination) while new followers of lower levels joined.



HIRING PEOPLE FOR SHORT TERM TASKS

At times, the PCs will want to hire a NPC to perform a very specific task or mission. This might be for example the hiring of a spy to gather some information, of a guide to lead people across the wilderness, of a savant to repair an ancient technological device, etc. In order to find the competent NPC, the GM may require to succeed a Knowledge-Local skill check, and also a Persuasion skill check to convince this NPC to do illegal or dangerous things. Generally, the base skill check DC = 10 + 2/level of the NPC sought. The cost and chances of success depend mostly on the NPC's level and the difficulty of the mission, as shown on the table below. (The GM may of course alter these guidelines if the PCs help the NPC in some way, etc.) Generally, a mission is 50% paid in advance and not reimbursed upon failure. A simple mission takes 2d4 days to complete; a difficult one takes 2d4 weeks; and an extraordinary one takes 2d4 months.

Table 7.14: Chances of Success and Costs of Missions

Char. Level	Simple Mission		Difficult Mission		Extraordinary Mission	
	% Succ.	Cost	% Succ.	Cost	% Succ.	Cost
1st	55%	25 gp	35%	65 gp	15%	110 gp
2nd	62%	60 gp	41%	156 gp	20%	264 gp
3rd	69%	105 gp	47%	273 gp	25%	462 gp
4th	76%	160 gp	53%	416 gp	30%	704 gp
5th	83%	225 gp	59%	585 gp	35%	990 gp
6th	90%	300 gp	65%	780 gp	40%	1320 gp

• **Simple Mission:** A simple mission still remains something unusual to perform; ordering an artisan to manufacture a mundane item, or a physician to heal someone is not considered a "mission" per se. Normally, a simple mission doesn't involve risks for the character. Examples of simple missions include: for a spy to mingle among some community for a few days, observe it carefully then bring back the information; for a guide to lead some people across a disorienting but otherwise not dangerous terrain; or for a savant to recreate a firearm and its ammunition, after the ruined and useless remains found by the PCs during an adventure.

• **Difficult Mission:** A difficult mission will often involve some acceptable, yet inconvenient risks for the character. Examples of difficult missions include: for a spy to obtain maps, passwords and other vital information regarding an army, reclusive guild or some such; for a guide to lead some people across an unknown and dangerous region; or for a savant to understand and repair an unknown, energy-powered, technological artifact.

• **Extraordinary Mission:** An extraordinary mission is generally dangerous to perform, in addition of being very difficult, and could very well lead to the character's death. Examples of extraordinary missions include: for a spy to infiltrate a secret organization and make contact with important members so as to later introduce the PCs into this organization; for a guide to lead some people across a hellish realm and out; or for a savant to create an atomic bomb using materials and blueprints from a distant and forgotten era, or alien civilization.

• **Base Chance of Success:** This abstract number takes everything into account, including the degree of expertise of the person hired, his/her preparation, all the imponderables that may hinder a character's work, etc. Reverse this number (i.e. 100 minus the % chances of success) and divide by 2, to find the base chances of something disastrous happening to the person hired, if he/she failed a dangerous task or mis-

sion. It's up to the GM to determine the consequences, including those that may affect the PCs.

• **Base Cost:** This represents but the hired character's fees, not the associated expenses (such as buying the relevant material, bribing the appropriate persons, etc.). Such costs are not set in stone however, they only are guidelines that may be adapted according to circumstances.

TIME AND COST REQUIREMENTS FOR TRADESMEN TO MANUFACTURE ITEMS

The table below details how much time and money it takes for a professional to create an object. This may be useful when characters need to order things that are not readily available for sale, such as a full-plate armor. Note that the time requirements may be reduced if the artisan has assistants to help him/her do the work.

Table 7.15: Manufacturing Items

Item	Time required	Material cost	Skill required
Helmet (small)	2 days	2 gp	Apprentice
Helmet (great)	10 days	4 gp	Journeyman
Padded armor	30 days	5 sp	Apprentice
Leather armor	10 days	1 gp	Journeyman
Studded leather armor	15 days	2 gp	Journeyman
Mail - Byrnie	35 days	10 gp	Journeyman
Mail - Haubergeon	45 days	15 gp	Journeyman
Mail - Hauberk	55 days	18 gp	Journeyman
Brigandine	20 days	3 gp	Journeyman
Banded mail	30 days	14 gp	Journeyman
Plate mail	90 days	20 gp	Artisan
Field plate	120 days	25 gp	Master artisan
Breast plate	20 days	12 gp	Journeyman
Shield (small)	1 day	15 sp	Apprentice
Shield (medium)	2 days	3 gp	Journeyman
Shield (large)	3 days	6 gp	Artisan
Bow (long or short)	10 days*	1 gp	Journeyman
Bow (composite)	20 days*	3 gp	Artisan
Arrows (ten)	1 day	1 cp	Apprentice
Crossbow (heavy)	6 days	1 gp	Journeyman
Quarrels (ten)	1 day	1 cp	Apprentice
Dagger	2 days	2 sp	Apprentice
Sword (short)	6 days	1 gp	Journeyman
Sword (long)	10 days	2 gp	Artisan
Sword (great)	14 days	3 gp	Artisan
Spear	4 days	4 sp	Apprentice
Polearm	10 days	1 gp	Journeyman
Morning star	4 days	5 sp	Apprentice
Flail	10 days	1 gp	Apprentice
Axe	6 days	1 gp	Journeyman

(*: Item must then dry for 1d4 + 1 weeks)

(**Note:** These construction times have been given for game purposes only. They aren't based on the time it takes in real-life to create such items, as this info seems impossible to find. It probably varies according to many factors. A documentary about a certain Japanese bladesmith, did show that it took him one full month to create a single katana of superior craftsmanship. Hence, the time given for a regular great sword above. Just double the time and cost requirements for masterwork items. Only master artisans can attempt to create masterwork items.)

HIRING SPELL-CASTERS

At times, the PCs will seek a NPC magic-user who would cast a spell on their behalf. This is often about having a magical item identified or a wounded character healed. In a medieval-like world of low or relatively rare magic, this should be difficult. There won't be appropriate spell-casters in every town or city selling their spells at a fixed cost. Yet, there is nothing wrong with PCs being acquainted with a magic-user who would be willing to cast a few spells for them in exchange for money or services. However, such NPCs should not be nondescript people, as generally are the merchants who sell the PCs their equipment. They should be long-term contacts; persons the PCs had to first encounter during some adventure, then deal with on a regular basis. These contacts will then cast spells for the PCs, sometimes for a few gold-pieces, but more often in exchange for a service that would lead the PCs into adventures (such as searching strange material components for the alchemist).

Typical People and Npcs

The following are typical, everyday life people that PCs will routinely encounter during their travels. Their stat-blocks include a "wage" column in case PCs would want to hire them. This is a weekly wage, and doesn't include room and board, food, or traveling expenses, which they will expect to be equal to what they're normally accustomed to.

Note that it is usually more difficult to find individuals willing to take service for longer than a few days (i.e. one week), especially if considerable travel is involved. If a lengthy term of service is proposed, it is likely that only one in every six such hirelings will agree, though the offer of a larger pay may increase the probability of acceptance. Under normal circumstances, a reasonable offer might be an additional 50% to the standard weekly wage, which could be expected to increase the probability of agreement to as much as one in every two. Then, hirelings will also demand more money if their prospective employers have a reputation for employees winding up dead.

Note furthermore, that in order to employ hirelings, one must first find them. Commoners are plentiful, but in many cases, the average laymen might be considered the property of a local lord or ruler. A ruler may levy a tax or demand tribute, if someone else employs his workers. Depopulating an area or creating a labor vacuum by taking on too many hirelings won't go unnoticed even by the kindest rulers. Then, trained soldiers are more difficult to find. They are almost always in the employ of someone's private army; however, mercenary guild houses train and give shelter to new soldiers.

The 40 following types of characters are described below:

1. **Barbarians** (hills' raider, steppes nomad)
2. **Criminals** (cutpurse, ruffian, thief, and guild's senior)
3. **Destitute** (drunkard, vagabond, vagrants, and prostitute)
4. **Military** (recruit, veteran, sergeant, and captain)



5. **Militia** (conscript, militia-man, militia-sergeant, and captain)
6. **Peasants** (serf, simple farmer, peasant-outlaw, and peasant-warrior)
7. **Priesthood** (acolyte, curate, canon, and holy defender)
8. **Spellcasters for Hire** (apprentice, diviner/seer, town alchemist, and magus)
9. **Townsppeople** (zero-level commoners)
10. **Townsppeople** (gentry, civil servant, and bailiff)
11. **Tradesmen** (apprentice, journeyman, artisan, and master)

NPC BARBARIANS

- **Hills' Raiders:** These uncivilized or bastardized people live harsh and primitive lives in the hills (usually in caverns), getting by in life by the strength of their arms and sharpness of their weapons. They appear brutish and stupid, but exceptionally tough. They often garb in furs, to look more like beasts. When raiding villages on the borders of their hills, they usually have no tactics except for screaming and charging madly in the melee. They however favor attacking during the night, as this tends to take their opponents off guard and scare them the more.

- **Hills' Raiders' Chief:** The leaders of the hills' barbarians are usually the toughest and fiercest of their tribe, having become the chief through brutality and intimidation. Such individuals don't know of any other way in life, but violence, to get anything they may want or need.

- **Steppes Nomads:** These are archetypal Mongol horse-riders. They are feared by sedentary people (peasants, city dwellers) who live on the steppes, as these barbarian horse-riders are fierce warriors using longbows and light cavalry speed to great effects, and are renown for continually raiding villages and cities.

- **Steppes Nomads' Chief:** Though the leader's position is often hereditary, nomads' chiefs must prove their valor on the battlefield to retain their status, or another will quickly challenge their authority.

NPC CRIMINALS

- **Cutpurse:** They are the most common sort of thieves, who engage in small time larceny, usually at a level of meager subsistence. 50% of the cutpurses are affiliated to the beggars' guild, 30% to the thieves' guild (who usually pay little attention to them), and 20% are free-lancers.

- **Bandit:** They are those low-level, brutal armed robbers, hijackers and goons, who operate in bands (of 4 to 10) in the vile districts of most cities, usually at night. They will also function as enforcers, muscles, bodyguards for important guildsmen (such as guilds' seniors), and carry out the guild's threats of violence. They can otherwise be found in rural environments raiding peasants and travelers.

- **Thief:** They are the archetypal burglars and trained pickpockets who make their living at robbing others of their possessions, operate as smugglers and fences, etc. They are always on the lookout for rich strangers such as the PCs coming back to town after a successful adventure, whom they will try to get rid of their blood earned gold.

- **Guild Senior:** These characters are those typical sub-guildmasters or quartermasters who hold key positions within the thieves' guild. They will always be chosen among the most intelligent, but also the most dangerous members of the guild. Their thieving skills reflect their occupations at supervising and directing the guild's activities; guilds' seniors usually do not "work" anymore (assassination, burglary...) but supervise the guild's traffics.

Table 7.16: NPC Barbarians

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Hills' Raider	Fighting-man 2nd lvl.	15	16 (+4 Con)	12 (i.e. 8)	+2	1d6 or 1d8	12	2 gp
	Special talents: +4 bonus to saves vs fear.							
Hills Raiders' Chief	Fighting-man 6th lvl.	45	12 (+5 Con)	15 (i.e. 5)	+8	1d10 +3	14	40 gp
	Special talents: weapon specialization (already counted above), +4 bonus to saves vs fear.							
Steppes Nomad	Thug variant 3rd lvl.	15	15 (+4 Con)	12 (i.e. 8)	+2	1d8	12	2 gp
	Riding and Stealth skills at +5. Dead shot: shooting an arrow within 60 ft inflicts double damage.							
Steppes Nomads' Chief	Thug variant 6th lvl.	40	12 (+5 Con)	15 (i.e. 5)	+5	1d8 +1	14	40 gp
	Riding and Stealth skills at +8. Dead shot: shooting an arrow within 60 ft inflicts triple damage.							

Table 7.17: NPC Criminals

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Cutpurse	Zero level	6	18 (+2 Dex)	12 (i.e. 8)	+0	1d4	6	1 gp
	Pickpocket, Escape trouble and Survive through hardship skills at +1 to +4							
Bandit	Thug 2nd lvl.	10	16 (+2 Str/Dex)	12 (i.e. 8)	+1	1d8	10	2 gp
	Climb and Stealth skills at +4. Backstab x2							
Thief	Professional 4th lvl.	15	14 (+3 Dex)	13 (i.e. 7)	+2	1d4 or 1d6	8	10 gp
	Dexterity 13; Climb, Open locks, Pickpocket and Stealth skills at +7.							
Thieves' Guild Senior	Professional 6th lvl.	25	12 (+3 Dex)	13 (i.e. 7)	+4	1d8 +1	12	50 gp
	Dexterity 14; Climb, Deception, Open locks, Pickpocket and Stealth skills at +8. Magic weapon +1							

Table 7.18: NPC Destitute

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Drunkard	Zero level	4	18 (+4 alcohol)	10	+0	1d4	1d12	1 sp
	Begging, Escape trouble, and Survive through hardship skills at +1 to +4							
Vagabond	Thug variant 2nd lvl.	10	16 (+4 Con)	10	+1	1d6	6	1 sp
	Escape trouble, Pickpocket, Stealth, and Survive through hardship skills at +6							
Vagrant	Zero level	4	18 (+4 disease)	10	+0	1d6	4	1 sp
	Begging, Escape trouble, and Survive through hardship skills at +1 to +4							
Prostitute	Zero level	4	18 (+4 disease)	10	+0	1d4	4	1 gp
	Clients' teasing, Escape trouble, and Survive through hardship skills at +1 to +6							

NPC DESTITUTE

- **Drunkard:** These are petty criminals of limited skills who sink their lives in bad wine and other cheap alcohol. As a result they have become wretches whose only goal in life is to get one more drink. Without friends and despised by all, they survive in selling whatever info they may get by, or sometimes perform some insignificant petty job for the thieves' guild or other villains. Drunkards have no dignity, no honor, and no ethic; they are reliable only when suitably scared and at the same time offered the prospect of a drink. Of course, they cannot be asked to do anything other than extremely simple, or would nonetheless fail it.

- **Vagabond:** These are typical wandering hobos and beggars on the road. However, since life is harder in a fantasy world than in a modern one, the vagabond's life is even more difficult. Hence, only the strongest will survive, which in turns means a slightly higher level than more regular commoners. As wanderers, vagabonds have learned to rely on their own in nature, and supplement this by begging and stealing whatever they can in communities. Vagabonds rarely remain in one place,

preferring to wander from one place to another, being most of the time solitary outcasts without ties nor family.

- **Vagrant:** These beggars are at the pit-bottom of social hierarchy. They are even lower than vagabonds, as the latter are still able to travel around and do what they can to survive, which is not the case of vagrants. Vagrants stink, suffer, have no hope, and could not afford to have ambitions if they could grasp such concept. Their life is hell, but fortunately tends to be shorter than that of other people. Vagrants are unable to survive on their own, and can't but rely on others' charity. For that reason, they will be found begging in front of benevolent religions' temples, where the followers will give them a copper every now and then, and the clergy help them as they can.

- **Prostitute:** These are the low-level street whores, found in the vile districts of most cities. They are generally unclean, so their clients have a 10 to 40% chance of contracting a disease with them. Most prostitutes are affiliated to the thieves' guild. In fact no girl can overtly prostitute herself as she wants. Thieves are always close where there are prostitutes in the streets.

Table 7.19: NPC Military (Mercenaries and soldiers)

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Recruit	Fighting-man 2nd lvl.	12	16 (+2 Str/Con)	15 (i.e. 5)	+2	1d8	12	2 gp
	Special talent: gains a +1 bonus to AC when fighting in formation.							
Veteran	Fighting-man 3rd lvl.	18	15 (+2 Str/Con)	15 (i.e. 5)	+3	1d8	14	5 gp
	Special talent: gains a +1 bonus to AC and attack/damage rolls when fighting in formation.							
Sergeant	Fighting-man 3rd lvl.	20	15 (+2 Str/Con)	16 (i.e. 4)	+4	1d8 +1	14	10 gp
	Special talent: gains a +1 bonus to AC and attack/damage when fighting in formation.							
Captain	Fighting-man 6th lvl.	40	12 (+2 Str/Con)	18 (i.e. 2)	+7	1d8 +2	15	40 gp
	Military knowledge skill at +6. Special talent: weapon specialization (already counted above).							



NPC MILITARY (MERCENARIES / SOLDIERS)

• **Recruit:** These are well trained, regular soldiers who practice regularly with weapons and perform their military duties (patrolling the land's borders, guarding the castle, etc.), but probably have seen few battles. When these usually young soldiers go at war, many never return alive. The rare lucky few who do, will eventually become veterans and military officers.

• **Veteran:** They are mercenaries and soldiers who survived several battles, and thus acquired some experience as well as an ability to avoid hopeless fights. Very few veterans will agree to serve for periods of less than a month. Mercenaries retained on a short term basis will rarely agree to perform dangerous duties unless paid considerably more than the standard sum; indeed, ten times the daily wage is typically demanded (i.e. 50 gp/week).

• **Sergeant:** A sergeant can lead up to ten men independently or in service to a lieutenant or captain. In any given company, there must be one sergeant for every five to ten soldiers. The monthly wage required by a sergeant is five times that of the troop type he leads.

• **Captain:** A captain must not only be an efficient warrior, but also a charismatic leader knowledgeable in battle tactics. Captains will often (50% chances) have one or two magical weapons and/or armors previously found on fallen enemies; roll 1d6 for bonus: 1-3 = +1, 4-5 = +2, 6 = +3. (These possible magic items are not taken into account in the above stat-block.)

NPC MILITIA

• **Watch Conscript:** These men-at-arms may be citizen conscripts, or a standing force of guards; but in any case they usually are badly trained. They normally patrol the city in groups of 6, 8, or 10, led by a sergeant. However, it is well known that at night they won't risk their lives in the dark alleys of the city, even if someone calls for help. They also easily accept bribes to look the other side of the street (DC 10 + a few silver pieces).

• **Militia-man:** Regular guards are usually young men who enrolled in the city militia, seeking to make a career in the military. Generally, only the less ambitious and more lazy will remain low level guards all of their life. Many will become professional soldiers, either leaving the militia for the army, or remaining in it as sergeants. As such, militia-men are generally inexperienced though trained men-at-arms.

• **Militia Sergeant:** Sergeants lead units of up to 10 guards, and patrol the streets looking after incidents that may disturb the city. They are accustomed to handle every day life incidents, or defend the city in



times of war, but could rapidly feel overwhelmed in case of exceptional events. Militia sergeants well know the law, and have the right to enter any non-noble house for investigation purposes. They nonetheless are susceptible to bribery in order to look the other way (DC 15 + a few silver pieces).

• **Militia Captain:** They usually are efficient warriors, but their role requires them to be more than just capable soldiers. Their leadership and position requires diplomatic skills and knowledge of the law (they make such checks at +6). These characters are well known and respected in the city, and difficult to bribe (DC 20 to 25, + a fair amount of gold pieces). The militia captain intervenes personally only in exceptional circumstances.

Table 7.20: NPC Militia

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Watch conscript	Zero level	6	18 (+2 Con)	14 (i.e. 6)	+0	1d6	8	5 sp
	Detect trouble, Escape trouble, and Survive through hardship skills at +1 to +4							
Militia-man	Fighting-man 1st lvl.	8	17 (+2 Str/Con)	15 (i.e. 5)	+1	1d8	10	1 gp
	Detect trouble and Watch Over Prisoners skills at +2							
Militia sergeant	Fighting-man 3rd lvl.	20	15 (+2 Str/Con)	15 (i.e. 5)	+3	1d8	12	6 gp
	Detect trouble and Watch Over Prisoners skills at +4. Legal authority in their own city							
Militia captain	Fighting-man 6th lvl.	40	12 (+2 Str/Con)	17 (i.e. 3)	+7	1d8+1	14	30 gp
	Knowledge (city people and laws), Persuasion skills at +6. Legal authority in their own city							

NPC PEASANTS

• **Serf:** These poor people are indentured to their lord, and little more than slaves to local aristocrats. They are often undernourished, ignorant, and live in fear of those who rule them.

• **Simple Farmer:** These are basic peasants who live in peaceful communities far away from dangers. They tend to be well fed and healthy, and live safe, albeit modest lives. If confronted with some hostile creatures or people, they are likely to ask the local lord or authorities for assistance and protection. Such peasants rarely travel beyond the fields around their villages, and tend to be suspicious of strangers (i.e. adventurers).

• **Peasant-outlaw:** These outlaws are in fact whole communities of peasants who had to flee their homes because of famine, war, or evil tyranny. As such they became starving vagabonds with no other opportunity than robbing people just to get by. Most of them died of deprivation, and so, those who remain (and are featured here) were the toughest and most determined to survive. They are driven by despair and hunger, and have no fear of death.

• **Peasant-warrior:** These are peasants who have learned to fight for whatever reason. They could be used to be regularly conscripted in times of war, they may be clansmen who must rely on their own to fend off beasts and brigands, or yet be woodcutters who constantly travel forests and thus need to be able to defend themselves. Peasants warriors tend to be more traveled and less suspicious of strangers (adventurers) than common peasants.



NPC PRIESTHOOD

• **Acolyte:** They typically are young clergymen who will become curates themselves after a few years of service as underlings. Until then, acolytes act as assistants to a curate, helping in any capacity they have, from cleaning the temple to assisting during the religious ceremonies.

• **Curate:** They are the most common parish priests (of a Christian-based religion) that may be found in a typical human community. They are generally in charge of a small temple such as found in a village, or district's church in towns and cities. Curates run the daily religious life, perform religious ceremonies, and assist and counsel the believers in their ethical and spiritual questionings. They normally know their parishioners fairly well, and are usually held in high esteem in their community.

• **Canon:** These priests are higher in the clergy hierarchy than curates, yet are nonetheless way inferior to bishops or abbots. They are either in charge of the more important temples (those of larger villages or small towns), or oversee several smaller temples and communities, going from one to the other to supervise their curates' activities. Canons are usually among the most respected individuals in their areas, on par with minor nobles. Their work usually includes much counseling among the community, and so they can be expected to know the local people fairly well.

• **Holy Defender:** These militant priests can be officers of church soldiers, bodyguards of important churchmen, or even in some cases, parish priests in troubled areas where violence is frequent. Their faith and dedication is the same as that of other parish priests, but their training emphasizes less on spiritual knowledge and more on combat. Their duty usually includes performing religious ceremonies as well as defending the community. However, they spend less time socializing and educating the believers. Whenever a regular curate would be confronted with supernatural or heretic threats, he/she is likely to call upon a holy defender for help.

Table 7.21: NPC Peasants

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Serf	Zero level	4	18 (+2 Con)	10	+0	1d4	5	2 sp
	Farming, Escape trouble, and Survive through hardship skills at +1 to +4							
Simple Farmer	Zero level	6	18 (+2 Con)	10	+0	1d4 or 1d6	7	5 sp
	Farming, Escape trouble, and Survive through hardship skills at +3 to +6 (i.e. 1d4 +2)							
Peasant-outlaw	Thug variant 2nd lvl.	8	16 (+2 Con)	11 (i.e. 9)	+1	1d4 or 1d6	10	5 sp
	Farming, Escape trouble, Stealth, and Survive through hardship skills at +1 to +4							
Peasant-warrior	Fighting-man 1st lvl.	8	17 (+2 Str/Con)	13 (i.e. 7)	+1	1d6 or 1d8	10	1 gp
	Farming, Escape trouble, and Survive through hardship skills at +3 to +6 (i.e. 1d4 +2)							

Table 7.22: NPC Priesthood

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Acolyte	Clergy 1st lvl.	4	17 (+4 Wis)	10	+0	1d4	7	5 sp
	Prayers as a 1st level friar (i.e. roll 1d6 > 1 + 1 for every prayer already used that day)							
Curate	Clergy 3rd lvl.	10	15 (+4 Wis)	10	+1	1d4 or 1d6	7	5 gp
	Prayers as a 3rd level friar (i.e. roll 1d8 > 1 + 1 for every prayer already used that day)							
Canon	Clergy 5th lvl.	15	13 (+5 Wis)	10	+2	1d4 or 1d6	7	20 gp
	Prayers as a 5th level friar (i.e. roll 1d12+1 > 1 + 1 for every prayer already used that day)							
Holy Defender	Fight-man/Clergy 4th lvl.	20	15 (+2 Wis/Con)	15 (i.e. 5)	+3	1d8+1	12	5 gp
	Prayers as a 1st level friar (i.e. roll 1d6 > 1 + 1 for every prayer already used that day)							

Table 7.23: NPC Spellcasters for Hire

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Apprentice	Magic-user 1st lvl.	4	17 (+4 magic)	10	+0	1d4	6	10 gp
	Arcane lore skill at +2. Spells (gray magic: 2). Intelligence 13							
Diviner / Seer	Magic-user 3rd lvl.	8	15 (+4 magic)	10	+1	1d4	8	30 gp
	Spells (white magic: 4/1). Intelligence 14. Possibly has the Second sight + Prophecy talents							
Town Alchemist	Magic-user 5th lvl.	12	13 (+4 magic)	10	+1	1d4	8	50 gp
	Alchemy and Arcane lore skills at +6. Spells (gray magic: 7/2/1). Intelligence 15							
Magus	Magic-user 7th lvl.	20	11 (+4 magic)	12 (i.e. 8)*	+4*	1d4+2*	10	100 gp
	Arcane lore skill at +10. Spells (gray magic: 7/5/2/1). (*) Magical ring and dagger +2. Possibly has the Dabble in sorcery + Dweomercraft talents. Intelligence 17							

NPC SPELLCASTERS FOR HIRE

• **Apprentice:** These young people could be students at a college of wizardry, in which case they are probably perpetually short of money to pay for their fees and accommodations. They could otherwise be the apprentice of an individual wizard, in which case they probably live in the basement of the wizard's tower and are assigned the jobs that their master thinks too trivial for his or her time. In either case, apprentices are likely to identify minor items for a fee and work as clerks and scribes, or teachers to aristocrats' children.

• **Diviner / Seer:** Among the many questionable fortune tellers and palm readers who abuse the common people's credulity, exist a few magic-users with a genuine gift for divination. They generally are white magic practitioners also versed in astrology, but not too much interested in arcane studies, so remain mediocre spellcasters. They can nonetheless make a good living with their art, as a majority of people are eager to know about their fate and future before it actually happens.

• **Town Alchemist:** This is a magic-user learned in the admixture and creation of various powders, elixirs, unguents, salves, ointments, oils, essences, and other arcane ingredients. (See the appendices chapter for suggestions about the Alchemy skill, p.378.) In general, alchemists must be sought in cities. It is very unlikely they will take service with a player character unless retained for a year or more, provided with a well stocked laboratory and an initial fiscal incentive of up to one hundred gold pieces.

• **Magus:** They are typical wizards of decent power and influence, though by no way of archmage status, who make a comfortable living from their magic. Though they could brew potions and turn a group of orcs to cinders with their spells, magus don't work as alchemists or mercenaries. Instead, they generally perform divinations and answer

questions as sages. Magus may be ranking members in a wizard's guild, advisors to a local ruler, or reclusive sages. Whatever they may be, however, they generally remain prepared for an assault by those jealous or afraid of their power, less they would not have reached this level of competence.

The archetypal magus tends to live in a tower patrolled by bound guardians and warded against entry with magic. A magus may have an apprentice to answer the door and do drudge work or, if he/she is the more amicable sort, may have some servants and keep a social calendar.



Table 7.24: NPC Townspeople (Commoners)

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Children and old people	Zero level	3	19	10	+0	—	4	1 sp
	They normally have no skill worth mentioning, and are unable to fight.							
Clerks, servants, peddlers...	Zero level	5	18 (+2 Con)	10	+0	1d4	6	5 sp
	Profession, Escape trouble, and Survive through hardship skills at +1 to +6. Fight: -2 penalty to hit.							
Heavy laborers	Zero level	7	18 (+4 Con)	10	+0	1d4	6	5 sp
	Profession, Escape trouble, and Survive through hardship skills at +1 to +4.							

Table 7.25: NPC Townspeople (Authorities)

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Gentry	Professional 2nd lvl.	8	16 (+2 Int/Cha)	10	+0	1d4 or 1d8	1d12	—
	Knowledge (heraldry, nobility, etc.), Persuasion, and Riding skills at +4							
Civil servant	Professional 2nd lvl.	6	16 (+2 Int/Cha)	10	+0	1d4	6	5 gp
	Detection, Knowledge (local, law, etc.) and Persuasion skills at +4							
Bailiff	Professional 6th lvl.	20	12 (+2 Int/Cha)	10	+3	1d4 or 1d8	8	50 gp
	Detection, Knowledge (local, law, etc.) and Persuasion skills at +8							

NPC TOWNSPEOPLE (COMMONERS)

• **Various Common Townspeople:** They are all zero-level characters, though with variations in their physical resistance due to the type of work they do. Most of them never fight, though they could have to defend themselves with a club or a dagger when necessary. These people usually know little beyond their trade and immediate area of living, however, at times they can be an interesting source of gossip and information (20% chance). There is a wide array of menial jobs and lesser professions they may have, as described below:

- 1. Carpenter:** Skilled in the working of wood, a carpenter might be expected to construct anything from a table to a palisade.
- 2. Barmaid / Bartender:** They are found in most inns and taverns. At times may prove to be a source of local information (35% chance).
- 3. City Tout:** This generally young lad acts like a tour guide, for copper or silver he will show PCs the way an inn of whatever quality they want, alchemists, armorers, weaponsmiths, etc. They hang out near the city gates and will presently offer their services to strangers costing 1-2 coppers per destination. They will charge more for private info such as thief's guild contacts, juicy rumors, or local news.
- 4. Cobbler:** These people repair footwear, and are able to create simple shoes and sandals. However, sturdy boots or shoes require an artisan.
- 5. Cook:** Familiar with the preparation of various types of food.
- 6. Groom:** Proficient in the care of horses, an attentive groom can usually tell a good mount from a bad; also known as a stable hand.
- 7. Laborer:** Essentially unskilled, laborers are suitable for only the most menial sorts of work; this category includes bearers and porters, each of whom is able to carry fifty to eighty pounds on their back.
- 8. Leatherer:** Capable of producing a wide range of leather goods, such as packs, belts or riding gear; a leatherer is indispensable for making scabbards, sheaths, and other leather components of arms and armor.
- 9. Limner:** Adept in the painting of signs and the illumination of heraldic devices, amongst other similar activities.

- 10. Linkboy:** Usually hired to bear a lantern or torch, a linkboy is typically a youth, but older individuals are not unknown.
- 11. Mason:** Expert in the working of stone or plaster, masons are essential for the construction of significant buildings and fortifications.
- 12. Pack handler:** Practiced in the burdening, handling and unburdening of various pack animals.
- 13. Servant:** Typically serving as butlers, maids, messengers or simple lackeys, servants are expected to look to the needs of their master.
- 14. Shopkeeper:** They are all manners of tradesmen and humble peddlers who make a modest living in selling cheap everyday life's goods. Sometimes they are employees to artisans and merchants, while at other times they own a small shop or sell their goods in the streets.
- 15. Tailor:** Accomplished in the repair and making of clothes or other cloth items, such as sur-coats, capes or hats.
- 16. Teamster:** Experienced drivers of carts and wagons, teamsters are usually experts at loading and unloading their vehicles, as well as handling the animals with which they are familiar.

NPC TOWNSPEOPLE (AUTHORITIES)

- **Gentry:** They are the typical upper class NPCs, born and raised in wealth, like a lord's wife, a rich merchant, etc. Such persons got a really good and broad education, including weapon use. These aristocrats are not warrior types and prefer to leave combat to others, but nonetheless learned how to wield a sword and move in armor, as part of the many things a gentleman / gentlewoman should be able to do. (In most cases aristocrats will be AC10, but when traveling, may wear any kind of armor; they typically use daggers and longswords for weapons.)
- **Civil Servant:** The city employs a few civil servants to take care of such activities as official clerks, tax collectors, lesser magistrates, etc. Civil servants do not fight, and are accompanied by at least two guards when having to inspect or intervene where might be some danger. Civil servants have a certain tendency for stubbornness, but they can be bribed (DC=20, + a few silver pieces).

- **Bailiff:** This character is the supreme magistrate of the city. The bailiff oversees that law is respected, passes judgments in important criminal affairs, etc. The city militia is ultimately under the bailiff's command, although its leadership and organization is left to the provost (i.e. guards' captain). The bailiff is well known and respected in the city. It's very difficult to bribe this character (DC= 25 to 30, + a large amount of gold pieces).

NPC TRADESMEN

- **Apprentice:** They are individuals who are finishing their apprenticeship, and work for an artisan or master artisan (more rarely a simple journeyman). Usually, when they feel experienced enough and have spared some money to buy their own workshop, they will leave their employer and settle elsewhere.
- **Journeyman:** They are all manners of craftsmen who make a modest living by plying their trade. Often they are employees to artisans and tradesmen, at other times they own a modest workshop and sell their production to some merchants. Journeymen rarely have any preoccupation beyond that of supporting their family.
- **Artisan:** They are more experienced, and thus generally older journeymen whose business eventually thrived. These people now belong to the middle upper class, and they have a few apprentices and even journeymen, working for them.
- **Master Artisan:** The more gifted and ambitious artisans may end up as "master artisans." These persons are usually much renown in their field and in their community. They most of the time also are higher ranking members of their trade guild (when such organization exists), and employ several apprentices and journeymen.

Tradesmen (and women) cover a wide array of trades and professions. Here are the more commonly encountered in a medieval setting:

- 1. Agitator:** These characters are expert at spreading rumors and manipulating people's opinions. They may operate discreetly or openly, posing as prophets or authority figures, in order to deceive their audience and lead them to think in a way benefiting their employer.
- 2. Armorer:** This is a blacksmith specialized in creating armors of metal. When leather and other materials are part of the armor, assistants of the appropriate skill usually help the armorer. A flawed armor (i.e. skill check failed by 5 points or less) looks normal, until hit with a natural 20 roll (critical hit), in which case the armor will break and fall apart. For every sixty men at arms or barded warhorses present in an army, there must be at least one armorer to maintain and repair / replace their armors and shields.

- 3. Book-binder:** These artisans create parchment and blank books. It requires an artisan or master artisan to create a blank spellbook.

- 4. Bowyer/Fletcher:** These characters manufacture bows and arrows. Short bows and crossbows can be easily manufactured by journeymen, but war and composite long bows require an artisan or master artisan.

- 5. Engineer (architect):** An architect is necessary for the successful construction of any but the most simple of surface structures. Unless the construction site was approved by an architect, there is a 75% chance that any structure will collapse within a month to a few years of completion. Most castles and temples require an architect of "artisan" status, and those of "master artisan" status are the designers of cathedrals, fortresses, or great tombs full of devious traps.

- 6. Engineer (artillerist):** An artillerist is mandatory for the construction and correct operation of siege weapons (catapults, etc.).

- 7. Engineer (miner and sapper):** This engineer is indispensable for the overseeing of any mining operations, underground construction, or siege and counter siege works that involve trenches, fortifications, assault towers and other similar siege devices.

- 8. Guide:** These characters can lead people across unknown regions and dangerous terrain, all the while avoiding hazards and dangers.

- 9. Healers:** Healers are found in any communities, from small villages in the country to town and cities. They are also competent herbalists, since they routinely use plants to prepare their various medicines.

- 10. Jeweler and Gem-cutter:** These characters can accurately appraise the value of most gems and jewelry, as well as create and repair ornamented items and jewelry.

- 11. Merchant:** The professional expertise of these characters is in buying and selling goods at the best price possible.

- 12. Sages:** These scholars may be sought after by adventurers for their knowledge on a specific subject. They are often employed by a guild, the Church, or rich nobles. Sages are extremely intelligent and have access to a vast store of learned knowledge and an expansive library (i.e. a proper library will grant a +2 to +6 bonus to their Knowledge checks).

- 13. Weaponsmith:** These specialized blacksmiths create metal weapons, such as swords. A blacksmith may create a simple dagger or mace, but creating axe and sword blades requires a weaponsmith. A flawed weapon (i.e. skill check failed by 5 points or less) looks normal, but incurs a -1 penalty to hit. For every sixty men at arms present, there must be at least one weaponsmith to maintain and repair / replace their weapons. Note that weaponsmiths are proficient in all the weapons they can create, and can appraise a weapon's flaws or qualities.

Table 7.26: NPC Tradesmen

	Class/Level	Hit-pts	Save	AC	BtH	Dmg	Morale	Wage
Apprentice	Professional 1st lvl.	4	17 (+2 Int/Dex)	10	+0	1d4 or 1d6	7	1 gp
	Profession skill checks at +3. Other skills related to profession at +1							
Journeyman	Professional 2nd lvl.	8	16 (+2 Int/Dex)	10	+0	1d4 or 1d6	7	4 gp
	Profession skill checks at +4. Other skills related to profession at +2							
Artisan	Professional 4th lvl.	15	14 (+2 Int/Dex)	10	+1	1d4 or 1d6	7	10 gp
	Profession skill checks at +6. Other skills related to profession at +4							
Master Artisan	Professional 6th lvl.	20	12 (+2 Int/Dex)	10	+2	1d4 or 1d6	9	25 gp
	Profession skill checks at +8 (+10 if skill-focus talent). Other skills related to profession at +6							



chapter 8 - - Priests and Religions

Mythology and religion are an essential part of the game. In some campaign settings, the gods and their religions are hand-waved, so priests are but defined by their alignment, but other GMs love to detail complete pantheons of deities and give different abilities to each god's priesthood. Yet, not all campaign worlds need to assume that the gods actually exist, or that all priests have special abilities. As such, this chapter discusses the relationship between priests and magic, as well as the actual implication of the gods regarding the mortal world. Then, it gives examples and guidelines for the GM to create religions and cosmology.

- **Priests, magic and deities** (different assumptions regarding deities and religions in a campaign setting; types of priests; examples of gods and goddesses -> 30 deities templates to create a campaign setting's pantheon).
- **Law and Chaos** (alignments, champions classes: agent of law/chaos, guardian of neutrality).
- **The Immortal Soul** (nature of the soul, the soul is indestructible, the soul in the afterlife, undead and soul, creatures without a soul).
- **Cosmology** (the astral, ethereal, shadow, elemental and outer planes of the afterlife).

Priests, Magic and Deities

When it comes to gods and religions in this game, earlier editions have set their own vision that is much different from what we usually find in fantasy literature, and of course has nothing to do with real life religions. In fact, most variants and editions of the game normally assume the following ideas:

- 1) Priests are a special character class (i.e. cleric or druid).
- 2) Priests gain spells from the gods they worship.
- 3) The gods actually exist, since they grant spells to their priests.

Note also that usually, all priests encountered in the game's adventures cast spells. Henceforth, PC and NPC priests always serve true gods. Ludicrous religions based on inept superstitions are never featured in most campaign settings. However, there is no reason it should be so. *FANTASTIC HEROES & WITCHERY* proposes different assumptions, to let GMs create different campaign settings. The first assumption is

that spells are but the exclusive domain of magic-users. There is no more spells granted by the gods, and former divine spells are now white magic. The second assumption is that the role (i.e. profession) of priest, is not necessarily tied to a specific character class. To begin with, many acolytes could be mere zero-level commoners with no particular abilities and powers at all. All that is required is to have the trust of the local population, and know how to conduct religious rituals. As a result, if anyone (of any class) can rightfully be a priest, it also enables the GM to decide whether the gods truly exist or not, and if some religions worship actual gods, while others would be mistaken and worship but idols. Thus, *FANTASTIC HEROES & WITCHERY* assumes that:

- 1) Priests might be of any character class (even though divine classes fit best), or even zero-level commoners.
- 2) There is no divine magic per se. Normally, priests who cast spells, do it as magic-users.
- 3) The gods may or may not exist. The religions may or may not worship actual gods.

The Gods and The World

An important thing for the GM to determine, is the relationship between the deities (if they exist at all) and their priests. The usual assumption is that the gods oversee and monitor the religions that are devoted to them. This doesn't necessarily has to be so however. The following suggests different types of possible relationships between the gods and the mortals. The GM should choose one for his/her campaign world.

1. THE GODS OVERSEE THE MORTAL WORLD

The default, usual assumption is that each deity oversees its priests and religion. The deity is aware of what every of its servants and followers does. Several divination spells in fact accredit this assumption, in enabling a caster to contact powerful extra-planar entities (i.e. of divine status) to gain information about the prime material plane. So, when priests or even followers misbehave, don't follow the rules and ethic of their faith, they will be punished in some way. Also, the priests are occasionally sent messages and requests by their deities: dreams, insights, etc., that suggest them to do this or that. All of this can only induce that the clergy will be kept in line. No bad surprises will happen, such as evil priests masquerading as benevolent monks or such. Good and evil is clearly defined without surprise in this sort of setting.

In a world overseen by the gods, deities customarily manifest themselves on the world (i.e. incarnate as avatars), send creatures (e.g. celestials or demons), guide heroes, etc., as is often the case in antique

Greek or Norse sagas. When people desecrate a deity's statue, they are likely to provoke this deity's anger, and be afflicted by a curse or direct magical attack. All of this can be fun, but the GM should be careful of not overdoing it.

2. THE GODS DON'T KNOW OR DON'T CARE

In this case, the gods do not watch over the prime material plane. They do not interfere with what mortals do, whether because they have little interest in it, or some prime cosmic law forbids it. The gods might also be celestial principles and sentient energies of cosmic magnitude, that mortal humans, in their limited understanding or outright ignorance, portray as anthropomorphic figures. So, if such hypothesis are used, the gods don't watch over those who claim to be their priests, and neither reward nor punish them for proper or improper conduct. The idea, instead, is that when characters conform to a certain behavior and ethos, pray and meditate, perform mystical exercises, and try to attune their soul to the "divine", they can eventually reach the gods on a spiritual level, and become in touch with them. Doing this puts the characters in contact with divine energies, that come to them as answering their prayers (i.e. friar classes) and supernatural abilities. Then, such characters will often feel compelled to reinforce their own faith in proselytizing it to other people. Hence religions would be born, and more men and women would in turn want to follow it.

The interesting point with this hypothesis, is that religions could become a mess, for they aren't overseen or monitored by deities. For example, a divinely inspired individual (e.g. someone with the mystic class) could touch the divine, and get some enlightenment from it. As a result, he would get the incentive to reveal it to other people, and thus would found a new religion based on love and goodness. Over time, the religion would expand, gaining new converts attracted by its benevolent dogma, while truly devoted worshippers would likewise contact the divine and get prayers answered. However, the world being what it is, things would change. The religion would grow more into a political organization, and less into a congregation of spiritually oriented idealists. Many people would join the clergy for the authority and secular advantages, not because of their love for God. These churchmen wouldn't be friars, mystics or templars anymore. Then, some disgusted followers would make secession and form their own schismatic sect of truly devout believers. These heretics might reach to the divine and be answered prayers, which would raise the ire of a jealous, orthodox clergy that long ago lost their bond with the gods. This unfaithful clergy would have no qualms labeling the heretics as worshippers of the Devil, and call to exterminate them in the name of the Love of God (you might use the Preacher, Inquisitor and Witch-hunter below). In the meantime, some dark-hearted ecclesiastic could find a way to become in tune with demonic energies, and thus gain vile magical powers (i.e. as a warlock). Elsewhere, a lone orthodox parish-priest (i.e. friar) would still pray to the original ideal of the faith, and get benevolent "magical powers." All of this can happen, and the gods either don't care or cannot intervene.



3. THE GODS EXIST, BUT ONLY HAVE POWERS ON FAITHFUL PRIESTS

The following suggestion merges together ideas from the two precedent concepts: Basically, priests are the eyes and ears of their deity. When they successfully get in touch with a deity through spiritual discipline, priests establish a link between them and the deity, and become their agents on the prime material plane. Deities answer their prayers (in case of friars classes), or even grant them spells (in case of the agents and guardians described p.157), but in exchange keep an eye on them, punishing with a loss of ability any unfaithful behavior. However, deities have no power over a mortal's free will, and cannot discern nor control what happens on the mortal world by themselves. They can only know what their priests or "agents" know. Deities don't know what mundane people (including priests without supernatural abilities) do, even why they do it in their name. As such a religion could become perverted and a deity would not know; the deity couldn't do anything about it, if the deity doesn't have agents to send fix the problems.

4. THERE MIGHT BE NO GODS AFTER ALL

A different campaign world assumption could be that friars, mystics and templars do not get their powers from the gods (as they are used to believe), but from their own developed abilities. In this case, their prayers are simply another sort of magic gained from inner faith and insight. As such friars, mystics and templars would have a strong spiritual bent and would invariably be attracted to religions, or at least to a life of contemplation and meditation. However, whether they would adhere to ludicrous beliefs or worship real deities, they would gain their magical powers all the same. They would have to but remain dedicated to their faith, as this faith itself would be the source of

their magic, not what the faith is about. In such a campaign world, the gods (if they truly exist) would not answer their prayers. A large array of cults could exist, with some of them appearing inane, yet nonetheless backed by a prophet (i.e. friar or mystic).

Note however, that in this case as in the precedent, since the deities either do not intervene or do not exist, there should be no divine intervention, no curse inflicted by the gods for swearing against them or desecrating a temple, etc. These popular fantasy gaming events become implausible (within the magic fantasy context), if there isn't some gods who oversee the world and the priests who serve them.

5. MIX AND MATCH OF THE ABOVE CONCEPTS

Note that nothing forbids a GM to include several of the above options together. Maybe there is but one powerful deity watching over the world and carefully monitoring its priests (option 1), while at the same time a couple of secondary gods also exist, but have much less power (option 3), and a few mystics gain their ability on their own (option 4) not from particular gods. Mix and match is also interesting in that it will keep the players uncertain about the gods' existence.

Types of Priests

As said above, the role of priest should not be restricted to a specific character class, even though some classes fit better than others. After all, not all religions should resemble a Christian-like, monotheistic faith, for which the friar, mystic and templar are perfect, but for which zero-level commoners or NPC professionals would also fit well (as NPC priests without supernatural abilities). Here is some guidelines about the various religions' and cults' priesthood and the character classes of their priests:

1. Religions focusing on agriculture, justice, light, war, community, and even concepts such as the Sun or the Sea, are best represented by the friar, mystic and templar classes. Note however, that normally only exceptional people have a character class, so likewise among the priesthood only the most devoted individuals would have these classes. It could well be that most of the clergy is made up of zero-level commoners, and people with other classes may remain possible (such as a recluse priest studying magic in a monastery's library, who would be a wise-man).

2. Mysteries cults and deities of magic, air, earth, fire, or water, on the other hand, are generally represented by magic-users. This is especially the case with evil cultists who follow dark gods and demons. They are more likely to be warlocks, as those powers fit more closely to the ideal set by their divinity. Note also that in some cases, priests will better be split-classed characters, such as an assassin/warlock for a holy-slayers' brotherhood.

3. Some intolerant and puritan religions might condemn and persecute all magic-users. They could be fearful and/or jealous of magical powers they could not have. For example, a fanatic and corrupt monotheistic religion could have priests who abhor magic and hunt down witches, but are incapable of the faithfulness necessary to become friars, mystics or templars. They could hire fighters and thieves to persecute heretics, like when the Spanish inquisition was made up of a fair proportion of ex-criminals. The four following variant classes are for such characters:

The WITCH-HUNTER

Witch-hunters are cold-blooded professionals whose trade is to pursue and eliminate evil sorcerers and supernatural creatures that threaten the general populace. Whenever a community is plagued by a magical monster, or fears the wrongdoings of a necromancer, it often turns to a witch-hunter for aid. Some witch-hunters are appointed as magistrates (called "witch-finders") by a community to protect it from magical influences; others belong to the clergy as "exorcists". Yet, the majority of witch-hunters are independent characters wandering the land in search of work. Unfortunately, when work is scarce, witch-hunters will often persecute innocent people and creatures to make a living.



FIGHTER SUB-CLASS: The witch-hunter is as per the Fighter class, although it has different class features. Instead of battle tricks and combat specialties, witch-hunters get the following abilities:

- **Arcane Lore:** Witch-hunters add their level to most Knowledge skill checks (Intelligence) pertaining to magic and the supernatural. As such, though they are unable to learn and cast spells, witch-hunters recognize magic when they see it; know about demons, undead, legendary magical item, great sorcerers of the past; etc.

- **Witch-Hunter's Techniques:** At 1st, 3rd, 5th, 7th, 9th, 11th, and 13th level, witch-hunters gain a special technique chosen among the following. Each of these special techniques/abilities can be taken only once unless otherwise noted.

- Breach Immunity.** Against creatures immune to non-magical weapons, attacks are treated as if magic +1 (but without actual bonuses to attack and damage rolls). If wielding a +1 magic weapon, attacks breach as +2 (i.e. hits creatures needing +2 weapon), etc.

- Fiend Slayer.** Gains a +2 bonus to attack and damage rolls, plus all knowledge and tracking checks against fiends (i.e. lower planar creatures).

- Hog-tying.** With a rope in hand can make an attack roll at a -4 penalty, and if successful bind his target (who is allowed one Dexterity save to escape).

- Indomitable Mind.** Against any mind-affecting spell or effect, gains a 2nd saving throw on the following round, if the first, regular save was failed.

- Magic Resistant.** +2 bonus to all saving throws vs. magic. This ability can be taken more than once, the bonuses stack.

- Undead Slayer.** Gains a +2 bonus to attack and damage rolls, plus all knowledge and tracking checks against undead.



The CRUSADER

Crusaders are fanatical warriors who conquer, pillage and burn in the name of their deity. Even when the ethic and edicts of their religion would supposedly promote peace and love, they will impose it by force onto the unbelievers. Crusaders revel in battling the enemies of God (whether they actually are such enemies or not), their fanatical and aggressive faith letting them fight with an unrivaled ferocity. Fortunately for the crusaders, they owe this ability to rage in combat to their own faith, not God (even if they may tell the contrary). As such, they cannot lose it just because they would act in a way inappropriate to the religion they claim to defend and promote.

BERSERKER VARIANT: The crusader is exactly as per the Berserker class, but it can use all armors and gets slightly different abilities:

- **Holy-Rage:** Same ability as the berserker's Battle Rage, except it can be called upon only if crusaders are convinced to fight in the name of their deity, against enemies of the faith or to further the goals of their religion, whether it is actually the case or not.
- **Bullying:** As per the berserker's ability, though crusaders do it in invoking the name or edicts of their deity.
- **Bear Totem:** Crusaders don't get this ability, which is replaced by Divine Wrath instead:
- **Divine Wrath:** At 9th level, crusaders can once per day generate an aura of holy/unholy wrath that acts as a *Fear* spell to all creatures within 10 feet of them. They must use this ability in combination with a Holy Rage, and it has the same duration.



- **Greater Rage:** As per the berserker's ability.



The INQUISITOR

Inquisitors are grim members of the Church charged with investigating crimes pertaining to the religion, such as heresy, or worse, belonging to blasphemous and evil cults (whether such cults are actually evil or not). Inquisitors are thus what accounts for both police officers and court magistrates, in a society where religion decides what someone is free to think or believe. Most of inquisitors have a compelling reason for pursuing this hateful vocation. They are often angst-filled individuals and tormented souls driven by prejudice, revenge or religious fanaticism.

THIEF SUB-CLASS: The inquisitor is exactly as per the Thief class, with but the exception of gaining a set of Inquisition related skills rather than Thievery skills:

- Coercion (Cha).** Convince a minion to betray his evil master; some villagers to form a mob against the witch; or a commoner to denounce her neighbors.
- Investigation (Int).** Find and recognize the traces, work or presence of supernatural evil; detect fiends or sorcerers that are under a deceitful guise; etc.
- Judgment (Wis).** Ascertain magical items, unnatural buildings, permanent magical effects, etc., for what they are.

- Knowledge (Int), Local:** Know about customs and traditions, inhabitants, laws, legends, important people and rulers.
- Knowledge (Int), Occult:** Know about demons and other fiends, lower planes, undead, etc.
- Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.
- Torture (Dex).** Inflict pain and wounds upon others, usually to extract information, but also as punishment or intimidation. May also be used to permanently cripple or disable a victim.
- Tracking (Wis).** Follow a creature's tracks on the ground.

The PREACHER

Preachers are the voice of their god and religion, often as wandering missionaries but also as parish priests. They not only strive to convert the unbelievers, but also bring reminder and encouragement to those who already subscribe to their beliefs. In any case preachers are totally devoted to their god and absolute in their faith. They need to be exemplars of their religion to get the fervor and confidence necessary to convince the listeners of the righteousness of their sermons. Preachers who rise in level, become skilled orators able to influence the clergy, and generally get useful contacts and partisans. As such they get opportunities to climb the religion's hierarchy up to the highest levels.

BARD VARIANT: The preacher is mostly as per the Bard class, with but the exception of influencing people through sermons, religion and spiritual authority, rather than charm and music. Instead of bardic skills, they gain the following skills:

- Authority (Cha).** Among the faithful, in their own community or within the clergy toward priests of a lesser rank/position, preachers can impose their will upon others (within reason) and make them: reveal a secret, lend help, let pass without asking questions, go on an errand, etc.
- Gaining Info (Int).** Mingle among the population and hear rumors, learn interesting facts, or get acquainted with local customs and traditions.
- Community Knowledge (Int).** Know about the people of a given community, the leaders, movers and shakers, politics, and even some secrets (who sinned, etc.).
- Linguistics (Int).** Decipher obscure scripts and coded writings, recognize foreign languages, and ability to learn a new language at every odd level.
- Persuasion (Cha).** Convince others of claims and theories, calm angry people, bargain with a merchant, plead a case before a judge or king, etc.
- Theology (Int).** Thorough knowledge of the religion, its deity, dogma, ethics, history, literacy, etc., as well as about enemy religions and gods when relevant.



Examples of Gods & Goddesses

Many GMs like to create their own pantheons of deities, where each god and goddess grants different abilities to its priests. The following part gives guidelines for different kind of deities that may fit into a typical fantasy world. They are templates that will need to be fleshed out and named by the GM (or the PC priest's player), before becoming appropriate deities in the campaign setting. These gods and goddesses are given indications as to which kind of character classes would best represent their major priests (i.e. PCs and cult leaders), as well as secondary priests (with simple NPC classes). These priests often get special abilities, which are granted to them by their deity. Priests of gods or goddesses that don't exist, or of spiritual philosophies, don't get any special power, but remain the normal class. However, serving an actual deity often means being monitored by it, and thus lose powers and suffer punishment when misbehaving. On the other hand, priests of ludicrous deities and religions don't get special abilities, but are free to act as they want without fear of retribution.

ANCESTORS WORSHIP

Priests are the intercessors between the living people and the spirits of their ancestors. The ancestors are revered, and they give advice to their descendants (and grant prayers to their priests).

- **Typical Alignment:** Neutral (+ allegiance to family/clan, and adherence to traditions).
- **Priests' Classes:** Friar (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** Parents and ancestors belonging to the clan for at least three generations.
- **Favored Weapons:** None.
- **Special Class Features:** When encountering with spirits or undead, priests can always discern between an ancestor's spirit and any other spirit or undead. Priests otherwise have access to one additional prayer of their own:
 - Speak With Dead:** this prayer has the same effect as a *Speak With Dead* spell.

ANIMAL DEITY, BEAST LORD

Priests revere a certain animal (bear, buffalo, eagle, wolf, etc.) significant to their culture, trying to emulate its qualities (e.g. strength, courage, wisdom, etc.). Priests will protect the specie, allowing killing only for survival of the community (such as with the buffalo).

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Friar and Mystic, or better: Animist optional class p.395 (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** depending on the animal: Strength, Dexterity or Constitution 13+
- **Favored Weapons:** None.
- **Special Class Features:** Priests can *Speak With Animals* (as per the spell) at will, but only with the appropriate animal totem specie. Priests otherwise have access to one additional prayer of their own, gained at 7th level:
 - Wild Shape:** this prayer has the same effect as the Guardian of Neutrality's (i.e. former druid) Shape-shift ability described p.159, except priests can only change into their animal totem specie.

BLACKSMITH GOD

This deity is usually the smith and weaponsmith of the gods, often a lesser deity. However, among dwarves it could be more encompassing, such as being the soul-forged, rather than just a simple blacksmith god. In any case, its priests almost never conduct religious ceremonies in temples for great numbers of worshippers, but operate as masters of craft secrets who induct artisans into the profession of smith and weaponsmith.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Friar or dwarf Gothi (NPCs: Professional).
- **Additional Class Requirements:** Strength 13+
- **Favored Weapons:** War-hammer.
- **Special Class Features:** Priests add their level +2 to all skill checks pertaining to blacksmith work, creating weapons and armors, etc. Priests can repair magical weapons and armors (DC = 10 + 3 per "plus"; takes 1 week); then at 5th level can create +1 magic weapons and armors (DC = 15; takes 1 month); and at 9th level can create +2 magic weapons and armors (DC = 20; takes 1 month).

COMMUNITY DEITY

Priests are the intercessors between a city's deity, and the city's inhabitants, seeing that they properly worship the deity. Priests work at defending the city and helping it prosper. Note however, that priests of different sects within the same faith might be benevolent or tyrannical, with different political opinions on how the city should be administered.

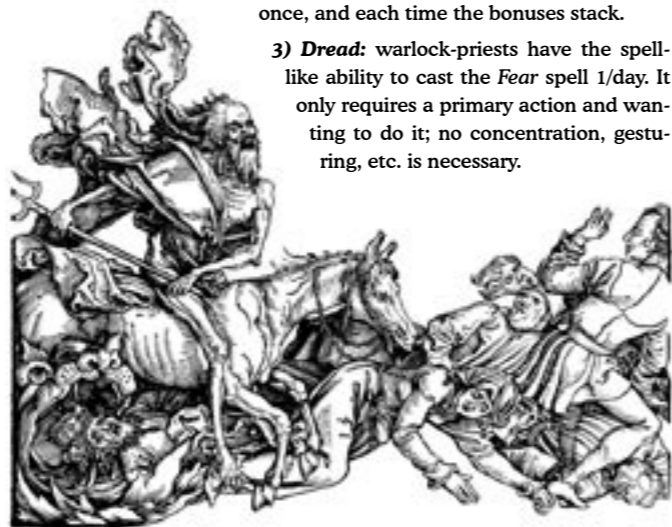
- **Typical Alignment:** Neutral (+ allegiance to the appropriate city).
- **Priests' Classes:** Dwarf Gothi, Friar or Templar (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** None.
- **Favored Weapons:** Variable and dependant upon the city's culture and traditions (e.g. trident for a port city, spear for a warlike city, etc.).
- **Special Class Features:** Priests add their level to all Knowledge checks pertaining to their city, its history, inhabitants, etc. In addition, they are never lost in their city; they always know where they are, and the best route to take to reach any place within it. Friars and templars also gain a +1 bonus to all prayer checks made when in their city, for the purpose of helping its inhabitants, defend the city, etc.; while gothar incur a -1 penalty to save against their spells in the same conditions.

DARKNESS, FEAR, & EVIL

Priests are psychopaths and hateful power-mongers or madmen who serve demon-lords or gods of evil. They devote their time and efforts to spread misery, fear, suffering, etc., and gather wealth and power at the expense of others.

- **Typical Alignment:** Chaos.
- **Priests' Classes:** Warlock (NPCs: Cultist).
- **Additional Class Requirements:** None.
- **Favored Weapons:** Any blade (dagger, sword, or axe) with an evil-looking shape: sinuous and snake-like, black and barbed, rusted and smeared in blood, etc. (Warlock-priests are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Instead of regular Vile Powers, warlock-priests can gain the following abilities:
 - 1) **Rebuke Undead** 3/day.

2) **Reaper:** warlock-priests gain a +1 bonus to attack and damage rolls with their favored weapon. This ability can be taken more than once, and each time the bonuses stack.



3) **Dread:** warlock-priests have the spell-like ability to cast the *Fear* spell 1/day. It only requires a primary action and wanting to do it; no concentration, gesturing, etc. is necessary.

DEATH, GUARDIAN OF THE DEAD

Priests preside over burial and funerals, take care of cemeteries, watch over graves to prevent desecration by tomb robbers, or undead rise by necromancers and supernatural corruption. Priests rarely kill people to please their god, who anyway will have them all sooner or later; but they are enemies of those who cheat death with magic.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Mystic (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** None.
- **Favored Weapons:** None.
- **Special Class Features:** Priests can both Turn or Rebuke undead, though they always gain a +2 bonus to their roll to Turn them. They also have access to one additional prayer of their own, gained at 3rd level:

—**Rest In Peace:** this prayer is a 1 hour long religious ceremony made for a deceased creature, so its corpse may not be used to create undead thereafter, and its soul may not be captured, returned as a ghost, etc.

DEATH & UNDEATH DEITY

Priests are foul sorts of divine necromancers who worship a most odious deity of death and corruption. They have few followers besides depraved magic-users and corrupted creatures, and conduct their foul cults in underground temples that resemble graveyards more than anything else.

- **Typical Alignment:** Chaos.
- **Priests' Classes:** Warlock (NPCs: Cultist).
- **Additional Class Requirements:** Constitution 13+
- **Favored Weapons:** War-scythe (Warlock-priests are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Instead of regular Vile Powers, warlock-priests can gain the following abilities:
 - 1) **Rebuke Undead** 3/day, with a +2 bonus to the roll.
 - 2) **Death Touch:** 3/day warlock-priests can attempt to slay a living creature with the touch of their hand. They must succeed on a me-

lee touch attack against the target; then, roll 1d6 per priest level. If the total at least equals the creature's current hit points, it dies (no save); otherwise it has no effect except for an unpleasant touch.

3) **Undying:** at 9th level (or later), warlock-priests may undertake a long, costly and dangerous ritual to become undead. They have 6% chances per level to successfully become a vampire; or 4% chances per level to successfully become a lich. On a failed check they irremediably disappear into the negative energy plane.

ELEMENTAL AIR

Priests either have a mystic relationship with the elemental plane of Air, or worship a sky goddess, a deity of the four winds, etc. Their temples are always located in open and windy places, such as atop mountains, with the main hall having no roof and large openings in the walls.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Wizard (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** Long-bow (Wizard-priests of Air are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Wizard-priests of the Air get a +4 bonus to learn spells related to the elemental plane of air (such as *Gust of Wind*), or +2 to learn distantly related spells (e.g. *Fly*); they also add their level to all Knowledge skill checks pertaining to the wind, weather, and the elemental plane of air. Note otherwise that these wizard-priests don't get signature spells, but the following abilities:

1) **Rebuke Air Elementals / Turn Earth Elemental** 3/day (as a friar of same level would turn undead of equal HD).

2) **Save Bonus:** +4 bonus to all saving throws against air-based spells and natural effects.

3) **Ignore Air:** at 5th level can 1/day ignore (i.e. become immune and operate as if it weren't there) any forceful wind, hurricane, etc., for up to 1 round/level.

4) **Gate Air:** at 7th level can 1/day gate material directly from the elemental plane of air. It consists in one cubic foot per level above the sixth, of pure, raw, and basic air; although the priest may dictate the general shape it will take (a blast of air, a gentle breeze, etc.). Maximum range is of 15 yards, and it does 1d6 dmg per level above the sixth, if applicable.



ELEMENTAL EARTH

Priests either have a mystic relationship with the elemental plane of Earth, or worship a mountain god, a deity of the underground, etc. Their temples are always located in rocky environments, such as carved into mountains, with the main hall being a cavern ornate with huge stalactites, glistening crystals, etc.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Wizard (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** Mace (Wizard-priests of Earth are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Wizard-priests of Earth get a +4 bonus to learn spells related to the elemental plane of earth (such as *Dig*), or +2 to learn distantly related spells (e.g. *Stoneskin*); they also add their level to all Knowledge skill checks pertaining to stone-craft, geology, and the elemental plane of earth. Note otherwise that these wizard-priests don't get signature spells, but the following abilities:

1) **Rebuke Earth Elementals / Turn Air Elemental** 3/day (as a friar of same level would turn undead of equal HD).

2) **Save Bonus:** +4 bonus to all saving throws against earth-based spells and natural effects.

3) **Ignore Earth:** at 5th level can 1/day ignore (i.e. become immune and operate as if it weren't there) any presence of sand dune, stone wall, etc., for up to 1 round/level.

4) **Gate Earth:** at 7th level can 1/day gate material directly from the elemental plane of earth. It consists in one cubic foot per level above the sixth, of pure, raw, and basic stone; although the priest may dictate the general shape it will take (a wall of stone, a boulder, etc.). Maximum range is of 15 yards, and it does 1d6 dmg per level above the sixth, if applicable.

ELEMENTAL FIRE

Priests either have a mystic relationship with the elemental plane of Fire, or worship a fire deity, the sacred flame, etc. Their temples are preferably located near volcanoes or in very hot areas, with the main hall displaying a huge and ever-burning fire, or being built around a volcano chimney, etc.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Wizard (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** Scimitar (Wizard-priests of Fire are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Wizard-priests of Fire get a +4 bonus to learn spells related to the elemental plane of fire (such as *Fireball*), or +2 to learn distantly related spells (e.g. *Fire-shield*); they also add their level to all Knowledge skill checks pertaining to combustion, volcanoes, and the elemental plane of fire. Note otherwise that these wizard-priests don't get signature spells, but the following abilities:

1) **Rebuke Fire Elementals / Turn Water Elemental** 3/day (as a friar of same level would turn undead of equal HD).

2) **Save Bonus:** +4 bonus to all saving throws against fire-based spells and natural effects.

3) **Ignore Fire:** at 5th level can 1/day ignore (i.e. become immune and operate as if it weren't there) any fire, heat, etc., for up to 1 round/level.

4) *Gate Fire*: at 7th level can 1/day gate material directly from the elemental plane of fire. It consists in one cubic foot per level above the sixth, of pure, raw, and basic fire; although the priest may dictate the general shape it will take (a ball of fire, a curtain of flames, etc.). Maximum range is of 15 yards, and it does 1d6 dmg per level above the sixth, if applicable.

ELEMENTAL WATER

Priests either have a mystic relationship with the elemental plane of Water, or worship a river goddess (as in India), etc. Their temples are always located close to a body of water, such as lakes or rivers, with the main hall displaying a pool of running water, or being built around a well, etc.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Wizard (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** Trident (Wizard-priests of Water are proficient in this weapon rather than the staff or dagger).
- **Special Class Features:** Wizard-priests of Water get a +4 bonus to learn spells related to the elemental plane of water (such as *Water Breathing*), or +2 to learn distantly related spells (e.g. *Airy Water*); they also add their level to all Knowledge skill checks pertaining to natural liquids, rivers, lakes, and the elemental plane of water. Note otherwise that these wizard-priests don't get signature spells, but the following abilities:

1) *Rebuke Water Elementals / Turn Fire Elemental* 3/day (as a friar of same level would turn undead of equal HD).

2) *Save Bonus*: +4 bonus to all saving throws against water-based spells and natural effects.

3) *Ignore Water*: at 5th level can 1/day ignore (i.e. become immune and operate as if it weren't there) any body of water, rain, etc., for up to 1 round/level.

4) *Gate Water*: at 7th level can 1/day gate material directly from the elemental plane of water. It consists in one cubic foot per level above the sixth, of pure, raw, and basic water; although the priest may dictate the general shape it will take (a gentle rain, a geyser, etc.). Maximum range is of 15 yards, and it does 1d6 dmg per level above the sixth, if applicable.

FERTILITY DEITY

Priests watch over agriculture (plentiful crops), reproduction of animals (mostly cattle), and women's childbearing. Once or twice a year (usually spring and summer solstices) they preside over great ceremonies in honor to the deity of fertility.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Friar or Mystic, or possibly: Animist optional class p.395 (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** None.
- **Favored Weapons:** None.
- **Special Class Features:** Priests have access to two additional prayers of their own:
 - Fertility*: this prayer is a 1 hour long religious ritual to render fertile a sterile person, animal, plant, or barren land (typically a small sized farming field).
 - Nature's Generosity*: this prayer has the same effect as a *Good-berry* spell.

FORTUNE – LUCK DEITY

Priests of this lesser deity are often sought after by gamblers, people anxious to obtain a desired result, or individuals plagued by bad luck. The priests generally begin to see how those who seek them could improve their luck with a better behavior, organization, whatever, before using magical methods, religious ceremonies, charms, etc.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Friar or Mystic, or also possibly Wise-man/woman (NPCs: Clergyman with friar's prayers; or white magic spells).
- **Additional Class Requirements:** None.
- **Favored Weapons:** None.
- **Special Class Features:** Priests have access to two additional prayers of their own (or special 1st level spells if Wise-man class):
 - Good Fortune*: this instant prayer (i.e. free action) enables the priest to re-roll any failed action (attack roll, low weapon damage roll, skill check or saving throw). The priest must however abide by the result of the re-roll, even if it's worse than the original roll.
 - Luck Blessing*: this prayer grants to a creature a bonus equal to half the priest's level, to any single action (i.e. die roll) the creature will choose, provided it is used within 1 hour per priest level.

GOOD & PROTECTION DEITY

Priests of this deity or philosophy are devoted to altruistic causes, promoting peace, compassion and love, but also protecting innocent communities against creatures and people who might threaten them, particularly supernatural threats. As such, though these priests dislike violence, they will combat if necessary to protect others.

- **Typical Alignment:** Law.
- **Priests' Classes:** Friar, Mystic or Templar (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** None.
- **Favored Weapons:** None.
- **Special Class Features:** Priests can *Detect Evil* as per the spell, at will; they only need to concentrate for one round to use it.



GUARDIANSHIP DEITY

Priests worship a god who is the guardian deity in a pantheon (such as Heimdall of the Norse mythology). As such they are sworn to protect people, and act as sentinels for their community, especially against supernatural threats (such as undead or demons).

- **Typical Alignment:** Law.
- **Priests' Classes:** Templar (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** Strength 13+
- **Favored Weapons:** Battle-axe (dwarves), long-sword (elves, humans), short-sword (halflings), etc.
- **Special Class Features:** Priests gain a +1 bonus for not being surprised (i.e. they are surprised only on a 1 on 1d6); then at 7th level cannot be surprised anymore.

HEALING DEITY

Priests are in charge of healing the sick, and teach the population how to prevent diseases with proper sanitation. They often run monasteries that operate as hospitals, and teach the Healing skill to other people.

- **Typical Alignment:** Law.
- **Priests' Classes:** Friar and Mystic (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** Healer background.
- **Favored Weapons:** None.
- **Special Class Features:** Priests are immune to all diseases, including those induced by magic. They also have access to three additional prayers of their own, gained at 3rd, 4th and 5th level:
 - Cure Disease*: (at 3rd lvl) As per the spell of the same name.
 - Cure Blindness/Deafness*: (at 4th lvl) As per the spell of the same name.
 - Neutralize Poison*: (at 5th lvl) As per the spell of the same name.

HUNTING DEITY

Priests of this deity are mostly found among savage cultures that rely on hunting for their survival. These priests help the tribe's hunters with their magic, but also teach them to respect the natural world, and only kill what is necessary to their survival, generally choosing older and weaker animals, and leaving females alone.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Friar, or better: Animist optional class p.395 (NPCs: Clergyman with friar's prayers). These priests come from primitive cultures, and are thus considered "shamans." As such, the friar class in this case cannot get armors better than leather, and no shield.
- **Additional Class Requirements:** Strength and Dexterity 11+
- **Favored Weapons:** Long-bow and spear.
- **Special Class Features:** Priests add their level to all Tracking skill checks, and to all damage rolls done against animals (including giant variants). Priests also have a speed faster than the norm for their race by +10 feet when wearing no armor and not carrying a heavy load.

JUSTICE, REVENGE DEITY

Priests of this deity bring vengeance and retaliation against those who deserve it, but managed to escape punishment. These priests are often sought by those who suffered a dire injustice at the hand of careless individuals against whom they have no power.

- **Typical Alignment:** Law or Neutral (+ adherence to a code of justice).
- **Priests' Classes:** Mystic and Templar (NPCs: Clergyman with friar's prayers).
- **Additional Class Requirements:** Intelligence 11+
- **Favored Weapons:** None.
- **Special Class Features:** Priests have access to one additional prayer of their own, gained at 3rd level:
 - Chastise the Guilty*: this prayer enables priests to thereafter (within 1 round/level) strike a sentient creature guilty of a specific injustice, with enhanced effectiveness. A single melee attack gets a +3 bonus to hit, inflicts three times the base weapon damage, and the target must roll a Constitution saving throw or be stunned for 1d4 rounds. If the priest is mistaken however (i.e. the target isn't guilty), the attack is but normal.

MAGIC & KNOWLEDGE DEITY

Priests are reclusive characters devoted to the gathering of knowledge, especially that of a magical or occult nature. They rarely interact with the common people, and even less proselytize their faith to them. These priests are only interested in scholars and mages who often seek access to their vast libraries.

- **Typical Alignment:** Neutral.
- **Priests' Classes:** Wise-man/woman (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** None.
- **Special Class Features:** Instead of one regular Secret Knowledge, wise-men/women can gain the ability to identify magic: the priests have a 5% chance per level to identify any magical item they can observe for a few minutes. If this identify check is failed, they can try again as soon as they gain another priest level.



MOON GODDESS

This is usually a deity of witches who practice the “old religion” in secretive places. The priestesses congregate with witches in remote sacred groves, circles of standing stones, etc., to practice their religious ceremony usually known as a Sabbath. Males are generally not allowed into the priesthood, and even among the worshippers.

- **Typical Alignment:** Neutral.
- **Priests’ Classes:** Wise-woman (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 11+, Charisma 11+
- **Favored Weapons:** None.
- **Special Class Features:** Instead of one regular Secret Knowledge, wise-women can gain a familiar as per the *Find Familiar* spell, except they choose it rather than get it at random. Then, at the cost of another Secret Knowledge, wise-women can improve their familiar as per the *Fiendish Familiar* spell, except it takes on an eldritch nature rather than a fiendish one.
- **Special Note:** Once per month priestesses and followers participate in a special religious ceremony during the night of the full moon. There they meet with spirits, including those of deceased priestesses and witches belonging to the coven, and thus at 9th level, priestesses can learn interesting information as if they had cast the *Legend Lore* spell.

PEACE & MERCY DEITY

Priests are devoted to peace, and seek to solve conflicts through peaceful negotiation rather than war. They otherwise bring peace and comfort to innocent victims of war, as well as endangered women and children. Priests of this deity may never willingly kill living creatures (undead and demons are not living creatures).

- **Typical Alignment:** Law.
- **Priests’ Classes:** Friar and Mystic (NPCs: Clergyman with friar’s prayers).
- **Additional Class Requirements:** Charisma 13+
- **Favored Weapons:** None.
- **Special Class Features:** Priests have access to one additional prayer of their own:

—*Soothing Voice:* this prayer can remove fear or dispel a battle rage on a single creature, or calm down a number of angered creatures whose total hit-dice do not exceed twice the priest’s level. Such calmed creatures are treated as if their reaction roll was two levels closer to a friendly attitude. The priest only needs to speak, gesture, etc. toward to the targets and want the ability to take effect.

RACIAL DEITY

This is the primogenitor god (or goddess) of elves, dwarves, gnomes, halflings or even humans (but not half-human races, thus excluding half-orcs, half-elves and tieflings). Priests of this deity strive to improve the well-being of all members of their race, encouraging to improve themselves, keep their racial traditions alive, etc., as well as protect them when they are threatened.

- **Typical Alignment:** Law or Neutral.
- **Priests’ Classes:** Dwarf Gothi, elf Fae-mage, elf Forestal, and Friar (NPCs: Clergyman with friar’s prayers or spells).
- **Additional Class Requirements:** Charisma 13+
- **Favored Weapons:** Varies according to priest’s race (e.g. war-hammer for dwarves; long-sword for elves; sling for halflings; etc.).
- **Special Class Features:** Priests add their level to all knowledge skill checks regarding their own race’s culture and history, and to Charisma-based skill checks with members of their own race. In addition, the priests’ racial traits (e.g. save bonuses, infravision range, etc.) are doubled.

SEA DEITY

Priests of sea deities operate among coastal communities or aboard ships. They make sacrifices to their god to appease it, so mariners won’t be victims of its violent storms. They otherwise bless fishermen’s boats and perform religious rituals to get plentiful fishing, and protect sentient sea creatures (such as dolphins) from useless killing.

- **Typical Alignment:** Neutral.
- **Priests’ Classes:** Friar, or better: Sea-witch optional class p.400 (NPCs: Clergyman with friar’s prayers).
- **Additional Class Requirements:** None.
- **Favored Weapons:** Trident.
- **Special Class Features:** Priests add their level to all skill checks related to knowledge of the sea, to swimming skill checks, and to checks made to maneuver boats and ships. In addition, priests are never lost at sea; they always know where the true north lies, and can always find their way toward an intended destination, no matter what. (Note: this ability only works regarding a location at sea, not a creature or object.)

SITES DEITIES

Priests are guardians of any place (cave, lake, valley, hill, mountain, volcano, etc.) that has its own deity (usually a lesser god of nature) watching over it. Priests protect the place from outside intrusions and depredations, and see that the site’s sentient inhabitants worship or at least respect its deity.

- **Typical Alignment:** Neutral.
- **Priests’ Classes:** Friar and Mystic, or better: Animist optional class p.395 (NPCs: Clergyman with friar’s prayers).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** None.
- **Special Class Features:** Priests add their level to all Climb, Stealth and Survival skill checks when they are in their deity’s site. Furthermore, when they are in their deity’s site, priests can always find enough food and water to sustain themselves, even if it is a most arid place, desert, etc.; then at 6th level they do not anymore need food and water at all, being instead nourished by the spiritual energies of the site.

STRENGTH GOD

Priests revere physical might, encouraging the followers to train their bodies with all manner of physical exercises and contests. For them all problems are solved by force, and subtlety is for the weak of soul. Priests of strength otherwise often go on adventuring to display their personal might and thus promote their deity.

- **Typical Alignment:** Neutral or Chaos.
- **Priests’ Classes:** Friar or Mystic if neutral; Berserker if chaotic (NPCs: Clergyman with friar’s prayers if neutral; or Fighting-man if chaotic).
- **Additional Class Requirements:** Strength 13+
- **Favored Weapons:** War-hammer.
- **Special Class Features:** Priests add their level to all Athletic skill checks. Furthermore, their body acquires a powerful build and tough muscles, granting them a natural strength score of 18 (or 19 if already having 18). This ability score is considered natural, not magical, and thus cannot be dispelled. However, if priests renounce their faith, act contrary to their religion’s ethic, etc., and thus lose their deity’s favor, they also lose this mighty strength at the rate of 1 point per day until getting back to normal (i.e. their original) strength.



SUN GOD

Priests promote truth and life, which the sun mystically represents in warming the world thus enabling life, and in dispelling darkness. As such they are sworn enemies of undead, that they will destroy whenever they can. These priests are otherwise astronomers who keep track of seasons and watch the progress of the sun in the sky.

- **Typical Alignment:** Law.
- **Priests’ Classes:** Friar, Mystic and Templar (NPCs: Clergyman with friar’s prayers).
- **Additional Class Requirements:** Charisma 11+
- **Favored Weapons:** Spear.
- **Special Class Features:** Priests gain a +4 bonus to their Turn Undead rolls, when outdoors during the day, +2 otherwise. Priests also have access to one additional prayer of their own:

—*Divine Light:* this prayer has the same effect as a *Light* spell.



THIEVES DEITY

Priests of this deity are rare and secretive; they never promote nor conduct their faith openly. Instead, they are generally found in charge of small shrines and chapels in the confines of thieves’ guilds, or more rarely dens of brigands. Those who rise to the status of high priest (i.e. 9th level), generally do not build large temples in the open, nor attract normal followers. They would rather get their own thieves’ guild, and conduct their religious ceremonies in an underground, secret temple.

- **Typical Alignment:** Neutral or Chaos.
- **Priests’ Classes:** Bard or Warlock (NPCs: Thug or Cultist).
- **Additional Class Requirements:** Wisdom 13+
- **Favored Weapons:** None.
- **Special Class Features:** Priests are protected by a continuous *Non-detection* spell. Upon reaching the 9th level, they can once per week commune with their deity (as per the *Commune* spell).

TRAVEL DEITY

Priests of this deity generally belong to nomadic people, or accompany caravans on a regular basis. They normally do not spend sedentary lives, though older priests have been known to establish a small chapel in wayfarers inns, or at crossroads. The deity normally has no temples and few followers, but shrines dedicated to it may be common along the roads, and many travelers ask for the deity’s protection when undertaking a long voyage.

- **Typical Alignment:** Neutral.
- **Priests’ Classes:** Friar and Mystic (NPCs: Clergyman with friar’s prayers).
- **Additional Class Requirements:** Wisdom 11+
- **Favored Weapons:** Staff (that can also be used as a walking stick).
- **Special Class Features:** Priests add their level to all knowledge skill checks related to Geography, Survival and Detection checks to discern hazards pertaining to travel and movement (e.g. slippery or unstable terrain, crevice on a glacier, quicksand in a desert, monsters infested location, etc.). In addition, priests are never lost; they always know where the true north lies, and can always find their way toward an intended destination, no matter what. (Note however, that this ability only works regarding a location, not a creature or object.)

WAR-GOD

Priests are warlike individuals that will sow strife and promote warfare to settle disputes. They accompany armies on the battlefield, train and encourage new warriors, and don't waste their time with the fallen. They revel in the glory of victory, that they will often celebrate with bloody sacrifices (of prisoners) to their god.

- **Typical Alignment:** Chaos.
- **Priests' Classes:** Templar (NPCs: Cultist).
- **Additional Class Requirements:** Strength 13+
- **Favored Weapons:** Battle-axe or great sword.
- **Special Class Features:** Priests attack as if they were fighters (i.e. their BtH = level). Templars of the war-god don't get the Healing Touch and Sanctuary prayers, but instead have access to two additional prayers of their own:
 - Bless Weapon:** As per the spell of the same name.
 - Magic Stone:** As per the spell of the same name.

WISDOM DEITY

Priests are men and women of great discernment, able to advise others the most sensible solution to their problems. They do not rely on literary knowledge, but common sense and sagacity. These priests are willing to help people develop an overall understanding of life, and promote wise choices and decisions among rulers.

- **Typical Alignment:** Law.
- **Priests' Classes:** Wise-man/woman (NPCs: Magic-user).
- **Additional Class Requirements:** Wisdom 13+, Intelligence 11+
- **Favored Weapons:** None.
- **Special Class Features:** Instead of regular Secret Knowledge abilities, wise-men/women can gain any of the following abilities:
 - 1) **Crystal Mind:** priests are immune to all mind-affecting spells and effects.
 - 2) **Detect Lie:** priests have the spell-like ability to cast the *Detect Lie* spell 1/day. It only requires a primary action and wanting to do it; no concentration, gestures, etc., are necessary.
 - 3) **Seer:** priests can cast all divination spells at +1 caster level, and at +2 caster levels when they are in a temple of their deity.



Law & Chaos

In terms of "alignment," FANTASTIC HEROES & WITCHERY makes use of the simple Law-Neutrality-Chaos axis, which is before all a description of the major forces (i.e. ethical and philosophical powers) that have an influence on the world. The idea is to discard the usual nine alignments that define all creatures. Yet, there is still an ultimate evil to which are affiliated demons, and as a corollary, an ultimate goodness to oppose it.

As such, Law represents the heavens, the forces of good and order that created the world perfect as inspired by God. Then, Chaos represents the hellish realms, the forces of evil and destruction that rebelled against God. On the other hand, Neutrality is not the third cosmic philosophy, but the absence of any particular philosophy. On the prime material plane, all animals and most humans and creatures are but neutral, meaning they are primarily driven by natural inclinations and instincts, or simple interests, not philosophical precepts. Yet, in some settings, there will exist powerful, supernatural forces that defend the cause of neutrality, even though most neutral (i.e. non-aligned) creatures don't care.

Law	Chaos
Goodness and order	Evil and disorder
Holy	Unholy
Virtue	Vice
Charity / compassion	Cruelty / hate
Saint	Corrupt
Heaven	Hell
Celestials, paladins, faithful priests of the True Faith...	Demons and other fiends, warlocks, dark cultists...

ALIGNMENTS

FANTASTIC HEROES & WITCHERY uses the Allegiances System, whereas a character could have an allegiance to the aforementioned philosophical forces (Law or Chaos), to a liege, organization or community, or have no allegiance at all. All characters who don't have an allegiance to either Law or Chaos are considered neutral, though their behaviors may vary. The "neutral good", "common neutral" and "neutral evil" descriptors are mere indications of a creature's behavior. For example, honest villagers who simply care for their neighbors and lead peaceful lives would be considered neutral-good, while the typical marauding orc, ogre or goblinoid would be considered neutral-evil. As neither would have made allegiance to Law or Chaos respectively (in order to serve them and pursue a sort of mystical ideal), they thus aren't of such "alignments".

Note that due to the existence of these encompassing forces, the moral dictates of the Law and Chaos alignments are not tied to culture in any way; they are objective reality. Enslaving, killing, debasing or abusing others for one's selfish ends or depraved pleasure, is considered a



mark of Chaos. Relentlessly and selflessly promoting peace and justice, is likewise considered a mark of Law. Note also that Law and Chaos are not just philosophies stemming from the heavens or hell. Law and Chaos are palpably real in the game world. A person with an allegiance to Chaos bears the poison of his alignment in his very soul, and magic spells can even be used to detect the stain of it.

Champions

As already explained, FANTASTIC HEROES & WITCHERY has made the choice of replacing the cleric and druid with different priest classes that don't cast spells, and to assume that all spellcasters are arcane magic-users (i.e. wizards and wizard sub-classes). Nonetheless, for those who don't want to make without clerics and druids, these two classes are proposed here with very similar game mechanics, but with a different role in the campaign world. In any case, it is up to the GM to determine if the Agent of Law/Chaos and Guardian of Neutrality are available or not in the campaign setting.

The AGENT OF LAW/CHAOS

Agents of Law or Chaos are peculiar divine champions in direct service to a deity of Law or of Chaos. They are rare individuals touched by the gods or driven by their own unrelenting faith, to serve, defend and promote their cause with the strength of arms. Agents share an almost personal relationship with their deity, being always fanatically loyal to its cause that they will uphold onto death. However, agents are very different from priests and Church soldiers, though they will generally belong to the deity's Church or religion if it exists. Firstly, where priests and followers could serve and believe in actual gods or ludicrous religions all the same, agents are always tied to supernatural powers of either the upper planes (Law) or lower planes (Chaos). Then, where priests run the temples, and educate and control the flock, agents on the other hand, are sent on quests and errands for their deity. This is the reason for all of them, whether they serve gods of war or goddesses of mercy, to be trained in warfare and getting magic.

REQUIREMENTS: Strength 9+, Wisdom 9+, Allegiance to either Law or Chaos. All fantasy races permitted, except gnomes and halflings; then, dwarves can only be agents of Law, half-orcs and tieflings can only become agents of Chaos. (See p.393 for level limits by race.)

ARMORS: All armors and shields (except tower shield).

WEAPONS: Any three weapons plus the deity's favored weapon (if any). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus against all threats and attacks related to Chaos/evil (including those from objects, creatures, etc.).

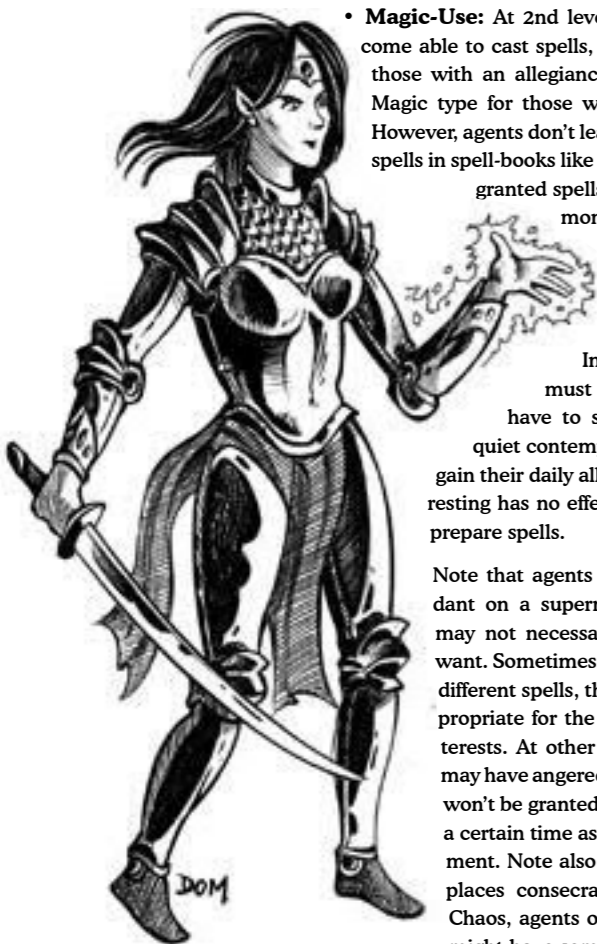
CLASS FEATURES: Aura of Law/Chaos, Turn/Rebuke undead; Magic-use (2nd level); Call Upon the Power (5th level).

• **Aura of Law/Chaos:** Agents are under the permanent effect of the *Protection from Evil* spell for a Law-aligned agent, or *Protection from Good* for a Chaos-aligned one. However, at the same time the aura is so strong that extra-planar creatures of Law and Chaos will always sense/see it (low level magic cannot hide this aura). This aura will grant a +4 bonus to Charisma-based skill checks with extra-planar creatures of the same allegiance, but -4 with those of the opposed allegiance.

• **Turn/Rebuke Undead:** Three times per day, agents of Law can attempt to Turn Undead; while agents of Chaos can attempt to Rebuke them. (See p.95 for details on the Turn/Rebuke Undead ability.)

Table 8.1: Agent of Law / Chaos Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d8	+0	15	Aura of law/chaos, Turn/Rebuke Undead	—	—	—	—	—	—
2nd	2d8	+1	15	Magic-use (casting level = class level -1)	1	—	—	—	—	—
3rd	3d8	+1	14	—	2	—	—	—	—	—
4th	4d8	+2	13	—	2	1	—	—	—	—
5th	5d8	+3	13	Call upon the power (+1)	2	2	1	—	—	—
6th	6d8	+3	12	—	2	2	1	1	—	—
7th	7d8	+4	11	—	2	2	2	1	1	—
8th	8d8	+5	11	—	2	2	2	2	2	—
9th	9d8	+5	10	Call upon the power (+2)	3	3	3	2	2	—
10th	9d8 +3	+6	9	—	3	3	3	3	3	—
11th	9d8 +6	+7	9	—	4	4	4	3	3	—
12th	9d8 +9	+7	8	—	4	4	4	4	4	1
13th	9d8 +12	+8	7	Call upon the power (+3)	5	5	5	4	4	1

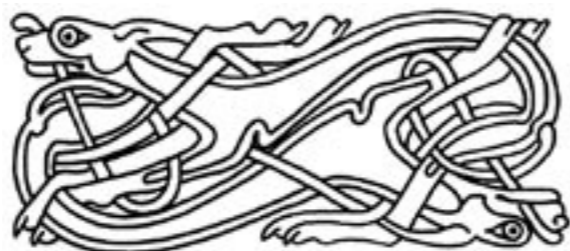


• **Magic-Use:** At 2nd level, agents of Law/Chaos become able to cast spells, of the White Magic type for those with an allegiance to Law, and of the Black Magic type for those with an allegiance to Chaos. However, agents don't learn, record and prepare their spells in spell-books like wizards do. Instead, they are granted spells by their patron deity or demon (without whom they would be unable to use magic). As such, the agent's spells use Wisdom for the related ability score rather than Intelligence. Then, all agents must choose a time at which they have to spend an hour each day in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether an agent can prepare spells.

Note that agents of Law/Chaos being dependant on a supernatural being to get magic, may not necessarily get their spells as they want. Sometimes the patron deity might grant different spells, that the deity thinks more appropriate for the agent to better serve its interests. At other times the agent may have angered the deity, so won't be granted spells for a certain time as punishment. Note also that in places consecrated to Chaos, agents of Law might have some difficulty to regain their spells; that in places consecrated to Law, agents of Chaos would suffer a percentage chance of miscasting their spells; etc. All of this at GM's discretion.

• **Call Upon the Power:** At 5th level, agents can once per day call upon their patron deity for a supernatural help in combat. This ability may be called only if it furthers the agent's deity's cause in some way (subject to GM's judgement). It lasts for the entire duration of one combat, and provides the following benefits and hindrances:

The ability either imbues the agent's weapon and shield with magical power, or summons an actual magical weapon and shield, as the agent chooses. It must be a melee weapon in which the character is proficient, and the shield appears emblazoned with a symbol related to the agent's cause. No one can take this weapon and shield from agents against their will, although it may be dispelled. Both the weapon and shield initially have a +1 magical bonus, that increases to +2 at 9th level, and +3 at 13th level. Note that when the power is used to imbue an already magical weapon and/or shield, the bonuses stack. Note otherwise, that the weapon and shield imbued or summoned by this supernatural ability cannot be used discreetly. When agents call upon the power, those around them will notice, and know the agent's allegiance.



The GUARDIAN OF NEUTRALITY

Although neutrality is not a third philosophical force at work in the universe, various creatures, people, and higher powers sometimes make it their cause. As such they strive to maintain a balance between the influence of Law and Chaos on the prime material plane, or keep them out altogether if they can. These peculiar champions often revere the "Balance", a sort of impersonal power that seems to preserve a state of natural harmony in the world, generally through various nature spirits and deities. The Guardians of Neutrality are such servants of the Balance. They are sturdy, primal mages, who get the help and support of various powers of nature in the form of magic and supernatural abilities. Guardians usually strive to keep the influence of Law and Chaos in check, even associating with either, to combat the other when is necessary. Guardians will typically combat civilization when it brings people out of the natural harmony, and especially when it develops on precepts specifically inspired by either Law (e.g. an ordered and technologically advanced society) or Chaos (an evil empire bent on ruthlessly exploiting the world to its own selfish and malevolent ends). Guardians of Neutrality often live alone apart from most societies, generally in the wilderness, and thus are sometimes mistaken for some kind of nature priests and hermits (e.g. druid) by the ignorant populace.

REQUIREMENTS: Charisma 13+, Wisdom 11+. Guardians cannot be of the Law or Chaos alignments. In addition, they must have an allegiance to the deity or impersonal force of Neutrality. (See p.393 for level limits by race.)

ARMORS: Leather and hide armors only, and small wooden shields. Guardians who wear metal armors or shields are unable to cast nature spells or use any of their supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

WEAPONS: Any two weapons from the following list: club, dagger, dart, quarters-taff, scimitar, sickle, shortspear, sling, and spear. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus against any attack from Law or Chaos creatures, magic, agents of opposite allegiance, etc.

CLASS FEATURES: Elemental resistance, Magic-use; Nature lore (3rd level), Woodland stride (3rd level); Alliance with the fey (7th level), Shapeshift (7th level); Venom immunity (10th level); Hibernation (11th level); A thousand faces (12th level); Timeless body (13th level).

vel), Shapeshift (7th level); Venom immunity (10th level); Hibernation (11th level); A thousand faces (12th level); Timeless body (13th level).

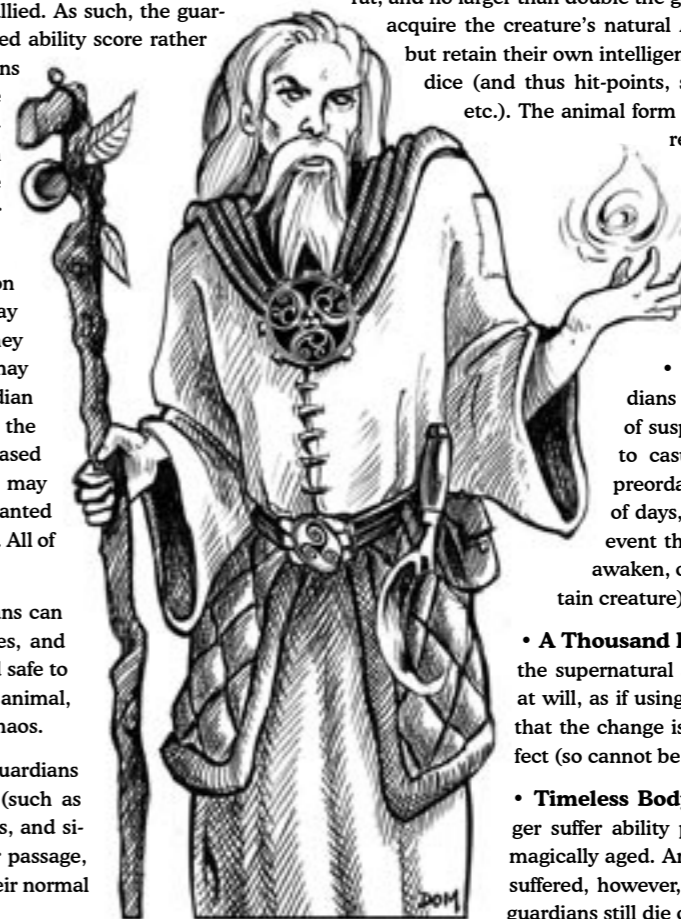
• **Elemental Resistance:** Guardians gain a +2 bonus to all saving throws against attacks of an elemental nature, such as fire or some storm's lightning.

• **Magic-Use:** Guardians can cast spells of the Nature list. However, they don't learn, record and prepare their spells in spell-books like wizards do. Instead, guardians are granted spells by various nature spirits and beast lords with whom they are allied. As such, the guardian's spells use Wisdom for the related ability score rather than Intelligence. Then, all guardians must choose a time at which they have to spend an hour each day in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether a guardian can prepare spells.

Note that guardians being dependant on supernatural beings to get magic, may not necessarily get their spells as they want. Sometimes the relevant spirits may not be available, such as when a guardian would be on a ship in the middle of the ocean, and could not be granted fire-based spells. At other times the guardian may have angered the spirits, so won't be granted spells for a certain time as punishment. All of this at GM's discretion.

• **Nature Lore:** At 3rd level, guardians can always identify plant and animal types, and can determine when water is pure and safe to drink. They can determine if a plant, animal, or water source is altered by Law or Chaos.

• **Woodland Stride:** At 3rd level, guardians can move through any undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) leaving no trace of their passage, and may do so with no reduction in their normal movement speed.



• **Alliance with the Fey:** At 7th level, guardians become immune to mind-affecting magic cast by fey creatures such as dryads, pixies, brownies, etc. In addition, they add their level to all their Charisma-based skill checks with them. They may convince these flimsy creatures to help combat a threat from the forces of Law or Chaos, with a successful Charisma skill check at DC 20.

• **Shapeshift:** At 7th level, guardians may shape-change into animals 3/day. The form assumed must be a natural animal, no smaller than a rat, and no larger than double the guardian's normal weight; guardians acquire the creature's natural AC, attack and movement modes, but retain their own intelligence and wisdom, and their own hit-dice (and thus hit-points, saving throws, base attack bonus, etc.). The animal form can be kept indefinitely, and when reverting back to their normal form guardians recover 2d8 hit-points.

• **Venom Immunity:** At 10th level, guardians gain immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

• **Hibernation:** At 11th level, guardians can once per month enter a state of suspended animation, appearing dead to casual observers. They awaken at a preordained time (such as a given number of days, weeks, etc.), or when a particular event that they might witness if they were awoken, occurs (such as the coming of a certain creature).

• **A Thousand Faces:** At 12th level, guardians gain the supernatural ability to change their appearance at will, as if using the spell *Alter Self*. Note however that the change is (super)natural, not a spell-like effect (so cannot be dispelled).

• **Timeless Body:** At 13th level, guardians no longer suffer ability penalties for aging and cannot be magically aged. Any penalties they may have already suffered, however, remain. Bonuses still accrue, and guardians still die of old age when their time is up.

Table 8.2: Guardian of Neutrality Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	1d8	+0	15	Elemental resistance, Magic-use	2	—	—	—	—	—	—
2nd	2d8	+1	15	—	2	1	—	—	—	—	—
3rd	3d8	+1	14	Nature lore, Woodland stride	3	2	1	—	—	—	—
4th	4d8	+2	13	—	4	2	2	—	—	—	—
5th	5d8	+3	13	—	4	3	2	—	—	—	—
6th	6d8	+3	12	—	4	3	2	1	—	—	—
7th	7d8	+4	11	Alliance with the fey, Shapeshift	4	4	3	1	—	—	—
8th	8d8	+5	11	—	4	4	3	2	—	—	—
9th	9d8	+5	10	—	5	4	3	2	1	—	—
10th	9d8 +3	+6	9	Venom immunity	5	4	3	3	2	—	—
11th	9d8 +6	+7	9	Hibernation	5	5	3	3	2	1	—
12th	9d8 +9	+7	8	A thousand faces	5	5	4	4	3	2	—
13th	9d8 +12	+8	7	Timeless body	6	5	5	5	4	3	1

The Immortal Soul

Earlier and other variants of the game remain vague about the concept of the Soul, and about any game mechanics regarding it. Nonetheless, there are many instances in fantasy or in the game, where the soul will come into play. Here is some examples:

- Mortals are made up of body + soul. When someone dies the body becomes useless, while the soul goes to an outer plane appropriate to how this individual behaved during his or her life (e.g. virtuous characters go to Heaven, while evil ones go to Hell).
- The existence of *Reincarnation* spells, seems to indicate that souls could indeed live several mortal lives.
- Black magicians sacrifice the souls of others to demons, to summon these horrendous creatures.
- Faust-like sorcerers can sell their soul to the Devil to gain power and wealth during their mortal life.
- Souls can be sold to fiends, and in the lower planes, Night Hags customarily trade in souls.
- The spell *Trap the Soul* doesn't seem to trap the soul itself, but to abduct the target in its entirety.
- In some fantasy novels (e.g. Conan), sorcerers can put their souls into amulets to protect them. Likewise, if they can capture someone's soul and put it into a special container, they get power over that individual. In some fantasy novel, a major demon had its soul hidden into a slave's hair; in cutting and burning these hairs, a hero rendered the mighty demon powerless and killed it easily.

With all of this in mind, FANTASTIC HEROES & WITCHERY proposes the following ideas regarding the soul in the game:

The Nature of the Soul

Souls are constantly created by the "Source," the selfless and unknowable power at the origin of the universe. Souls are divine sparks of pure and inalterable consciousness. However, when they are newly created, souls are bland and without personality. They are sent onto the prime material plane to incarnate as much as is necessary, to "spiritually grow" until they acquire a personality of their own, and a definitive alignment (i.e. Law or Chaos). After this point souls have become spirits, and will end up as demons or celestials, never reincarnating again as mortals on the Prime Material plane.

To better understand the relationship between body and soul (the soul inhabits a physical body that is animated by an energy known as life-force), the following definitions are provided:

- **Body:** The living vessel of flesh and blood in which the soul incarnates.
- **Life-force:** The energy that animates the body, and is continuously replenished through nourishing and breathing. Life-force is energy from the positive energy plane. When a creature dies, its life-force is dissipated and ultimately returns to the positive energy plane (or maybe is sucked into the negative energy plane).

- **Levels:** Levels are mostly a measure of a character's life-force, that are gained the hard way with experience and learning. Some undead drain levels because they absorb the energy of the living to feed themselves; they suck the positive energy they lack.

- **Astral Body:** The energy vessel with which the soul may go out of the body and travel to other planes. It is but the life-force retaining the shape of the physical body, and linking soul and body (silver cord) so the character doesn't die.

- **Mind:** The thought processes that require a brain, and is the interface between the soul and the body and thus the physical world. Intelligence and Wisdom are both manifestations of the mind.

- **Soul:** The intangible yet eternal spark of spiritual essence that is discussed here. Alignment is ultimately a feature of the soul. This is valid even in campaigns without alignments; simply, most people who don't have an alignment don't have chosen yet, and are constantly hesitating from one behavior to another.

- **Spirit:** Primarily a grown soul that made its choice concerning alignment. Spirits are more powerful than souls, and as such do not require a physical body to interact with the physical world. Incorporate undead as well as powerful undead inhabiting a body (such as vampires) are in fact (evil) spirits.

When a body is deprived of its soul and its life-force, it is normally vegetative, but doesn't die as the physical body is still relied to the life-force through the silver cord. This is what happens with the *Astral Projection* spell. When a body is deprived of its soul but retains its life-force, it can continue to act, but more like some sort of living zombie. This is what happens when someone steals a creature's soul (which requires truly powerful magic), or when a sorcerer hides his/her soul into a magical item (usually an amulet). In both cases such characters appear dull and emotionless, with their eyes looking somewhat dead and obscure or shaded. Characters whose souls have been stolen, just become living automatons under the command of whoever controls their soul. If they recover their soul, they will but vaguely remember what they did when they were automatons (as the brain still imprinted the memories). Sorcerers who hide their soul in a magical container can continue to act as they want, but no more gain experience. The idea is that deprived of their soul, characters become unable to make choices and unable to learn (so cannot gain levels); instead they become obsessed by a single thing (that they had in mind before removing their soul from their body), and appear maniacal, though in a dispassionate way. In fact, sorcerers hide their soul outside of their body, so that it may not be claimed by demons when they die (which is especially useful to warlocks who "sold their soul" to the devil).

THE SOUL IS INDESTRUCTIBLE

The soul is eternal and indestructible (even by a *Wish* spell). However, it can be held for some time, be it in a physical body, some magical item of entrapment, or sometimes a supernatural creature able to steal the souls of others.

Victims' souls cannot be sacrificed to demons and the like, unless they are evil and already destined to Hell. In fact, upon one's death, demons won't be able to detect and catch a soul which isn't of their own alignment. The same applies to evil mortals whose soul cannot be seen and caught by celestial beings. Only naive dabblers in the dark arts do believe that they can sacrifice an innocent soul (hence the myth of a virgin maiden) to the lower planes. Demons will let believe them so, just because it adds to chaos and suffering among mortals, and definitely turns such dabblers to eternal damnation...

Some sorcerers hide their soul in a special container. This is a magical

item very difficult to manufacture. In fact the sorcerer creates two related magical items: the receptacle, and an amulet/ring/whatever that somehow links the soul in the receptacle to the sorcerer's body. If the sorcerer's body is slain, his soul remains in the receptacle rather than being retrieved by demons. If the amulet's magic is cancelled (*Dispel Magic* spell, physical destruction, etc.), the sorcerer's body becomes as if feeble-minded, unable to think and act.

A soul might conceivably be stolen and kept inside a special prison of sorts, though this requires considerably subtle and powerful magic (at least a 5th level spell similar to *Magic Jar*). A soul that was kept inside an item immediately returns to its body if the item is destroyed. However, if the body was killed, the soul then goes to an outer plane as normal upon death. It must be noted that if a soul were to be stolen and imprisoned on the Outer Planes, as soon as it would be released, it



would immediately disappear and reappear on its alignment's plane.

Soul-eating monsters may steal the souls of mortals, and benefit from it, but the souls aren't destroyed in the process. They remain in the monster until it is slain, at which time the consumed souls are all released (and then go to their final resting place).

The Soul in the Afterlife

A most important aspect of the soul, is what happens to it, when its mortal form dies.

PETITIONERS

When a mortal creature dies, its soul goes to the proper Outer Plane, where it becomes a petitioner. There, it forms a body whose aspect is dependant on the plane itself, as well as who the creature was during its mortal life. For example, in Hell petitioners take the form of a large disgusting larva with a tormented human-like face; in the Heavens, petitioners are more likely to resemble who they were in life, but somehow more beautiful and healthy. In any case, petitioners are spirits and they don't need to eat/drink/sleep nor breath. Yet, in the lower planes petitioners will certainly crave for food and drink and other desires, unable to ever satiate them (as part of their damnation); in the upper planes some petitioners could be found drinking and eating the paradise's fruits, but it's one of the ways they get some kind of celestial delight, not bodily nourishment.

Only the petitioners in the upper planes retain memories of their past lives, but in a much detached/dispassionate manner. Those in the lower planes are too tormented to remember anything but a few bits of their last life. However, memory of the afterlife is always blocked when a soul reincarnates, or a deceased individual is brought back to life. Rarely, it is possible for mortals to venture into the Outer Planes (normally



with *Astral Projection*) and for petitioners to come back to the Material Plane for a short time (as some kind of ghost). In such cases, memory of events in the afterlife / Outer Planes is retained.

Death in the Outer Planes: petitioners are spirits, and as such do not die and cannot be destroyed. It can happen to their petitioner form to be destroyed (such as adventurers or demons slaying a larva), however it is always temporary. A slain petitioner will dissolve and merge into the plane, to be eventually reformed at some later date, or being sent back to the Prime Material Plane to be reincarnated. The way a petitioner is reformed is heavily dependant on the plane the petitioner belongs to. For example, in Heavens a petitioner could be reborn as a baby in some beautiful flower; he/she would then grow back to adult form at leisure, spending a joyous life as a child, before living another sort of happiness as an adult. In Hell the process would be quite different: a larva could come back through a gruesome and painful process, even more full of hate and despair.

Petitioners can advance to other forms, but only by the will of the greater spirits that inhabit the plane. In Heaven, celestials seek those petitioners that prefer more responsibilities and altruistic pastimes than just enjoying the afterlife, to be elevated and educated into higher forms. In Hell, demons will get the petitioners that seem the more aggressive and resilient, and turn them into demons through a hideously painful process (whether said petitioner wants it or not).

UNDEAD AND SOUL

When a creature dies, it could be reanimated using dark magic (necromancy), where the dark energy fuels and animates the body instead of normal life processes (a living body drawing the energy necessary to its existence from food and oxygen). Skeletons and zombies don't have any soul, and thus are just automatons; on the other hand, creatures such as ghosts, spectres, vampires, etc., retain their (corrupted) soul. Necromancy can sustain and animate a body without need for food, oxygen, etc.; however, only life may have a creature grow and learn (which is the growing of the mind somehow). Note lastly that undead normally cannot procreate and sire children; those who do must resort to the vilest of necromancy and pacts with demons, not any natural ability.

Creatures Without a Soul

Elemental beings (genies, elementals, etc., but not mortals with elemental traits) are not as much individuals as they are sentient extensions of their original plane powered by primal magic. As such they are never really alive nor have a soul, and when they are destroyed they merge with their element.

Fey creature likewise don't have a soul for they are essentially nature spirits projected into a material form, who return to nature when this form is slain. Elves are sometimes held to have no soul because they are related to the fey, and because undead elves don't seem to exist (Banshees exist by way of divine curse, but not as regular undead). However, elves have souls, but they are higher souls. Once these souls leave the prime material plane, they cannot be affected by curse or magic to come back in it, reason for which there isn't any undead elves.



Cosmology: The Planes

Fantasy worlds and homebrew campaign settings could have varied cosmologies. However, they generally include some sort of "upper plane" (paradise, heavens, etc.) which is the blissful afterlife for the righteous, and some sort of "lower plane" (hell, limbo, etc.) which is the nightmarish realm of the dead for the wicked. Then, the ethereal and elemental planes are a strong feature of the game, for which a few spells and magical items were designed.

The following is a summary of all the mystical realms that lie beyond the world where mortal creatures are born. The emphasis is put on the astral, ethereal, shadow and elemental planes, as they can be added to most cosmologies almost seamlessly. Then, the part about the outer planes is rather succinct, as they represent the realms of the gods and the afterlife, and as such should better be left to GM's determination as fits his/her own campaign setting.

THE DIFFERENT PLANES

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws. All of them break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: The Prime Material Plane is the physical world where the adventurers were born and the campaign generally takes place. Normally it is Earthlike and operates under the same set of natural laws that our own real world does. The material plane is probably infinite, and encompasses all the planets, stars, galaxies, etc., although for the typical medieval adventurers, this will just be the mortal world, the lands and countries in which they were born and will probably spend all of their life.

Transitive Planes: There is three of them: The Astral Plane, the Ethereal Plane and the Plane of Shadow. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells, to get from one place to another. That is, the Astral Plane is coterminous with the spiritual outer planes; the Ethereal Plane is connected to the four elemental planes; and the Plane of Shadows overlaps the prime material plane, and can give access to the positive and negative energy planes.

Inner Planes: These six planes are manifestations of the basic building blocks of the physical universe. Each is made up of a single type of element or energy that overwhelms all others: Air, Earth, Fire and Water, plus the Positive and Negative energy planes. The natives of a particular elemental plane are made of the same element as the plane itself; they are considered some kind of spirits.

Outer Planes: There exists many outer planes, but they basically belong to two categories: the lower and upper planes. The lower planes are those associated with Chaos and ultimate evil; the upper planes are those associated with Law and ultimate good. The deities live on the Outer Planes, as do greater spirits such as celestials and demons, that tend to behave in agreement with their home plane's alignment. The Outer Planes are also the resting place of souls from the Material Plane between incarnations, whether that rest takes the form of bliss or

damnation. In any case, the outer planes are mental worlds, and thus no physical beings or things from the material planes can access them.

Demi Planes: This catch-all category covers all extra-dimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes normally appear to be infinite in size, but a demi-plane might be only a few hundred feet across.

PLANAR CHARACTERISTICS

Gravity. Gravity is before all a feature of the Prime Material Plane. In other planes, gravity may exist (or merely seem to exist) as well, but it won't be necessarily a constant force. The Inner Planes have a "subjective directional gravity". That is, each creature chooses the direction of gravity's pull. Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. It takes a Wisdom saving throw to set a new direction of gravity as a free action; this check can be made once per round. Otherwise, the Inner planes have no gravity for unattended objects and non-sentient creatures. On the other hand, the Outer Planes being mostly spiritual realms, there is no need for gravity except to express some intent in physical terms. For example, gravity could be random in the plane of Limbo; in the Heavens visitors could feel lighter, gaining a bonus to all physical skill checks and less damage from a fall; while



in Hell, visitors could feel heavier, gaining a penalty to all physical skill checks and more damage from a fall.

Time. Time is also mostly a feature from the Prime Material Plane that does not necessary exist in other planes. Time is an inescapable feature of the Prime Material Plane: it passes the same everywhere for everyone and everything, but it is also what enables change: for mountains to emerge from the deepest ocean, then slowly erode into nothingness; the rise and fall of civilizations; the birth, aging and dying of people that permit them to have experiences all along, etc. The Inner Planes are timeless, hence unchanging, except for sentient creatures within it. For visitors, the same time passes inside an Inner Plane than on the Material Plane. There is no decay and entropy resulting from the passage of time on the Inner planes, but everything inside tends to return to the primordial state of that plane. If someone carves a palace into the plane of Earth, it will slowly revert back to unworked stone, and then fill in the space, rather than crumble and decay. The Outer Planes seem to be eternal, but they are mostly timeless with a variable passage of time depending on the individual, the circumstances and the plane. One may travel to an outer plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. For native creatures (or the souls of the departed), time is subjective but doesn't really exist. In hell, suffering will seem to last forever, and pleasure (of a perverted sort) or victory (destroying hated foes) will just be fleeting moments that make the suffering all the more agonizing. For those aware of them on the Material Plane, it seems that celestials and fiends are old beyond imagination, because they already existed thousands of years ago. However, this is all but relative, and such beings didn't truly lived for centuries even if they were known centuries ago.

Size. Only the prime material plane has a definite size and stable features. The Inner Planes have no real size, though they seem to be very large. In fact, although they are traditionally represented as filling the four quarters of a circle, the Inner Planes don't exist in such a geometric configuration. Instead, they seem to overlap regions of the Prime material plane that display huge amounts of the related element. As such, despite there is only one elemental plane of Water, different from all the seas and oceans on the Material Plane, it seems to be located wherever there is seas and oceans on the Material Plane. Likewise for the elemental plane of Air located deep in the sky but larger than it, the elemental plane of Earth that overlaps mountains, and the elemental plane of Fire which can be found amidst volcanoes. The Outer Planes also have no definite size. They can be fluctuant, changing from one visit to the next according to the circumstances, visitor, local help, and so on. For example, the frightening Tower of Dread might be an intangible location in Hell. However, at one time, visitors will come to it on a furious river, but next time they won't find the river and will have to go through deep treacherous and labyrinthine ravines. Then, accessing the place is far easier than leaving it; even the best map of the road first taken will eventually lead nowhere but back again to the tower. Leaving such a place may require a special guide, appropriate magic or divine help, that will affect the time and effort required to finally escape from there.

Magic: Magic works in the planes, but is affected by the plane's nature. Vile and destructive magic is likely to be enhanced in an evil plane, while beneficial magic (such as healing spells) will be impeded. Similarly, fire magic would be more powerful in the elemental plane of Fire, while water-based spells would be seriously hindered and weakened.

Material and Energy Planes

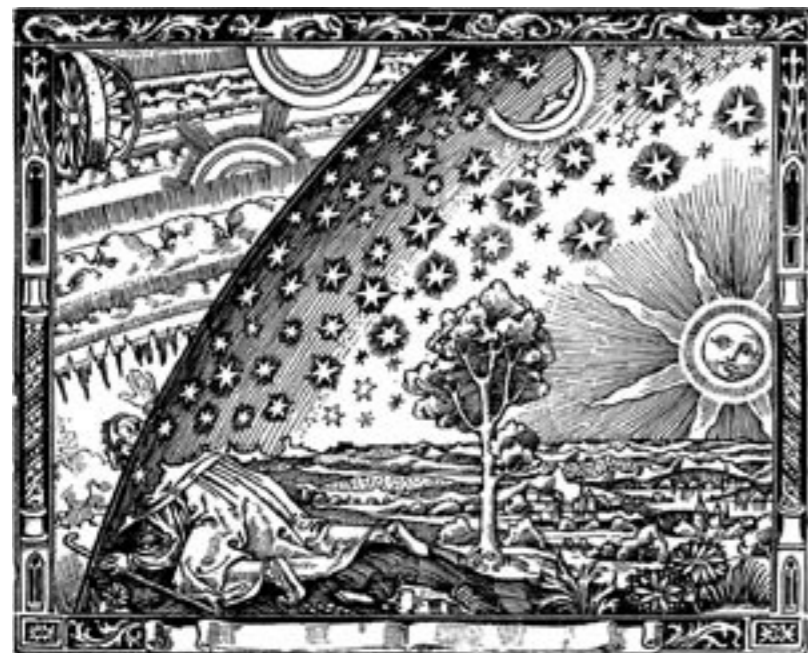
They comprise the Ethereal, Elemental, Energy and Shadow planes. The Ethereal is the most likely plane that PCs will eventually travel to. Without a lengthy description it might be easily abused, when PCs would use it to safely spy on creatures on the material plane, or walk through walls unhindered. Hence, this plane is the one that gains the most attention in FANTASTIC HEROES & WITCHERY.

THE ETHEREAL PLANE

The Ethereal is the plane of proto-matter from which all other material planes were born, and exist in. In essence, the Prime Material Plane lies “inside” the Ethereal Plane, like islands in an infinite sea. The eternal fogs of the Ethereal Plane wash over all the material, elemental, energy and shadow planes. There is both a border and deep Ethereal, and items and actions on the Material Plane create ripples in the fog of the border ethereal. Travelers to this strange out-of-phase dimension may escape anything that may threaten them in the Material Plane, but will draw the attention of wraiths and worse from within the mists.

Travelling into and across the Ethereal Plane

Magic is required to bring someone into the Ethereal Plane. There exists a variety of spells and magical items that can turn a creature to an ethereal state, and remove it from the Material Plane to bring it into the Ethereal. In this case, creatures become ethereal; they don’t step into the Border Ethereal physically*, as they would into a physical place. Then, when the magic wears off, they return to a material/physical state, and thus either materialize in the plane whose Border Ethereal they were in, or find themselves in physical shape into the Deep Ethereal. Note that an ethereal creature (or object) can materialize in air, gas or liquid, but not inside dense materials or living creatures. If trying to materialize in a dense material, the creature is pulled into the nearest open space, or if not available nearby, right into the Deep Ethereal. In both cases, the creature suffers 1d6 points of damage. Note otherwise,



that it always takes at least one full round to turn ethereal or get back to the material form.

(*: The *Plane Shift* spell may be used to bring creatures in physical state into the Ethereal Plane. However, in this case it can only bring them into the Deep Ethereal. Then, if such creatures try to enter some Border Ethereal, they will be immediately materialized into the physical plane, sometimes with disastrous consequences.)

Once inside the Ethereal plane, moving becomes a full round action that involves both walking, running, etc., but also concentration. One cannot move and do other things at the same time in the Ethereal. Characters move at their base normal speed, suffering no penalty for encumbrance. Due to the strange nature of the plane, characters can fly as easily as they walk; they still sense a sort of pseudo gravity in the Border Ethereal, but if they stop walking in mid-air, they remain there immobile, without falling. In the Deep Ethereal, characters are subject to zero-gravity, but without the inertia that would keep an item going on forever in deep space.

Note that in crossing the Deep Ethereal, characters can travel to other planes, such as going from the Prime Material Plane to an elemental plane. However, this is difficult, as no route can be followed, and distances mean nothing there. First, leaving the Border Ethereal to enter the Deep Ethereal without magical aid, requires a Wisdom check at DC 20; magic-using classes can add their level to that check. Then, once inside the Deep Ethereal, finding the Border Ethereal of another plane requires the same check at DC 30. However, an appropriate focus will grant a +10 bonus to this check: a chunk of the matter or energy of the plane sought, kept in a container imbued with magic (e.g. as with a *Null Magical Aura* spell). Each day of travel in the Deep Ethereal, one such check is allowed. However, though the Deep Ethereal is too vast and too misty to encounter anything in it, it is regularly swept by ether cyclones. There is a cumulative 5% chance per day to be caught by an ether cyclone. Characters caught in such storms suffer 2d6 points of bludgeoning damage (Dexterity save for half allowed), and are cast into a random plane’s border ethereal (and if it is the material plane, probably far away from the starting location). If PCs are not tied together with ropes, they end up in different planes, and places of such planes (Strength check allowed to hold together by hand).

Features of the Ethereal Plane

The dominant feature of the Ethereal Plane is fog. Rolling banks of grey mist extend for infinity, though the Ethereal Plane is divided into regions, the Border Ethereal and the Deep Ethereal. A Border Ethereal is the layer of the plane immediately adjacent to, and coexistent with, the Material Plane or one of the Elemental Planes. If characters travel far enough in the Border Ethereal, they will eventually reach the towering wall of dark cloud that marks the edge of the Deep Ethereal. While the various Border Ethereal Planes reflect the planes to which they are adjacent, the Deep Ethereal is its own entity and has no features save the cloudbanks and the ether cyclones that sweep them.

The ever-present fog dampens sound (-2 penalty to Listen checks) and blocks vision (granting 25% concealment to all those more than 30 feet away from an observer, 50% concealment to all those within 120 feet and total concealment beyond 120 feet). Nonetheless, despite this fog, ethereal creatures can see into the Material Plane from any point on the Border Ethereal. This is something like peering through a cracked and dirty



pane of glass. From some angles, the material world can be seen clearly; from others, it is distorted and warped out of all proportions; from yet others, it appears monochromatic and wreathed in mist.

Characters who turn ethereal, otherwise continue to need warmth, food and drink, as well as air to breath. Since all the proto-matter of the Ethereal Plane include material from all the elemental and energy planes, there is enough air, moisture and heat (though it is relatively chilling for humans) to survive here. The only thing that isn’t found in plenty is food, and travelers must bring their own.

Note lastly, that whatever happens on the Border Ethereal has no effects on the Material Plane it borders. Travelers on the Ethereal Plane are invisible, incorporeal, and utterly silent to someone on the Material Plane. Likewise, no magical attacks can cross from the Ethereal Plane to the Material Plane, including force spells.

Ethereal Ectoplasm

The Ethereal fog is made up of a substance called ectoplasm. It feels like some cold, slightly viscous fog. When compressed, this ectoplasm becomes a clammy gray slime. It can be strained in this form to a liquid that resembles exceedingly watery oatmeal. Ectoplasmic fog can be molded into a particular shape (using *Sculpting* skill checks), which it will retain for some time (4d6 days) before drifting apart.

Then ethereal ectoplasm slowly coalesces where is matter in the Material Plane. Over time, the ethereal landscape forms into a ghostly reflection of the real world. As such, where mountains exist in the normal world, a duplicate made of fog also exists on the Ethereal plane. It becomes more dense and solid as time passes, and the material itself is dense. As such, walking across a mountain (that has been there for millions of years) will be more difficult than walking across a castle wall (that has been there for but a couple of centuries). An object that remains in its place for dozens of years (such as a sword hanging on a wall) would also create such a duplicate/reflection of fog in the border ethereal, but not an object that is frequently carried along. In any case, when the mountain, castle, object, etc., is not there anymore in the Material plane, its reflection in the Ethereal disappears in but a few days, weeks or months (see table).

All things made of ethereal ectoplasm have little solidity. Characters can push and pass across them. All they need to do is a Strength check at a DC dependant on the hardness and thickness of the real-world item; a character may add his/her Wisdom or Charisma bonus (whichever is higher) to this roll. Dissolving ethereal duplicates are even less resilient - reduce the DC by 1d10 points. On a successful check, characters can move across the obstacle, leaving a rippling tear in the

Table 8.3: Strength DC to pass across ethereal duplicates

Material	Thickness is in:			Builds up in	Dissolves in
	Inches	Feet	Yards		
Ice	DC 2	DC 4	DC 6	1d6 centuries	2d6 days
Wood/Plastic	DC 4	DC 7	DC 10	1d6 centuries	4d6 days
Earth	DC 6	DC 10	DC 15	1d6 centuries	3d6 weeks
Stone (soft)	DC 8	DC 14	DC 20	2d6 decades	3d6 weeks
Stone (hard)	DC 10	DC 16	DC 22	1d6 decades	2d6 months
Metal (common)	DC 10	DC 17	DC 24	3d6 years	2d6 months
Metal (hardest)	DC 12	DC 21	DC 30	2d6 years	3d6 months
Lead or Gold	DC 15	DC 26	DC 30	1d6 years	3d6 months

shaped ectoplasm that will thereafter slowly repair itself (2d6 rounds). Failure indicates that the character is incapable of passing across the obstacle in the ethereal.

Permanent Barriers

Force effects such as a *Wall of Force* spell extend into the Ethereal Plane, as do effects that block planar travel such as *Forbiddance* magic. To an ethereal creature, such areas appear to be filled with an impenetrable blackness.

Then, methods exist to make a wall in the Prime Material Plane impassable also in the Border Ethereal. A simple method is to cover a wall, building, etc., in ivy, as it’s more difficult to pass across living beings while in the border ethereal. This adds a +10 bonus to the Strength DC to push through, and can block weaker ghosts from passing through it. Then, in using troll blood (due to its regenerative properties), alchemists can create special compounds that can be mixed to a mortar or to a thin lead plating, and thus totally block any attempt at passing through it in ethereal form.

Operating (Skills, Combat, etc.) in the Ethereal

Creatures native to the Ethereal Plane operate normally in it. However, except for a +4 bonus to Stealth checks, characters are impeded by the strange nature of the plane. They suffer a -1 penalty to their rolls for being surprised. All weapons do but 1 point of damage per successful hit, instead of rolling the usual die; other modifiers for Strength, magic and specific combat specialties are applied normally though. Similarly, armors provide no protection; other modifiers for Dexterity, magic and dodge abilities are applied normally though. Ranged and missile combat is almost impossible: physical projectiles are slowed, so they incur a -2 penalty to hit; then, after the first range increment they slow so much that they cannot hurt anymore, and eventually stop, hanging in mid-air at the end of the second range increment. Other than that, la-

ser rays are ineffective as the fog matter diffracts and cancels them. Magical items are treated as if loosing one "plus" (i.e. a +2 magic item operates as but +1 in the Ethereal).

It is possible to use the fog matter to build crude ectoplasm items, though it takes much time, and requires Sculpting skill checks for complex objects. Such items are usually of little use, though a wall might be created to hamper visibility. Such objects disappear as per material plane reflections.

Magic in the Ethereal Plane

With the exceptions listed below, spells function normally on the Ethereal Plane. However, they do not cross into the Material Plane; no magical (nor mundane) attacks can be made from the Ethereal Plane to the Material Plane, including force-based magical attacks.

- **Abjuration spells** that affect extra-planar creatures have no effect on natives of the Ethereal Plane (e.g. a *Protection from Evil* spell doesn't keep them at bay).
- **All spells that create matter** (e.g. a *Create Water* or a *Wall of Stone* spell), only create ectoplasmic substance in the Border Ethereal. All spells that normally affect matter (e.g. a *Stone Shape* or a *Warp Wood* spell) always affect the ectoplasmic fog, though generally in no truly useful way.
- **Force effects** originating from the Prime Material Plane, such as a *Wall of Force* extend into the Ethereal Plane, as do effects that block planar travel such as *Forbiddance*. To an ethereal creature, these areas appear to be filled with an impenetrable blackness.
- **Summoning spells** function normally but for these two exceptions: 1. Creatures originating from the Prime Material Plane cannot be called or summoned. 2. Spells that summon elementals are cast with a +1 caster level.



Denizens of the Ethereal Plane

The native creatures of the Ethereal Plane are blink dogs, ethereal creepers and marauders, plus all manner of ghosts, wraiths and other spectral entities. They float amid the mists, hungrily eyeing the warm energy of those who still live. As such, characters have a 1 on 1d6 chances of encountering such creatures the first hour of their presence in the Border Ethereal, increasing to 1-2 on 1d6 the following hour, then 1-3 on 1d6 the third hour, etc. These chances are rolled every turn (10 minutes) if they are in the Border Ethereal near a graveyard or any place where atrocities occurred in the past.

In addition, PCs are not the only travelers found in the Border Ethereal. Supernatural creatures can sometimes be encountered as well, such as Night Hags or Succubi.

THE ELEMENTAL PLANES

There is four elemental planes that are the Plane of Air, Earth, Fire and Water. Each of them is an immense expanse of the related element, in which reside elemental creatures, that are spirits using a magical body of that element. In fact, magic (i.e. elemental magic) is a major characteristic of the elemental planes, that pervades them much more than it does the Prime Material Plane. All the elemental planes otherwise share common features:

- **Associated and Opposite Elements.** Air opposes Earth, and Fire opposes Water; then, each elemental plane is coterminous (i.e. share borders with) the two other planes.
- **Elemental Magic.** Spells and spell-like abilities that use, manipulate, or create the element of the plane where the spell is cast are enhanced: they are cast at +2 caster levels, and incur a -2 penalty to the saving throw. However, those related to the opposite element cannot be cast at all, and those related to the two other elements are cast at -2 caster levels, and incur a +2 bonus to the saving throw.
- **Other Magic.** Abjuration spells that affect extra-planar creatures have no effect on natives of the Elemental Planes (e.g. a *Protection from Evil* spell doesn't keep them at bay).
- **Plane Features.** The element is in its purest form in the "center" of the plane, devoid of anything else. Characters will find more interesting features in the borders. For examples: the junction between Earth and Water resembles an ocean floor, with caverns filled with water, and sometime sunken cities inhabited by sea denizens; the junction between Air and Water resembles the surface of an infinite ocean ravaged by monstrous hurricanes; or the junction between Earth and Fire resembles a volcanic nightmare of lava rivers.
- **Subjective Directional Gravity.** Inhabitants of the elemental planes determine their own "down" direction. Objects not under the motive force of others do not move.
- **Genies.** The most humanoid-looking inhabitants of the elemental planes are the genies. These strange spirits are akin to elemental demons, and rather than simply basking in the element of their plane, build palaces and even cities that strongly resemble that of humanoids from the Prime Material Plane, and for which they use material drawn from the other elemental planes.

• **Getting There... and Back.** Gates to the elemental planes are generally the most common magical gates, if such things can be common at all. Otherwise, characters may reach the elemental planes via ethereal travel, or the use of spells such as *Plane Shift*.

• **Survival on the Elemental Planes.** Conditions are hostile to most non-native creatures: except for the elemental plane of Air, it is impossible to breath in them; except for the elemental plane of Water, (that will harbor sea creatures and life forms amidst elementals) there is nothing to eat and drink in them; then, unless protected by powerful magic, non-native creatures will burn to ashes in the plane of Fire, or will be crushed and entombed in the plane of Earth.

1. Elemental Plane of Air

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below. It is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.



2. Elemental Plane of Earth

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. Unwary and unprepared travelers may find themselves entombed within this vast solidity of material and have their lives crushed into nothingness, their powdered remains a warning to any foolish enough to follow. Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

3. Elemental Plane of Fire

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, ever shifting plates of compressed flame. The space ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel nor air, but flammables brought onto the plane are consumed readily.

4. Elemental Plane of Water

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

THE NEGATIVE ENERGY PLANE

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there, though generally not for long too. Warmth is the first to go. The traveler is overcome by a chill; not the bone-freezing cold of a winter wind, but the sickening quivering cold that presages the onset of illness. Then, color is leached from the traveler's perceptions; everything is reduced to shades of black and gray. Sound is muted too; voices are reduced to whispers. Ennui and apathy become almost inevitable. Then, the traveler is reduced to a nothing amid nothingness.

The Negative Energy Plane is coterminous with all four elemental planes. At its junction with the plane of Fire are immense clouds of ashes and smoke; clouds of dust at the junction with the plane of Earth; clouds of salt at the junction with the plane of Water; and forceful winds (like a nightmarish decompression) pushing things ahead into the black void, at the junction with the plane of Air. There is nothing beyond these borders, deep into the plane, as the energy draining and entropic effects are unutterably hostile to anything (even the most powerful of magic are quickly drained by them).

The Negative Energy Plane is devoid of everything necessary to sustain life, such as air to breath, food and drink, or warmth. Moreover, it rapidly decays all things and items (make an Item Saving Throw vs. Negative Energy each hour in the border, and each turn or even round beyond), and sucks life force from living beings (deals 1d6 of withering damage each round in the border, and sucks one level each round beyond). In fact the reason undead exist on the Material, Ethereal and Shadow planes, draining life force, is that such undead would likewise be eventually affected by the destructive nature of the Negative Energy Plane. In fact, because the Negative Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

Gates that lead to the Negative Energy Plane are few and far between, and are built only by powerful lichs or necromancers. However, every sentient undead is suffused with negative energy, and has a direct connection to this realm of entropy. From a certain perspective, each undead is a tentacle from the Negative Energy Plane reaching for the Material Plane. Draw back from that perspective, and the terrible truth is visible: the more undead exist, the closer the Negative Energy Plane can drag itself to the material world. This is why the Ethereal Plane runs thick with ghosts, and why the Plane of Shadow is ruled by nightshades. Like some terrible beast, the Negative Energy Plane is slowly coming to feast on the Material Plane.

Using a *Plane Shift* spell to travel into the Negative Energy Plane is a sure way to end up in its deep regions and forever disappear. Spells and spell-like abilities that use negative energy (e.g. *Death* or *Cause Wounds* spells) are cast at maximum effects and incur a -10 penalty on their saving throws. Spells and spell-like abilities that protect against negative energy are at half duration. Spells and spell-like abilities that use positive energy, including *Cure Wounds* spells, have no effect.



THE POSITIVE ENERGY PLANE

The Positive Energy Plane looks similar to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. Everything is washed in a glorious burning white glare that somehow is also perfectly clear and does not impede vision in the slightest. Everything is lit from within, as if the essential nature of every creature and object was visible and glowing. Yet, this power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. Unprotected creatures on this plane swell with power as positive energy is force-fed into them. Then, their mortal frames unable to contain that power, they immolate as if they were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane is coterminous with all four elemental planes. At its junction with the plane of Fire are swirling streams of radiant and colored energy; shining mountains of jewels at the junction with the plane of Earth; immense geysers of steam at the junction with the plane of Water; and glistening northern lights streaked by lightning, at the junction with the plane of Air. There is nothing beyond these borders, deep into the plane, as the coruscating light energies will suffuse and melt away anything.

The Positive Energy Plane is devoid of everything necessary to sustain life, such as air to breathe, food and drink, or warmth. Then, the main danger for the traveler or object brought into the Positive Energy Plane, is to eventually explode. Too much positive energy causes them to combust in a flare of light, and disappear with sheer glory. The outer corona of the plane is less energetic, so characters regain 1d6 hit-points per round, then past their normal maximum they gain more until they would have more than the maximum possible for their hit-dice/levels, at which points they begin to burst in a flare of light. Deep in the plane, the process takes 1 round to be healed of any wound, another round to reach the maximum possible for their hit-dice/levels, then the following round a burst of light and nothing remains but energy. In fact the reason life-forms exist on all the planes but this one, is that any creature would be eventually affected by the destructive nature of the Positive Energy Plane. Thus, because the Positive Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

Gates that lead to the Positive Energy Plane are generally unknown, though such artifacts as a fountain of healing waters, may draw upon it. However, it must be understood that all life ultimately gets its energy from the Positive Energy Plane. In fact, even the existence of elementals, creatures made of a single element, are made possible because the nearby presence of the Positive Energy Plane is what produces the life force and magic necessary for such improbable creatures to be born and animated.

Using a *Plane Shift* spell to travel into the Positive Energy Plane is a sure way to end up in its deep regions and be consumed by its radiant energy. Spells and spell-like abilities that use positive energy, including *Cure Wounds* spells, are cast at maximum effects and incur a -10 penalty on their saving throws if any. Spells and spell-like abilities that protect against positive energy are at double duration. Spells and spell-like abilities that use negative energy (e.g. *Death* or *Cause Wounds* spells) have no effect. Also, spells that create something, or bring about elemental power (such as a *Fireball* spell), deal maximum effect or damage; yet they don't incur a penalty to the saving throw, as the positive energy boosts the creatures' saves, thus counteracting the enhanced spell's power.



THE PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that lies on the border of the Prime Material Plane, right in-between the Negative and Positive Energy planes. Like the Border Ethereal Plane, it reflects the landscape of the Material Plane, but in a strange way. The nights and days follow that of the Material Plane, and the terrain of the Plane of Shadow shifts with the changing light, though the sky is bleak and no sun is ever seen.

During the day on the Material Plane, the shadow world resembles its material counterpart, but rather blurred, lumpy and malformed, as if somewhat formed from the real world's accumulated shadows. Yet, these shadows are solid, and all of the landscape appears black and gray. Despite remaining vaguely similar to the Material Plane, this world can be quite confusing, and recognizing anything it duplicates is generally difficult (requires an Intelligence check at DC 15 or higher). The landscape of shadows slowly changes as light sources on the Material Plane move. The major light source, of course, is the sun, so mountain ranges and forests on the Plane of Shadow slowly migrate around in a great circle as the sun rises and sets. Then, at dawn and dusk, the world becomes much less distinct, as mountains blur into the valleys, and forests blur into the ground.

Then, at night on the Material Plane, the shadow world becomes a rather large and flat expanse of muted black. It is very easy to travel, though dangerous, as one could unwillingly end in the darkest reaches of the plane: places closer to the Negative Energy Plane, and rife with undead (mostly shadows). In this night, infravision and light sources become useless, as there is nothing to illuminate, except a vast expanse of featureless blackness that absorbs light. In addition, any light source would automatically attract a random shadow creature encounter eve-

ry hour. There is yet a few exceptions, such as when under a full moon the landscape won't totally disappear, and in a few cities where most houses and streets remain lit at night.

Otherwise, the temperature on the Plane of Shadow is rather cold, hovering around freezing at night (30°F / 0°C). Characters can breathe normally there, but there is nothing to eat and drink, as rivers and vegetation end up as also being formed of shadow stuff, even if it can be as solid or liquid as on the real world. Note that Stealth checks on the Plane of Shadow get a +4 bonus, but all navigation, orienteering, and tracking skill checks, as well as Detection checks based on seeing, have their DC increased by +4 during the day, by +8 at dawn and dusk, and become impossible at night.

The Plane of Shadow is home to a host of shadow creatures, generally of an undead or demonic nature. However, it is likewise inhabited by a few creatures that emit light, such as Will-O-Wisps. Travelers in this murky world will also often see the fleeting shadows of creatures living and moving on the Material Plane, but these shadows are not living beings, and trying to interact with them won't affect the creatures on the Material Plane. In this ever changing world, some powerful creatures build fortresses, that though having shifting and changing forms, will nonetheless remain during night and day, and do not need to duplicate an existing feature on the Material Plane.

Magic on the Plane of Shadow

Travelers may enter into the Plane of Shadows with magic (e.g. the *Plane Shift* or *Shadow Walk* spell), from the Deep Ethereal, and sometimes through magical portals. In some rare areas, the Plane of Shadow is closer to the Material Plane, and in certain circumstances can mingle with it, so creatures from one plane could be drawn into the other.

Characters casting a shadow-based spell can choose to draw on the ambient darkness of the plane, or attempt to target a specific piece of shadowstuff. The latter option requires an Intelligence check + level, at a DC = 15 + spell's level (Gnome illusionists gain a +2 bonus to that check). If the check fails, the spell is lost; otherwise, one five-foot cube of shadow is absorbed per level of the spell. For example, a mage is being pursued by enemies, but finds his escape blocked by a wall of shadow. He could cast *Shadow Conjunction*, mimicking a *Fireball*, and draw the shadow for the spell from the wall behind him. This would create a hole five-feet deep, ten-feet high and wide in the wall, as well as blasting the foes with a shadowy *Fireball*.

Alternatively, the mage could choose to draw the matter for the spell from the bodies of his pursuers. Casting a shadow-based spell in this fashion works just like drawing on non-living shadow, but the target is allowed a Constitution saving throw to resist. If the check fails or the save succeeds, the spell is lost; otherwise, the target loses 1d6 hit points per level of the spell. The target must be within 120 feet of the caster and the caster must have a line of effect to the target.

The *Shadow Walk* spell is an exception to the above rules; it cannot be used to draw on shadow matter. If cast on the Plane of Shadow, it can either be used as a one-off plane shift to the Material Plane, or else allow the caster to move 50 + 1d10 x 5 feet as a five-foot step.

Spells with the shadow descriptor are enhanced when cast on the Plane of Shadow. *Shadow Conjunction* and *Shadow Evocation* spells are 40% as powerful as the spells they mimic (instead of 20%). *Greater Shadow Conjunction* and *Greater Shadow Evocation* are at 80% (not 60%), and a *Shades* spell conjures at 100% of the power of the original (not 80%).

Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. Mages attempting a spell with the light or fire descriptor

must succeed an Intelligence check + level, at a DC = 10 + spell's level (Gnome illusionists gain a +2 bonus to that check). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Mental Outer Planes

Players and GMs of earlier editions of the game are generally used to the "Great Wheel". Basically, it's about throwing together in some encompassing cosmology all the different hells, heavens and deities from various cultures of the past (such as that of the Greeks, Norse, etc.), with a dash of fantasy stuff added to it. Some books and gaming supplements have been produced that describe the Great Wheel's cosmology in detail. However, FANTASTIC HEROES & WITCHERY with its simple Law-Chaos axis, only proposes the lower spiritual planes (usually known as the Abyss, Gehenna, Hell, Inferno, etc.) and the upper spiritual planes (usually known as the Blessed Realms, Heavens, Paradise, etc.).

There is also an important aspect of the spiritual planes, about who and what can be found on them. This is the spirit world, not just another physical universe inhabited by a host of various deities. One should understand that true gods are beyond the comprehension of mortals. Each plane is not a place where a deity resides. The planes are sentient beyond the ability of mortals to understand it; the so-called planes are in fact the true gods manifested as spiritual worlds in which various lesser spirits reside. When a religion depicts the gods under some humanoid or monstrous shape, its priests and followers are shortsighted and mistaken. Yet, when such priests and followers will travel to the plane of their deity (usually upon death), they will nonetheless meet the deity as they expected it to be (at least the first time). However, this is but the deity/plane manifesting what these souls want and expect to see. Followers from a different race and culture with another representation would meet the same deity under a distinct guise: the one they themselves would expect to find. Note that not all religions have definite representations of their gods; there are some faiths that forbid to represent their deity in any way, and mystics worshipping abstract spiritual principles instead of deities.

THE ASTRAL PLANE

The Astral Plane is the encompassing spiritual plane in which reside all souls and spirits, and in which lie the mental realms and dimensions that are the lower and upper planes, but also the fleeting plane of dreams close to the Prime Material Plane. To the spiritual traveler, the Astral Plane appears as a void; sometimes shimmering white, sometimes coruscating purple, sometimes a shifting color that has no name in the tongues of elf or man.

Time and space have little meaning on the Astral Plane. Several years could pass on the Material Plane, but appear as if but a few days passed on the Astral Plane; or several days of adventure could pass in a mental plane found there, while but a few seconds would have elapsed in the material world. Similarly, the Astral Plane seems limitless, but since it can be traveled at the "speed of thought," its size becomes relative.

Only spirits, as well as characters and creatures projecting their souls with an *Astral Projection* spell, can travel into the Astral Plane. Note that since astral travelers exist in a spiritual shape, and aren't limited by physical restrictions and dimensions, they can move at the speed of thought. As such, to explore a specific place, astral travelers move at their base normal speed (i.e. 30 ft./12" for humans); but to go anywhere

in astral form, they only need to know where it is, and wish to get there, taking only 1d6 rounds to do so; lastly, to come back into their own body, astral travelers just have to want it, and return is instantaneous.

While in astral form, creatures cannot attack with spells or physically, and are immune to any attack unless it would affect the soul or cut the silver cord (in which case the creature dies). The only exception is creatures with Psychic powers and Psionic Attacks, who can use them normally while in astral form. However, when astral travelers enter a mental realm, they manifest a seemingly physical body, and are then able to function as they would on the Prime Material Plane (except for the particularities of that plane).

Some mystics (any spiritually inclined character, not necessarily the character class) project their spirit into the Astral Plane, where they experience spiritual vacuity, and can remain in a state of timeless bliss for hours if not days. Some non-aligned mystics' souls eventually end up remaining there in a blissful state for eternity, rather than reincarnating or becoming Law or Chaos spirits in the outer planes.

THE LOWER PLANES (HELL, ETC.)

The lower planes are the final destination of Chaos-aligned souls, and home to the spirits of Chaos, commonly known as demons. As already said, the lower planes are mental/spiritual worlds, so nothing of a physical nature can go there. Only physical creatures who use an *Astral Projection* spell, or magic that would produce a similar effect can enter the lower planes. Then, despite any soul or spirits could find the lower planes, neutral or Law-aligned astral travelers and spirits must succeed a Charisma saving throw to have the courage to enter these dreaded, hopeless realms. Then, when time comes to leave them, a Chaos-aligned traveler will have to succeed a Wisdom saving throw or will be stranded there unable to exit the lower planes (even if fellow travelers were able to leave).

When astral travelers or spirits enter the lower planes, they seem to form a physical body in what seemingly appears like a material dimension. Their equipment comes with them if they use an *Astral Projection* spell, but other methods of projecting one's spirit there, could well bring a character seemingly naked. The only exception are magical items that always manifest along their owner, though magic items with "pluses" function as if being one plus lower (and two pluses lower for holy items). Naked characters could later find items and pieces of equipment to use, but this may be a hazardous thing to do. In mental realms of such evil dispositions, there isn't anything of a mundane and purely utilitarian nature; items could well be baits and traps, or evil spirits in object form.

Note that in the lower planes, characters seem uglier than in real life (on the Material Plane), and that their vices and weaknesses seem to be apparent on their faces (they can be guessed with a successful Wisdom check at DC = character's Charisma score, or DC = 10 + HD for creatures whose Charisma score is unknown). Then, except for the dumbest ones, the inhabitants of the lower planes will always discern a traveler's alignment, unless magic is used to hide it. Law-aligned travelers suffer a -4 penalty to all Charisma-based skill checks, and are usually attacked first; but Chaos-aligned travelers don't get any advantage except for not attracting as much attention as the others.

Any saving throw against fear or pain in the lower planes, incurs a -4 penalty. Spells that harm others also incur a -2 penalty to the save, but do not deal increased damage or effect, as the miserly nature of the lower planes won't make things easier for evil-doers. However, all spells that heal, rejuvenate and protect function at half effectiveness, when creatures are able to cast them at all (which requires an Intelligence



check + level, at a DC = 10 + spell's level). Then, abjuration spells that would specifically affect extra-planar beings on the Material Plane (e.g. *Protection from Evil*) do not work in the lower planes.

Astral travelers who are slain on the lower planes must succeed a Constitution saving throw. If successful, they are sent back into their physical body on the Material Plane, though with brutality (they are at zero vitality hit-points). If failed, their physical body dies, and their soul immediately goes where it should. Note that Chaos-aligned creatures get a -4 penalty to this save.

Some examples of lower planar realms include:

Abaddon

A realm of endless wastelands under a rotten sky, Abaddon is perpetually cloaked in a cloying black mist and the oppressive twilight of an eternal solar eclipse. The poisoned River Styx has its source in Abaddon, before it meanders like a twisted serpent onto other lower planes. Abaddon may be the most hostile realm of the lower planes; it is the home of the daemons, fiends of pure evil who personify oblivion and destruction.

The Abyss

The many realms of the Abyss begin as gargantuan canyons and yawning chasms bordered by the foul waters of the River Styx. These realms connect to one another in constantly shifting pathways. There are no rules nor hope in the Abyss. This dimension is a perversion of freedom, a nightmare world of unmitigated horror where desire and suffering are given demonic form, for the Abyss is the spawning ground of the innumerable races of demons, among the oldest beings in all the Great Beyond.

Nine Hells

The nine Hells form a structured labyrinth of calculated evil where torment goes hand in hand with purification. A dimension of iron cities, burning wastelands, frozen glaciers, and endless volcanic peaks, Hell is divided into nine realms, each under the malevolent rule of an archdevil. Torture, anguish and agony are inevitable in Hell, but they are methodical, not spiteful or capricious as in the Abyss, and serve a deliberate master plan under the watchful eyes of the disciplined ranks of Hells' lesser devils. The nine realms of Hell in order, are: Avernus, Dis, Erebus, Phlegethon, Stygia, Malebolge, Cocytus, Caina, and Nessus.

THE UPPER PLANES (HEAVENS, ETC.)

The upper planes are the final resting place of Law-aligned souls, and home to the spirits of Law, commonly known as celestials. As already said, the lower planes are mental/spiritual worlds, so nothing of a physical nature can go there. Only physical creatures who use an *Astral Projection* spell, or magic that would produce a similar effect can enter the upper planes. Then, only Law-aligned astral travelers can easily reach and enter these blissful realms of perfection. Neutral souls and spirits would have to succeed a Wisdom check at a DC dependant on their intention for coming there: the more altruistic their motivation, the lower the DC; and consequently, the more selfish their intent, the higher the DC. Chaotic souls and spirits (i.e. demons) are unable to find and reach the upper planes, whatever may be the power and magic at their disposal. Note that if travelers meet with a demonic being in the upper planes, it either means that they have met their guilt or vices manifesting in such a form, or they are not in the upper planes, but in a deceptive realm.

When astral travelers or spirits enter the upper planes, they seem to form a physical body in what seemingly appears like a material dimension. Generally, characters appear as ideal versions of the Material Plane's self. However, their main traits of personality will also be apparent on their faces (they can be guessed with a successful Wisdom check at DC = character's Charisma score, or DC = 10 + HD for creatures whose Charisma score is unknown). Then, their equipment comes with them, and they can manifest any clothing or equipment they want just by wishing it, though not of a magical nature. Magical items manifest along their owner, though magic items with "pluses" function as if being one plus lower (except holy items that function normally).



In the upper planes, all spells that heal, rejuvenate and protect always function at maximum effectiveness. Then, abjuration spells that would specifically affect extra-planar beings on the Material Plane (e.g. *Protection from Evil*) do not work in the upper planes. Then, as for casting spells that harm, or having an aggressive intent, things are direct and simple: Hostile behavior will always cast a traveler out of the upper planes into the Astral Plane, unless the traveler calms down and succeeds a Wisdom saving throw. There is generally no need for any intervention by a celestial. Then, any magical spell or item that damages or harm, simply cannot be cast there, and wanting to would be considered hostile behavior.

Some examples of upper planar realms include:

Seven Heavens

The soaring mountain of Heaven towers high above the upper planes. This ordered realm of honor and compassion is divided into seven layers. Heaven's slopes are filled with planned, orderly cities and tidy, cultivated gardens and orchards. Though they began their existences as mortals, Heaven's native archons see law and good as indivisible halves of the same exalted concept, and array themselves against the cosmic perversions of chaos and evil.

Nirvana

Nirvana's stunning mountains, rolling hills, and deep forests all match a visitor's expectations of a pastoral paradise, but Nirvana also contains mysteries that lead to enlightenment. Nirvana is a sanctuary and a place of respite for all who seek redemption or illumination. Nirvana's native agathions have willingly postponed their own transcendence to guard Nirvana's enigmas, while celestial beings fight the forces of evil across the planes.

THE SEVEN COURTS OF THE AFTERLIFE

As explained in the Immortal Soul section and other parts of this chapter, the majority of mortal creatures are neutral, meaning they have no alignment. However, it only means that they have no alignment yet. That is, souls incarnate over many lives on the Prime Material Plane as humanoids and other creatures, until their soul eventually chooses a definitive alignment of either Law or Chaos. Hence, any soul that is still more or less neutral, ends up in the Seven Courts of the Afterlife upon death.

The Seven Courts of the Afterlife get their name from the fact that souls who get there will be judged and evaluated, before their next life is chosen, and they go back incarnate as a mortal creature. In the meantime, they spend their lives in reflection of their past deeds, or rest and enjoy themselves. These realms can take many forms, often as befits the deities that oversee them. Hence, this is the place to find the "land of the dead," where grieving souls cry over their selfish lives, while wandering misty caverns and wastelands. But other souls might as well congregate in sorts of schools where spiritual guides teach them how to better perform during the next life.

Astral travelers will form a body and equipment reflecting those they left on the Material Plane. Magic will operate normally, except for abjuration spells that would specifically affect extra-planar beings on the Material Plane (e.g. *Protection from Evil*), which don't work in the Seven Courts of the Afterlife. Visitors from the Material Plane may encounter with their spiritual guide and get advice. They might also be tested in any way, or be judged for past deeds. In any case, the planes and its residents are protected by powerful spirits.



chapter 9 - - Magic and Spellcasting

Magic and sorcery is central to the game. Characters normally access magic in learning how to cast spells, as well as gaining and using magical items. This chapter gives more details on how magic-users gain and cast spells. In order to retain compatibility with material published for other variants of the game, the traditional "Vancian" magic system of "memorization_then_casting" of spells has been kept for most classes (though the Fae-mage, Forestal and Psychic use different rules). Nonetheless, a few options have been added, especially for those who would like a grittier and darker magic in their games.

Note that most of this chapter is about clarifications and options. At its core, a magic-user casts spells as explained in the class description, which is enough to get playing. Hence, players and GMs who don't like too many rules, may skip this chapter. Nonetheless, it proposes rules for things that may come up in the campaign at one time or the other (e.g. using magic circles and pentagrams, or creating magical items).

Basic Spell-casting System

Traditional (i.e. "Vancian") spellcasters normally prepare their spells in advance, before casting them.

1. SPELLS SELECTION

All spellcasters have access to a certain number of spells to choose from. These spells are indexed in the spellcaster's relevant list of spells (such as the Black Magic list for warlocks). Magic-users of any class, never know all the spells that are inscribed on their spell list. They only know a limited number of spells, that they actually had to learn and record in their spell-books. To add new spells to their repertoire, these magic-users must find new spell formulas, understand them, and then copy them in the repertoire. The most common method is to find a spell in another mage's spellbook. Learning a new spell generally takes 1d4 days plus one day per spell level, then requires to succeed an Arcane Lore skill check at $DC = 10 + \text{spell's level}$. (If failed, the mage will have to wait next level to try to learn this particular spell again.)

2. PREPARING SPELLS

All spellcasters can prepare a fixed number of spells per day, within a given range of spell levels. This number of spells and the range of spell levels is indicated on the spellcaster's character class table. Thus, as spellcasters progress in level, they become able to prepare more spells per day, and to prepare more powerful spells. The higher the spell's level, the more powerful a spell is. The numbers indicated represent the

number of spell slots for each level of spell. Each slot must be "filled" with a spell of the appropriate level.

Preparation either means that a spell has been "memorized" or been "pre-cast", as the GM prefers. Memorization represents filling one's mind with specific magical energies that will produce predetermined effects upon release (i.e. through the words, gestures and material components of spellcasting) at a later time. Pre-casting suggests that a spell requires a long procedure to cast, that is better done in the morning when the spellcasters' mind is fresh and rested, and they have sufficient time and tranquillity to cast the spell. But in this case the characters don't complete their casting, rather gathering the magical energies about them, and waiting until a later time when performing the last words and gestures will eventually release the spell's effects.

Each spell thus prepared is a one-time magical effect that can be cast (used) later, and fades from memory once it has been cast. Once a spell has been prepared, it cannot be exchanged for another thereafter. The spell that has been prepared must be cast or forgotten. When it has been done, the spellcaster must wait until the following day to fill again the spell slots used.



3. CASTING SPELLS

Casting a spell generally necessitates the character to pronounce a few words of power, perform appropriate gestures with the hands, and sometimes use material components that are consumed during casting. However, casting a spell also requires a conscious act of will. Henceforth, it is impossible to cast a spell mistakenly (saying the words of power inadvertently doesn't release the prepared spell nor triggers magic items); it is impossible to order charmed magic-users to cast their prepared spells; and machines or mindless creatures couldn't cast a spell even if told how to proceed. Note by the way that this same reason makes it impossible for untrained characters to cast spells, even if they perfectly reproduce what a wizard does. Magic-using classes before all train characters into exerting this conscious act of directed will to cast spells; actual spellcasting procedure is only part of the process.

Normally, in terms of game mechanics casting a spell doesn't call for any skill check. It is always successful if nobody tries to interrupt the character (such as hitting her in combat). Then, a spell always operates as its description tells, without any other side effect. Each prepared spell can be cast only once, after which a full day must pass before the spell-caster may replace/refill the spell slot used with a new spell.

A spell's power often depends on the casting level, which for most classes is equal to their class level. In the event that a class feature, special talent or magical item provides an adjustment to the character's casting level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to caster level checks to overcome a target's spell resistance and to the caster level used in dispel checks.



4. RESISTING SPELLS

Although most spells do not require any kind of skill checks, percentage or attack rolls to be successfully cast, and automatically reach their targets, they generally can be resisted. There is basically two ways to resist a spell's effects: with a successful Saving Throw or with Magic Resistance. Basically, a saving throw is made by rolling a d20 (+ relevant bonuses) equal or higher to the character's save number (as indicated on the class' progression table). Then, Magic Resistance is expressed by a percentage: if the GM rolls equal or lower than the target's MR rating on a d100, the creature simply ignores the magical effect as if it didn't happen. (SR is a variant of MR where a creature's resistance to magic is expressed by a number that a spellcaster must equal or exceed with a roll of a d20 + level, for the spell being able to affect the target.) A creature that fails its MR (or SR) check is still allowed a saving throw.

5. PREPARATION OPTIONS

At GM's discretion, the following options may be allowed to magic-users who must prepare their spells in advance:

- **Preparing Lower Level Spells:** The spell-caster may use a spell slot of a certain level to prepare a spell of a lower level. For example, a 5th level wizard could use her 3rd level spell slot to prepare *Invisibility* that is a 2nd level spell. This option might be useful in certain situations, especially when a magic-user has no spell of the relevant level to fill her spell slots.

- **Preparing Spells Later:** Spell-casters may opt to leave a spell slot empty. Then, later, they may spend it to both prepare then cast (a process taking 10 minutes + casting time) the spell they need at that time. This procedure is useless in combat, but gives some flexibility to spell-casters in other circumstances.

6. MAGIC IS MORE ART THAN SCIENCE

At times, GMs and players will be confronted to unusual situations (such as casting fire spells while it's raining or in extremely cold environments), or will find that a spell description doesn't include side

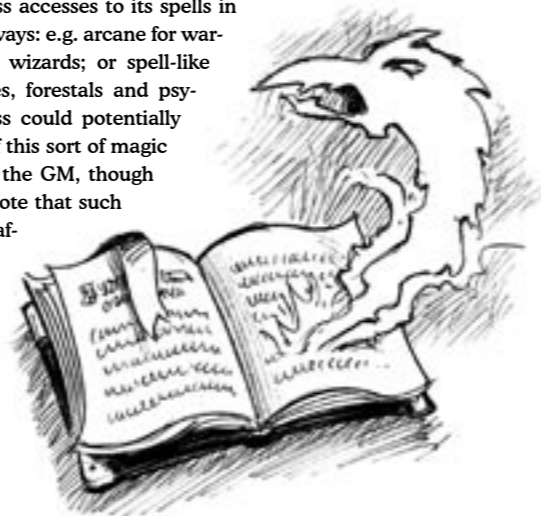
effects or secondary aspects they need to know. In this case, the GM will have to adjudicate on the fly. Then, since "spellcasting is more art than science", GMs and players should keep the following in mind: what happened with a spell today (that is, apart from the regular spell description in normal situations), may not necessarily happen again tomorrow, even if the situation is the same. As such, if the GM thinks that what happened today (i.e. what he ruled) was not appropriate, there is no reason he should rule the same next time, even if the situation is the same. (In fact, the situation is never the same, with astrological and other subtle influences being always different.)

It is suggested that when player and GM disagree about a spell's untold aspects and effects, the player might be entitled an Intelligence + level check for her character (at DC = 10 + spell's level). If the check succeeds, aspects and effects are as per the player's opinion; if the check fails, the spell operates as per the GM's idea; and with a die roll equal or inferior to the spell's level, the spell fails and is wasted.

Types of Magic

There is three types of magic-use, that only differ in the way spells are gained. They are Arcane magic (which includes all magic-users' spells), Spell-like abilities (which includes all fae-mages', forestals' and psychics' spells), and Incantations (that are an optional form of magic that anyone could attempt). Arcane spells are gained through intellectual studies (see "Acquiring Arcane Spells" below), Spell-like abilities are known once and for all and only require "magical stamina" to be cast (see "Acquiring Spell-like Abilities" below), and Incantations only require to carefully follow the instructions to bring about the magical effect.

Each spellcasting class accesses to its spells in one of the two basic ways: e.g. arcane for warlocks, wise-men and wizards; or spell-like abilities for fae-mages, forestals and psychics. Then, any class could potentially cast an incantation, if this sort of magic is made available by the GM, though it tends to be risky. Note that such distinctions do not affect how spells interact with each others, so a *Dispel Magic* operates the same whether it is cast against an arcane spell, a spell-like ability or an incantation.



ACQUIRING ARCANE SPELLS

Arcane spellcasters (warlocks, wizards, etc.) gain their spells through intellectual studies. They first learn how to attune themselves to magical energies. Then, to produce some pre-determined magical effects, they must perform complex sequences of mystical gestures and words of power. These sequences are spell formulas, and are normally recorded into a spell repertoire (e.g. a spellbook). However, when magic-users find an arcane spell formula, having read it and knowing what it does, still doesn't impart the ability to cast it. Magic-users must yet study and practice it thoroughly, which isn't always successful. There is mostly three different methods to acquire a new spell formula:

1. Learning a spell formula from a spell-book

To learn a spell, magic-users must first understand the spell formula, and then see if they understand it well enough to be able to cast it.

A spell formula is a set of instructions that lets a magic-user gather and bind the appropriate energies, spirits, etc., that will bring the desired magical result. A formula in itself is not magical, and not necessarily written in an obscure, incomprehensible language. However, only those trained in the arcane arts (warlocks, wise-men, wizards, etc.) can use a spell formula to produce a magical effect. It might be possible to understand what a spell formula is about, simply in reading a spell-book. However, in effect it is rarely the case, as mages tend to use an esoteric jargon, and often write in antique or secret languages unknown to most people (e.g. Draconic). Then, as mages also tend to use their own personalized jargon, it becomes even more difficult to understand what a spell is about. In any case, a mage could understand what the spell formula is about (e.g. it's a *Fireball* spell that burns targets to ashes), but it requires deeper understanding and practice to be able to cast it.

1. Superficial understanding. If the spell is written in a language known to the mages, they can discern what the spell is about with a successful Arcane Lore skill check (DC = 10 + spell's level). If the spell was written by a magic-user belonging to the same order, guild, master, etc., the reader gains a +2 to +6 bonus (at GM's discretion). Otherwise, use of a *Read Magic* spell always reveals what a spell is about, and what are its effects.

2. Mastering the spell. To learn a spell, magic-users must study the formula extensively, and adapt it to their own style and idiosyncrasies, thus rewriting the spell for their own use. This takes 1d4 days plus 1 day per spell level. At the end of the study process, make an Arcane Lore skill check at DC = 10 + spell's level; success indicates the characters learned the spell (and recorded it in their spellbook), and can now prepare and cast it. If magic-users used *Read Magic* during the learning process, they gain a +6 bonus to the roll (in effect, mages almost always use *Read Magic* to learn spells). Also, if the spellbook's owner (from which the spell is copied) helps the characters, they gain a bonus equal to the owner's Intelligence modifier.

2. Learning a spell-formula from a scroll

Many players and GMs assume that instead of casting a spell from a scroll (i.e. a magical spell-scroll), mages can directly copy it in their spell-book. However, this should not be allowed. In fact, such a scroll is not a complete spell formula imbued with magic, but a written ma-



gical item with some command words that will trigger it. Therefore, a spell-scroll cannot be used to directly learn a spell, only as guideline and help to recreate the same spell (see below). In this case, having (and using) a spell scroll would grant a +4 bonus to the die roll.

3. Creating a New Spell

Magic-users may create a new spell-formula on their own. This takes much time (1d4 weeks + 1 week per spell level), as well as a laboratory and library filled with treatises on arcane lore. At the end of the research process, make an Arcane Lore skill check at DC = 15 + spell's level. If successful, the spell is created, recorded in the spell book and ready for use. If failed, magic-users can spend another 1d4 weeks of work and expenses, and make again the check with a +2 bonus to the roll. If they can use a spell-scroll (see above), they get a +4 bonus to the roll. Note that a new spell might be one from the lists, that a mage would want but does not know. If this is an entirely new spell of the player's design, GM and player will have to discuss and agree about its effective powers.

4. Automatic or Instant Spell Learning

Spells are normally acquired through research or spell-book copying. However, this is not the sole method to gain new spell formulas.

1. Automatic Learning. At GM's option, some mages might automatically gain a new spell formula whenever they get access to a new spell level. Those belonging to a guild, order of wizardry, etc., could gain one new spell formula every time they gain a new experience level. In such cases, mages don't need to make any die roll; they automatically learn the spell, due to constantly studying magic and tomes of arcane, fellow mages' spellbooks, etc. Players may choose any spell of a level their character can cast from either the entire Arcane spell list, or from a list provided by the GM.

2. Instant Learning. In some rare cases, magic-users could be instantaneously imparted with the knowledge and understanding of a spell formula. This can only happen during the course of an adventure, as a supernatural event. Maybe a deity of sorcery granted the characters with knowledge of a spell formula as a reward, or as a mean to carry out a quest. These mages could have but a few days to write it down in their spell book, or maybe they will ever-after being able to prepare that spell without any spellbook at all. In some other cases, a cursed scroll of Chaos could imprint a corrupting spell of black magic in the character's mind. Then, such characters would have to make a saving throw each time they prepare spells, to not feel compelled to prepare this one.

Not All Spells Are Born Equal

Consider how technology continuously improves upon already existing technology that becomes obsolete when the new technology appears. Consider how different artists will not be able to create equally beautiful works of art, even when copying one another. However, when you look at the wizard spell-list, a given spell will always perform the same whoever (of the same level) casts it. Yet it has not to be necessarily the case.

The GM may decide that all the spells written in chapter 10, are in fact their best versions. That is, you could at times, find an inferior or flawed version of a given spell. Maybe the last enemy mage did cast a *Fireball* that dealt 1d4 of damage per level, made a thunderous booming noise when exploding, and left smoke around that would make the creatures present cough for 1d3 rounds. You could also use the spells of the same names found in other editions and simulacrum of the game, that provide slightly different effects. These are basically inferior (or different) versions of the same spells.

After all, when a mage tries to recreate a spell from what he has read or seen, he could very well do it improperly, or make choices of procedures that are less effective. In most cases he would probably create a weaker or flawed variant of the original spell. Maybe the spell would have required more thought and work. On the other hand, the better versions described chapter 10, would have been optimized and refined by generations of magic-users. They would only be found in wizards' guilds, and on the spell-books of the mages belonging to them.

In any case, note that the trick of giving inferior spells to PC magic-users could be fun and flavorful, explain a few things about magic, and be a motive for joining a wizards' organization. However, it shouldn't be overdone. Once or twice in a campaign will probably be enough. Then, let PCs wizards become wary of NPC dabblers, and know that bogus magic also exists in a fantasy world.

ACQUIRING SPELL-LIKE ABILITIES

Many creatures get spell-like abilities, meaning they can cast a few spells everyday, without having to study them in a spell-book beforehand. Then, the fae-mage, forestal and psychic classes also get spell-like abilities, gaining more as they acquire levels. Essentially, such characters forever know how to cast certain spells, and can cast them as long as they have enough magical power available to cast them. The advantage is that they can choose which spell to cast when they need it (rather than prepare fixed spells without knowing if they will be of use or not); but the hindrance is that they generally know only a few different spell formulas. Such magic-users cannot use spell-books and record many different spells.

Normally, fae-mages, forestals and psychics intuitively discover a few new spell-like abilities every time they gain a new level. In most cases, they will discover a spell-like ability that they wanted to get, not a random one. As such, players choose the spell they want from the spell list appropriate to their class. Once it is chosen however, the character forever knows it, and can normally not change it to gain another one.



INCANTATIONS (OPTIONAL)

In addition to regular spellcasting, that requires to be of a spellcasting class (warlock, wizard, etc.), can exist at GM's discretion, another kind of magic that anyone could attempt: incantations. Note however, that incantations are not meant to be a convenient sort of utility or combat sorcery for everyone to use at leisure. It should mostly remain a plot device for the GMs to feature during some of their adventures. The typical incantation is about a group of cultists chanting during several hours to call a demon lord, despite none of them would be able to cast a *Caco-demon* spell. These cultists might want to attempt the incantation whenever and wherever they want, but maybe it only operates at certain times of the year, in certain places, and under certain conditions.

Incantations function like spells, except a character needs not be a spellcaster to cast them. Anyone can cast an incantation simply by performing the correct ritual gestures and phrases. Incantations don't use spell slots, so they don't have to be prepared ahead of time, and there's no limit on the number of times one can cast an incantation per day. Note however, that incantations take much longer to cast than normal spells. Success with an incantation is never assured, and the consequences for failure can be dramatic. The most powerful incantations can require rituals involving multiple participants, strange or expensive material components, or other aspects that make them difficult to cast. Incantations can be of any power, but they often have more powerful, far-reaching effects than even 5th-level spells.

Discovering Incantations

The instructions for performing incantations are generally found in various obscure tomes. Such books are filled with "magic spells," and most of them are utterly bogus. But hidden among the dross is the real stuff, and discerning whether an incantation found in a book will actually work is a matter for experts in arcane lore. In other cases, the knowledge of an incantation could be imparted into a character's mind by a supernatural creature, such as a demon-lord into a crazed cultist's mind. Use of Arcane Lore skill checks will help know about the existence of a particular incantation, or discern that a particular set of instructions, chanting, etc., actually is an incantation rather than a bogus or useless ceremonial. Often, an Arcane Lore or Intelligence skill check will also be required to understand how to rightly perform the incantation. In all cases, the DC = 15 + 1/level (i.e. level the incantation would have if it was a spell).

Casting an Incantation

At its core, casting an incantation means having the required incantation components, then succeeding at a certain number of either Intelligence, Arcane Lore, or other relevant Knowledge skill checks during the incantation's casting time.

Unless otherwise specified, the caster makes such skill checks every 10 minutes. Failing a check doesn't mean that the entire incantation is a failure, just that the previous 10 minutes have been wasted. However, if the caster fails two checks in a row, the incantation immediately fails. The consequences for failure (see below) are detailed in the description of the specific incantation. Then, whether the incantation succeeds or fails, the material components are lost and the backlash takes effect.

• **Incantation Components:** Most incantations require components not unlike spells, including verbal, somatic, focus, and material components. In addition, some incantations require secondary casters (abbreviated SC), cause a backlash (abbreviated B), or may even cost the caster some experience points (abbreviated XP).

• **Secondary Casters:** Some incantations require multiple participants to cast successfully. These secondary casters are indispensable to the success of the spell. No matter how many people are gathered in the dark room, chanting with candles, only one character (generally the one with the highest appropriate skill bonus) is the primary caster who'll make the relevant checks. Secondary casters can't help the primary caster with the *Aid Another* rules, but their presence is required for certain aspects of the ritual nonetheless. If an incantation requires some other skill check, any of the secondary casters can make that check if they have a higher bonus than the primary caster.

• **Backlash:** Some incantations damage or drain the caster in some way. They have a backlash component, generally damage, level drain, or some other condition. The caster takes the backlash regardless of the success or failure of the spell.

• **Saves and Spell Resistance:** As with spell effects, an incantation might allow a save or not, and is generally subject to magic resistance.

Failed Incantations

Each incantation has its own consequences for failure (two failed skill checks in a row). In general, they can be divided into the following categories:

- 1) **Attack:** A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters). This creature typically has a number of hit-dice equal to twice the level the incantation would be if it was a spell.
- 2) **Augment:** The incantation was supposed to weaken or destroy its target, but it makes it more powerful instead. A damaging spell might heal its target or cause it to grow in size, for example.
- 3) **Betrayal:** The incantation seemingly succeeds, but the subject of the incantation (or in rare cases the caster) loses all allegiances and gains their opposites (such as a Law aligned character turning to Chaos). In general, the subject now hates all it loved before the incantation. The subject may keep its new alignment and allegiances a secret. Whenever a character attempts an incantation with a chance of betrayal failure, the GM should make the relevant dice rolls in secret.
- 4) **Damage:** The simplest consequence of failure, damage is dealt to the caster or the target, depending on the incantation. This is typically a number of d6 of damage (eldritch energy) equal to the level the incantation would be if it was a spell.
- 5) **Death:** Someone (usually the caster or the target) dies. In most cases a Constitution saving throw should be allowed to negate this effect, but with a penalty equal to the level the incantation would be if it was a spell.
- 6) **Delusion:** The caster believes the incantation had the desired effect, but in fact it had no effect or a very different one.
- 7) **Falsehood:** Common with divinations, the incantation delivers false results to the caster, but the caster believes the results are true. Whenever a character attempts an incantation with a chance of falsehood failure, the GM should make the relevant dice rolls in secret.
- 8) **Hostile Spell:** The caster of the incantation is targeted by a harmful magical effect. This is either specified in the incantation's description, or is a random spell of a level the incantation would be if it was a spell.
- 9) **Mirrorcast:** The spell has the opposite effect of that intended.
- 10) **Reversal:** The incantation affects the caster, rather than the intended target.



Examples of Incantations

Unlike spells, there is no list and descriptions of incantations. They are at the pure-view of the GM, who should probably only introduce them if they are useful to the campaign's flavor and story. Hence, it's up to the GMs to create any incantation that could appear in their campaign worlds. The following guidelines could be used when designing incantations:

First, the GM should determine the level the incantation would be if it was a regular spell. That level is the number of Arcane Lore (or maybe Knowledge-Religion) skill checks that must be made successfully in a row. Then, the DC for these skill checks is equal to 10 + 2/"level" of the incantation; add +2 if there is no save, and also if MR doesn't apply; subtract 1 to 4 to the DC if there is a backlash (depending on the backlash's severity); subtract 1 to 4 to the DC if there is restricting conditions and components to use. Normally, no DC should exceed 30.

Here is three examples of incantations:

#1: CALL DEMON LORD

[Conjuration/Summoning]

This incantation is used by vile cultists to temporarily bring their hideous master into the prime material plane, by having it possess and animate a statue representing it. This can only be done in the middle of the night, when the sky is overcast, and in a place dedicated to the demon-lord. At least 12 cultists must assist the caster (who usually is the cult's leader), and for every 13 additional cultists present chanting

and praying, the caster gets a cumulative +1 bonus to his Arcane Lore skill checks, up to a maximum equal to his Charisma score. If the incantation succeeds, the demon-lord inhabits and animates the statue representing it, that becomes in effect a stone golem with the mind, ability to speak, and spell-like abilities of the demon-lord.

Skill Check: Arcane Lore DC 30, nine successes in a row; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, SC; **Casting Time:** 60 minutes (minimum); **Range:** 20 ft.; **Effect:** Channels a specific demon-lord's presence into a statue of that demon; **Duration:** 1d6 turns; **Saving Throw:** None; **Spell Resistance:** No

Material Component: Various rare incenses, herbs, and reagents for at least 200 gp; a sacrificial victim whose blood is splashed onto the statue adds +2 to the skill checks (+4 if it is a Law-aligned creature).

Backlash: Caster loses 1d4 points of Wisdom; all participants lose 1 point of Wisdom. These lost points are regained 1d4 days later if they don't fail a Wisdom saving throw, and also do not attempt other evil incantations in the meantime.

Failure: Death. 1d4 cultists suddenly die from fright, while 1d4 others become definitely insane. These cultists are determined at random, and thus the caster could also be affected. In both cases a Charisma save is allowed to negate this effect.

#2: LITURGY

[Abjuration]

This incantation must be cast by an ordained priest (whether he has levels in a divine class or not) during a religious ceremony in a temple. There must be at least three participants, who act both as secondary casters and recipients of the incantation. The participants must also be of the same religious faith as the priest for the incantation affecting them. For every participant who would not be a sincere believer (i.e. just masquerading or paying lip service), the caster's Knowledge-Religion DC increases by +1. If the incantation is successful, all the sincere participants are cured of 1d4 hit-point, and get a +1 bonus to their saving throws during the next 24 hours.

Skill Check: Knowledge-Religion DC 12, two successes in a row; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC; **Casting Time:** 60 minutes; **Range:** Special; **Target:** All the participants to the incantation /ritual; **Duration:** 1 day; **Saving Throw:** None; **Spell Resistance:** No

Material Component: The religious stuff and incense normally used during religious rites.

Backlash: None.

Failure: Betrayal. 1d6 participants lose faith and act without concern for the religion's ethic (i.e. they misbehave and sin) for 1d6 days. If the same participant is affected three times in a row by Failure-Betrayal while taking part in this religious ceremony, he or she definitely loses faith in the religion, and could even change alignment.

#3: MAGICAL FOREST

[Abjuration]

This incantation is cast upon a forest (or part of a forest) by the elves or fairy creatures who inhabit it. If it is successful, any intruder that will try to penetrate the forest will never detect nor find the caster's village and its inhabitants. In fact, intruders generally quickly find themselves out of the enchanted area without realizing it. However, a Wisdom saving throw or successful SR/MR check will negate this effect. At least half of

the village's inhabitants must assist the caster, and if all participate in the ritual, the caster gains a +2 bonus to his skill checks. Then, if the incantation is performed by the rightful leader of the village, he gains another +2 bonus to the checks. Note that this incantation doesn't work when performed by any other specie but elves or fairy creatures.

Skill Check: Arcane Lore DC 24, eight successes in a row; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, SC; **Casting Time:** 1day; **Range:** Special; **Target:** One forest inhabited by elves or fairy creatures; **Duration:** 1 year; **Saving Throw:** Wisdom negates; **Spell Resistance:** Yes

Material Component: One crown of flowers per participant, each crown taking 1d4 hours to create.

Backlash: Caster or community loses one magical item. That is, the magic of one random, permanent magical item belonging to the elves loses its magic (which is consumed to power the incantation's effects).

Failure: Attack. 1d4 days later, the forest is attacked by an orc raiding party or similar foes.

Arcane Magic Specialties

Independent from the "type" of magic involved, all spells belong to one of the eight schools of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. These schools are detailed below, yet their differences have little effect on actual game mechanics. They mostly provide game flavor but do not affect how spells interact with each others (e.g. a *Dispel Magic* operates the same whether it is cast against a spell of one school or the other). Nonetheless, at times the GM may use these school distinctions as a plot device in some adventures. For example, a GM could rule that Necromancy spells cannot be cast in a shrine of the Goddess of Life, and that all Evocation spells are more powerful when cast in a certain alternate dimension. Then, wizards can focus their magical studies in any one of these schools and thus become mage-specialists.



SPELLS' SCHOOLS

Abjuration

Abjuration spells protect. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the targets of the spell to another plane of existence.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If the spell's recipient forces the barrier against such a creature, she feels a discernible pressure against the barrier. Then, if she continues to apply pressure, she ends the spell. However, the creature affected by the barrier cannot push on it to end the spell.

Conjunction/Summoning

Conjunction spells bring manifestations of objects, creatures, or some form of energy to the caster, actually transport creatures from another plane of existence to the caster's plane, or even create objects or effects on the spot. Creatures conjured by such spells usually, but not always, obey the caster's commands.

A creature or object brought into being or transported to the caster's location by a conjunction spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. Then, the creature or object must appear within the spell's range, but it does not have to remain within this range. When a conjunction spell ends or is dispelled, a summoned creature is usually instantly sent back to where it came from; however, a summoned object is not sent back unless the spell description specifically indicates it. A summoned creature also goes away if it is killed or if its hit-points drop to 0 or lower. It is not really dead. It takes at least 24 hours for the creature to reform, during which time it cannot be summoned again. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire.

Magical diagrams such as circles and pentagrams are often necessary, or at least useful when casting conjunction-summoning spells.

Divination

Divination spells enable the caster to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Scrying spells let a caster see and hear as if she was there, that is: with the same level of acuity as the caster normally has with her eyes, ears, etc. However, the spell is treated as a separate, independent sensory organ, and thus functions normally even if the caster has been blinded, deafened, or otherwise suffered sensory impairment. Lead sheeting or magical protection blocks most scrying spells, and the caster senses that the spell is so blocked. Any creature with an Intelligence score of 12 or higher can notice scrying attempts by making an Intelligence saving throw. The scrying can be dispelled as if it were an active spell within range of the target.

Enchantment/Charm

Enchantment spells affect the minds of others, influencing or controlling their behavior. They may change how the subject views another creature, typically making it see this creature as a good friend. Or they may force a subject to act in some manner or changes the way its mind works. Such compulsion spells determine the subject's actions or the

effects on the subject, or allow the caster to determine the subject's actions when she casts the spell, or give the caster ongoing control over the subject.

(Note, as already explained in the Casting Spells paragraph above, that a target under domination of a compulsion magical effect, cannot be ordered to cast spells. It could probably be ordered to seemingly cast a spell, performing the appropriate procedure, but without its own will, the target would be simply unable to actually cast the spell.)

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.



Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Hallucinatory images spells produce tri-dimensional images of something the caster has already seen or imagines; however, even when they include an illusion of temperature or texture, hallucinatory images cannot physically affect (thus cannot damage) things or creatures. On the other hand, phantasmal illusions that only affect the target's mind, may induce physical pain and damage the target, though generally with less effectiveness than the real effect it tries to emulate. A few illusion spells that draw on the extra-dimensional energy of the Plane of Shadow, are actually partially real and can thus have real effects.

A tri-dimensional image has an AC 10 if it moves, or can be automatically hit if it is immobile and easy to reach. Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a hallucinatory image or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that something is an illusion, needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures and/or negative energy make up a large part of this school.

Transmutation

Transmutation spells (that are sometimes called Alteration spells) change the properties of some creature, thing, or condition.

THE MAGE-SPECIALIST

As an optional rule, the GM may allow mages-specialists in addition to regular wizards. They are magic-users who focus their arcane learning and training on one of the eight schools of magic. As such, there is eight sorts of mage-specialists: the Abjurer, Conjurer, Diviner, Enchanter, Evoker, Illusionist, Necromancer, and Transmuter.

WIZARD SUB-CLASS: The mage-specialist is as per the wizard class, although it has different class features. Instead of signature spells, mage-specialists get the following abilities:

- **Ability requirements:** Intelligence 13+, and then for each specialty: Abjurer 13+ in Wisdom; Conjurer 13+ in Constitution; Diviner 14+ in Wisdom; Enchanter 14+ in Charisma; Evoker 13+ in Constitution; Illusionist 14+ in Dexterity; Necromancer 14+ in Wisdom; and Transmuter 13+ in Dexterity.

- **School of Specialty:** A school is one of eight groupings of spells, each defined by a common theme. At 1st level, mage-specialists must select one of these schools of magic to represent their specialty, and at the same time they must give up two other schools of magic (note that mages specialists can never give up Divination to fulfill this requirement). Spells of the prohibited schools are not available to them, and they cannot even cast such spells from scrolls or release them from wands. Mage-specialists may not change either their specialization or their prohibited schools later. The eight schools of magic are: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

- **Bonus Spells:** Mages-specialists can prepare one bonus spell of each level they can cast, every day, in addition to their normal daily allotment of spells. However, this bonus spell always must be one of their school of specialty.

- **Saving throws:** When making saving throws against spells of their school of specialty, mages-specialists gain a +1 bonus to their save. Then, the targets of their spells suffer a -1 penalty to saving throws against spells of the mage's school of specialty. At 9th level, this bonus and penalty increases to +2 and -2.

- **Learning Spells:** Mages-specialists gain a +3 bonus to their skill checks to learn or research spells that belong to their school of specialty, and a -3 penalty to learn or research all other spells. Mages-specialists cannot learn (or research) any spell of their prohibited school. (Note that the same bonus/penalty also applies when creating magical items.)

- **Automatic Spells:** Each time they gain a new experience level, mages-specialists automatically learn one spell of their choice, from their school of specialty, and of a level they can actually cast.

- **Special Ability:** At 3rd level mages-specialists gain a particular ability appropriate to their specialty, that improves at 6th and 9th level. See below each mage-specialist and their specific abilities:

1. The Abjurer

As masters of protective magic, abjurers are especially valued in societies plagued by supernatural creatures of evil. They are often sought after to banish demons or safeguard important or wealthy individuals against the wrongdoings of inimical spellcasters. Abjurers are also much valuable among adventuring parties to protect against the dangers of dungeons and wilderness. Although it lacks offensive options, the school of abjuration provides some of the most effective combat spells in the game. An evoker or transmuter might find it easier to bring down large groups of foes, but an abjurer is far more likely to bring herself and her companions through a fight alive.

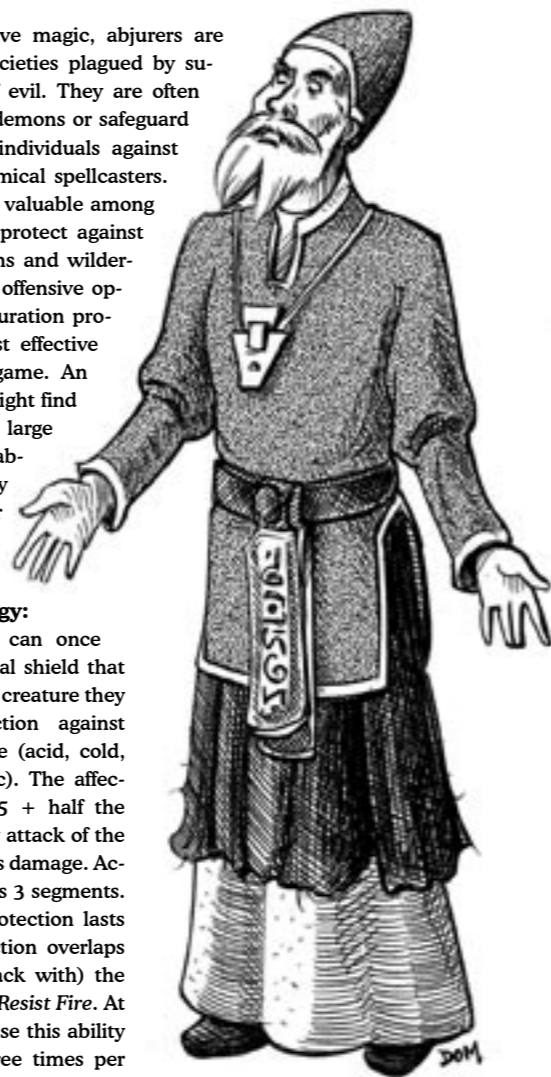
- **Resistance to Energy:**

At 3rd level, abjurers can once per day create a magical shield that grants them, or any one creature they touch, limited protection against any chosen energy type (acid, cold, electricity, fire, or sonic). The affected creature subtract 5 + half the abjurer's level from any attack of the chosen energy that deals damage. Activating this ability takes 3 segments. Once activated, the protection lasts for 1 hour. This protection overlaps with (and does not stack with) the effects of spells such as *Resist Fire*. At 6th level abjurers can use this ability twice per day, and three times per day at 9th level.

2. The Conjurer

Conjurers are the archetype of magic-users who summon and bind demons, though only the most experienced ones can and dare to actually do it. As such, conjurers make perfect villains who rely on supernatural minions to send after their enemies, and sow fear among the populace. One of the most versatile schools of magic, conjuration offers its disciples an effective solution to nearly any task: simply summon the appropriate monster and let it solve the problem (e.g. fight enemies, bring back an item, build a structure, etc.). In combat, high-level conjurers fight from behind wave after wave of summoned foes, and in most battles they simply direct their summoned allies into the conflict.

- **Enhanced Summoning:** At 3rd level, when casting a Conjunction/Summoning spell, conjurers get a +2 bonus that they can apply to a single aspect of the spell, such as: +2 rounds duration; +2 bonus to checks made to control a summoned creature; +2 to the DC of any caster level check made to dispel the conjurer's summoned creatures; +2 bonus to attack and damage rolls of the summoned creature; +2 creatures summoned for spells that summon several creatures; etc. At 6th level, conjurers can apply this bonus to two different aspects of the spell, and at 9th level to three different aspects.



3. The Diviner

The seers and fortune-tellers that people seek whenever they need to answer questions, are likely to be diviners if they aren't charlatans. Diviners generally operate as seekers of knowledge, hoarders of lore, and master spies, and can play important parts in any situation revolving around information gathering. An adventuring party that includes a diviner is much more likely to efficiently prepare for a mission or expedition. Campaigns that feature mysteries and detective-style adventures, themes of prophecy and oracles, or large amounts of social interaction and espionage will all much benefit from a diviner's spells.

- **Prescience:** At 3rd level, diviners gain extraordinary insight and perceptive abilities, granting them a +1 bonus to their AC, to dice rolls made to avoid being surprised, and to checks made to determine chances of success when casting a divination spell (+5% if percentages are involved). At 6th level this bonus increases to +2 (or +10%), and +3 (or +15%) at 9th level.

4. The Enchanter

As practitioners of one of the most subtle schools of magic, enchanters may be charmers, schemers, and deceivers, as much as they could be diplomats and counselors. In the campaign world, beautiful female enchantresses are often seen as dangerous witches who seduce men only to bring them to their doom. In fact, evil enchanters typically bend others' minds at their whim and gather personal power as rapidly as possible. Such mages, skilled in the manipulation of others make excellent villains and manipulators. Campaigns that feature a large amount of social scenarios, political intrigue, or investigation will otherwise benefit greatly from the inclusion of enchanters.

- **Social Proficiency:** At 3rd level, enchanters become proficient at manipulating others through mundane means as much as they are at influencing their minds magically. They gain Deception and Persuasion as class skills (see Bard class), adding half their level (rounded down) to such skill checks, then adding their full level at 6th level, and their level +2 at 9th level.

5. The Evoker

Evokers are mages of fire, brimstone and thunder. As masters of the raw power of magical energy, evokers can turn the tide of a battle with a single powerful spell, leveling groups of foes faster than any other practitioner of magic. Where some wizards focus on careful spell preparation and protective spells to survive combat encounters, evokers simply blast away with powerful energy attacks. Their prodigious offensive abilities ensure that evokers become the center of an adventuring group's battle plan. Campaigns that include themes of primal energy or the elemental planes, can also benefit from introducing evokers struggling to harness these energies in new and unique ways.



- **Energy Substitution:** At 3rd level, evokers can once per day substitute energy of one type for another. When casting a spell that has an energy descriptor (acid, cold, electricity, fire, or sonic), they can change it and the spell's effects to a different type of energy. That is, a mage specialist about to cast a *Lightning Bolt*, could decide to make it into a *Fire Bolt*, and while the spell's effects remain basically the same, a creature immune to electricity could be damaged by the spell since it would deal fire damage. Using this ability is a free action that must be declared before the spell is cast. At 6th level, evokers can use this ability twice per day, and three times per day at 9th level.

6. The Illusionist

Illusionists often operate as kinds of charlatans or manipulators, in controlling their surroundings by shaping, distorting, and deceiving the perceptions of others. To some people their abilities may seem weak, because they only distort and disguise rather than effecting true changes. However, those affected by an illusionist's spells know better, understanding that their own senses can be turned against them at any time. Campaigns that deal in deception or that have a high level of social interaction, a fair number of mystery adventures, or even simply suspicious players can benefit from the introduction of illusionists.

- **Chains of Disbelief:** At 3rd level, even if a viewer disbelieves an illusion (i.e. successfully saves against it) created by illusionists, and communicates the details of the illusion to other creatures, the latter do not receive the normal +4 bonus on their saving throws to disbelieve it. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed an Intelligence saving throw to see objects or creatures that the illusion obscures, although they get a +4 bonus to the save. However, at 6th level this +4 bonus is reduced to +2, and at 9th level to zero.

7. The Necromancer

Wrapped in mystery and burdened by reputations of evil, necromancers control dangerous energies that rob the living of strength and grant unlife to the dead. The most powerful necromancers command dangerous undead minions and threaten towns, cities, and sometimes even entire kingdoms with their power. Although necromancers make excellent villains and nemeses for a group of adventurers, neutral-aligned necromancers who seek the secret of life and death for scholarly purposes, such as anatomists studying the human body, can also prove valuable allies. In any case, necromancers tend to remain discreet about their activities, and prefer to operate in secrecy.

- **Skeletal Minion:** At 3rd level, necromancers may create a permanent undead minion (a humanoid mummy-like or skeleton-like undead). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the necromancer's commands

and accompanies him on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing the same sorcerous ritual again. At 3rd level it has the characteristics of a human zombie (hit-dice, attacks, etc.); at 6th level it gains +2 HD, with a +2 bonus to attack and damage rolls and AC; and at 9th level +4 HD / +4 bonus.

8. The Transmuter

Masters of change, transmuters are among the most varied and versatile mages specialists. Transmutation spells, by their very nature, can change the environment and allow the spellcaster to solve nearly any problem. They may transform a creature into another, pass through walls unhindered, and much more. Among the eight schools of magic, it is the one that most breaks and violates the laws of nature. Transmuters are the mages to seek to perform impossible tasks, and as such will greatly benefit adventuring parties confronted to seemingly unattainable objectives, such as exploring a dungeon immersed in water.

• **Transmutable Memory:** At 3rd level, transmuters can once per day, alter some of their prepared spells in a short amount of time. They can give up a maximum of two prepared spell levels, and prepare different spells in their place, as long as the number of newly prepared spell levels is equal to or less than the number of spell levels given up. For example, a transmuter can lose two 1st-level spells from memory and prepare one 2nd-level spell, or lose one 2nd-level spell from memory and prepare another. At 6th level they can transmute up to four prepared spell levels, and six prepared spell levels at 9th level. Using this ability requires a number of minutes of concentration equal to the number of spell levels given up. If this concentration is broken, all spells to be lost are gone and no spells are gained in their place.



The war-mage is an optional class intended to replace the popular fighter-mage multiclass of precedent editions of the game, that can hardly be emulated with a fighter/wizard split classed character. Since the war-mage is slightly more powerful than a character gaining levels in both the fighter and wizard classes (like when a fighter-mage of old was more powerful than a single-classed fighter or magic-user with the same amount of XP, at least below the 10th level or so), this war-mage is at the pure view of the GM.

THE WAR-MAGE

War-mages combine two very different trades in one profession: the arts of war and the study of magic. However, training in two such different, if not opposite fields, war-mages cannot equal fighters nor wizards on their own terms. War-mages will never master the powerful magic that mighty wizards eventually control. Yet, although war-mages may hardly compare with a plain fighter in straight melee combat, they are used to supplement their fighting skills with magic, and can thus become formidable opponents. War-mages often hail from elven cultures who have put an emphasis on spellcraft and swordplay; but they also might be legendary witch-knights who adhere to their own code of honor and chivalry, and are recognizable by their baroque armors that are often engraved with mystical symbols.

REQUIREMENTS: Strength 9+, Intelligence 11+. Races allowed: elf (up the 11th level), half-elf (up the 6th level), human (unlimited level advancement), and tiefling (up the 9th level).

ARMORS: All armors and shields. Note that war-mages can cast spells in armor, but suffer a chance for spell failure when doing so (even if the GM doesn't allow this option for other classes). In addition, casting a spell in armor augments the casting time by 1d4 segments.

WEAPONS: Any three weapons. Non-proficiency penalty: -3 to hit.

SAVING THROWS: +2 bonus to all saving throws against magic.

CLASS FEATURES: Bonded weapon, Magic-use; Spells in combat (3rd level), Slice through spells (7th level), Embed spells (9th level), Summon bonded weapon (11th level).

• **Bonded Weapon:** War-mages select an actual melee weapon (not a weapon type) in which they are proficient, and perform a daylong ceremony to make it their key weapon, sometimes called an "athame"



(i.e. when it is a sword, scimitar or such). War-mages can have only one bonded weapon, and it must be a physical weapon (not the creation of a spell), although it can be magical. The bonded weapon gains a small modicum of sentience in the ceremony. It has a very basic empathic link with the character, so the war-mage always knows where the weapon is (distance and direction).

War-mages can create a new bonded weapon by performing the ceremony again, but this results in the destruction of the previous bonded weapon, if it still exists. The benefits of wielding a bonded weapon are:

—War-mages can cast spells while holding their bonded weapon in one hand, and at 3rd level even while holding it in two hands (if it is a two-handed weapon) or while holding a shield in the other hand.

—At 5th level, when it is in the war-mage's hands the bonded weapon grants a +1 bonus to hit (but not to damage), that is considered magical for purpose of hitting creatures immune to certain weapons. This bonus increases to +2 at 9th level, and +3 at 13th level. If the bonded weapon is already magical, the bonuses stack (e.g. a +2 bonded magic sword would grant a +3 bonus to hit, but +2 to damage, in the hands of a 5th level war-mage).

—In the hands of anyone but the war-mage, a bonded weapon functions as a cursed item, imposing a -1 penalty to hit and damage rolls, which augments if the bonded weapon is otherwise magical, by -1 per every plus it has. Hence, a +2 magical bonded weapon would function as +2 in the hand of its owner, but as -3 in everyone else's hands.

• **Magic-Use:** As per the Wizard's ability, war-mages can cast gray magic spells. However, they are limited to only four schools of spells chosen once and for all. War-mages can only learn, cast, and use magical items (including spell scrolls) pertaining to one of these schools of magic, never the four others. Note that most war-mages choose the Abjuration and Evocation schools, that are much useful on the battlefield.

• **Spells in Combat:** At 3rd level, war-mages can cast spells while holding a weapon (or any single item) in one hand, but must keep their other hand free to do so. Furthermore, war-mages don't suffer for spell failure chances when casting spells in armor, if the armor they wear is magical (i.e. is at least +1 magical AC bonus). Note however that both casting a spell while holding a weapon, and casting a spell while wearing a magical armor, each augment their casting time by 1 segment.

Normally, when a wizard is hit during casting a spell, the spell is ruined and lost. However, if war-mages are hit while casting a spell, they may still complete it and release the magical effect if they succeed a Constitution saving throw. Note that being hit while casting a spell likewise augments the casting time by 1 segment.

• **Slice Through Spells:** At 7th level, war-mages can once per day strike at a creature or object (but not an area) under effect of a spell, and if successfully hitting it, not only deal damage, but also dispel that magic as per a *Dispel Magic* spell (see p.243). This can only be performed with the bonded weapon and requires a full round action.

• **Embed Spell:** At 9th level, war-mages can cast a single touch spell in their bonded weapon, and release it when successfully hitting a creature in combat with the weapon. Embedding a spell takes one minute per level of the spell. War-mages need to have the spell prepared and must use all necessary components to embed it into the bonded weapon. Thereafter, the spell can be discharged either on command or on a successful hit (that must be declared before the attack roll is made). If the attack misses, the spell is not discharged, but it will be discharged as soon as the weapon hits. In any case an embed spell must be discharged before 1d4 hours have elapsed, or it fades from the weapon.

• **Summon Bonded Weapon:** At 11th level, war-mages can summon their bonded weapon to appear immediately in their hand, as a standard (i.e. primary) action. The weapon can be up to 100 miles (160 km) away, although if it is in someone else's possession or in a locked room, they must succeed a Charisma saving throw to summon it.

Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d8	+0	16	Bonded weapon, Magic-use	1	—	—	—	—
2nd	2d8	+1	15	—	2	—	—	—	—
3rd	3d8	+2	14	Spells in combat	3	—	—	—	—
4th	4d8	+3	13	—	3	1	—	—	—
5th	5d8	+3	12	Bonded weapon (+1 to hit)	3	2	—	—	—
6th	6d8	+4	11	—	3	3	—	—	—
7th	7d8	+5	10	Slice through spells	3	3	1	—	—
8th	8d8	+6	9	—	3	3	2	—	—
9th	9d8	+6	8	Bonded weapon (+2 to hit), Embed spell	3	3	3	—	—
10th	9d8 +3	+7	7	—	3	3	3	1	—
11th	9d8 +6	+8	6	Summon bonded weapon	3	3	3	2	—
12th	9d8 +9	+9	6	—	3	3	3	3	—
13th	9d8 +12	+9	6	Bonded weapon (+3 to hit)	3	3	3	3	1

Craft and Magic

Magic is not limited to casting spells. Magic-users are also known for inscribing diagrams of power on walls and floors, or create the magical items that most adventurers crave to find.

PENTAGRAMS AND MAGIC CIRCLES

Creating specially enchanted figures to summon creatures or keep them imprisoned, is a staple of sword and sorcery. Here is how they are created and operate in the FANTASTIC HEROES & WITCHERY game:

Certain spells such as *Cacodemon* or *Ensnarement*, require a pentagram or magic circle to operate. Such figures are drawn before the spell is cast, but have no power in themselves until the spell is cast. It is nonetheless possible to create permanent magic circles or pentagrams that will have intrinsic magical powers, as if they were a peculiar sort of magical item (i.e. a specific location rendered magical, rather than an object that can be carried).

• **Creating a magical diagram:** A pentagram or magic circle can be either: just hand-drawn wherever the spell-caster is, or carefully carved or engraved in a special location such as a wizard's laboratory or priest's temple.

—**Hand-drawn Figure:** Depending on the surface upon which it is drawn, and the material used, the time and difficulty vary. For a basic chalk drawing plus sprinkling silver powder on a flat stone floor, it takes 2d4 rounds and a successful Arcane Lore check at DC 15. Drawing on a rugged stone surface, or in the sand, might augment the DC to 20+. However, being careful and taking 1d4 turns to create the figure grants a +4 bonus to the roll. A hand-drawn pentagram or magic circle is usable only once per spell cast.

—**Carved/Engraved Figure:** Carving and engraving a magical figure on an appropriate floor, and inlaying it with gold and silver,

takes 2d4 days, and requires a successful Arcane Lore check at but DC 10. Such permanent magic circle or pentagram can be used indefinitely.

• **Effects of a magical diagram:** A fully functional pentagram or magic circle can be very potent, but only as far as the spell that is cast upon it, allows. If no spell is cast upon it, a magical diagram remains but a useless drawing. The effects thus ultimately depend on the spell cast, but always involve keeping an extra-planar being (such as a demon or elemental) prisoner and helpless; it normally has no effect on normal creatures (i.e. native from the prime material plane). That is, the subject remains bound inside the circle/pentagram, and cannot escape by any mean, mundane or magical (including teleportation). The subject also cannot break the figure, and cannot attack or interact with anything outside it, whether through mundane or magical means. The subject may be entitled a saving throw or not, depending on the particulars of the spell cast.

• **Breaking a magical diagram:** A pentagram or magic circle can be broken and thus immediately lose its restraining powers, by any outside creature breaching it. This is usually very easy to do on hand-drawn diagrams, but much more difficult for those engraved in stone and inlaid with metal (in which case it would probably require tools or inflicting some damage to the carving).

CREATING MAGICAL ITEMS

There often comes a time when a spell-caster player character wishes to create a magical item of his/her own. In fact, FANTASTIC HEROES & WITCHERY doesn't provide detailed formulas to create magical items, and holds that they are unnecessary. The process should just be overseen by the GM, who will but ensure that it is not too easy. A few guidelines are nonetheless proposed to ease the GM's ruling:

1. All spellcasters can create magical items, though wizards are better at it than all other classes (they gain a +2 bonus to their skill checks). Magic-users can thus create magical spell scrolls (of spells they know / have in their spell-book) at 5th level; then magical talismans at 7th level; and items of eldritch craft at 12th level, if they know the *Enchant An Item* spell.
2. Creating magical items is an art, not a science; it relies on some occult influences and weird logic, not an industrial process. As such, there can be different ways to achieve the same result, and what once did work for a particular wizard, might not work next time for someone else.
3. There is no need to have magical items cost thousands of gold-piece and even XP, to prevent greedy player characters to stockpile them. Other limitations will work very well: maybe it requires to be created at certain periods of the year when the astronomical or astrological conditions are appropriate; or in certain locations that need to somewhat replenish in magical energies afterwards, taking several years before being usable again; or require body parts of monsters difficult to find. Etc.
4. Creating a magical item might become a plot device for an adventure, at the end of which the mage will make the last dice rolls to check if the creation succeeds. Instead of finding magic items in treasure troves, the item would have been manufactured by the PCs, but the result is similar (in terms of acquired treasure).
5. A failed magical creation check could lead to interesting, weird results, instead of a mere "nothing happens, because the process failed". A weird and useless or cursed item could have been created, a rift to another dimension opened, a supernatural being's attention caught, etc.

Severe Sorcery (optional)



In most simulacrum of the game, even if a spell's effects are horrific, magic is still safe to use and has little incidence on the environment or the caster. Magic and spell-casting are not dangerous in themselves. They incur no risks on those who use it, only on the targets. The following are options to give magic a darker flavor. They are intended for grim and gritty worlds of sword & sorcery, where magic is dangerous and unpredictable. It accounts for spellcasting having a tendency to corrupt those who use it, and subtly pollute the world.

With these options, magic can remain relatively innocuous for the sober spell-caster; however, it will quickly lead to their doom power-hungry magic-users who fall prey to the lure of magical omnipotence, and delve too much into risky, occult practices. The greatest danger is of becoming corrupted by demonic energies, with the caster becoming insane and/or physically warped in some odious way.

It is up to the GMs to decide if any or all of these options apply to spell-casters in their campaign settings:

1. DANGER OF PREPARING SPELLS

To prepare their magic, spell-casters have learned to enter into a trance during which they become attuned and sensitive to supernatural worlds and dimensions. They send their mind into these alien places to bargain with the unnatural beings that reside there, or force them to act on their behalf.

Preparing spells is dangerous in itself (while casting them is not). As magic-users are in a trance, their spirit away in other dimensions where time and space are different, they are unaware of what may happen around them. Not only are they extremely vulnerable to physical attacks, but also to possession by wandering spirits from the ethereal plane. For that reason, cautious spell-casters will seek a quiet place where they can remain undisturbed to prepare their spells. In addition, they will draw a circle of protection and burn rare and costly incenses to reduce the risk of possession by supernatural spirits.

Possession during preparation has a chance to occur equal to 10% per level of the highest spell prepared. When it happens, magic-users must succeed a Charisma saving throw to prevent the possession. If they are protected by a magic circle or are in a temple of their faith, magic-users gain a +2 bonus to the save, and an additional +2 bonus if they burn the appropriate incenses. A circle drawn on a rough surface, or incenses of lower quality, will grant reduced bonuses. If the saving throw fails, magic-users are possessed by a spirit from another dimension for 2d8 hours, during which they are under control of the GM, not the player. Possession is usually a source of corruption.

2. THE RULE OF OBSESSION

Magical energies have the serious side effect of being addictive (especially considering that regular preparation and memorization of spells tend to eventually re-shape a magic-user's brain in some ways). Thus, for most spell-casters (particularly wizards and warlocks), magic eventually becomes an obsession that drives them on, constantly forcing them to seek out new sources of knowledge and new forms of power. Anytime magic-users are faced with the temptation to obtain more magic (in the form of items, spells, etc.), they must make a Wisdom saving throw, with a penalty equal to half their spellcaster's level (rounded down). If they fail, they did not resist the temptation and succumb to

• **Scribe Scrolls:** Basically, creating a magical spell scroll takes one day per spell level, requires magical ink and specially treated parchment, and then to succeed an Arcane Lore skill check at a DC = 10 + spell's level. The cost can be variable, but the GM should require material components that are difficult but not impossible to obtain, so a wizard could create a few magic scrolls between adventures, but not stockpile them.



As an optional rule, the GM might decide that a spell scroll's magic fades 1d4 weeks + 1d4 days after having been created, unless it is kept in a special magical container (a tube engraved with runes, requiring to have the Magic Talisman ability to create). Even then, when a magic scroll is taken out of its container, it has a 20% chance of having already lost its magic.

• **Magic Talismans:** Most often, creating minor magical items such as talismans or potions (i.e.: that basically can cast one spell and are then wasted), and recharging magical rods, staves and wands, will first require a fully equipped alchemist laboratory. Generally, strange components (such as the body part of a supernatural creature) will also be required; then it will take two days per spell's level equivalent, and to succeed an Arcane Lore skill check at a DC = 15 + spell's level. Note that -4 to +4 skill check modifiers might be applied, according to time taken, material used, occult factors, etc. In any case, here also the idea remains that a wizard should be able to create a few potions or talismans between each adventure, but not stockpile them.

• **Eldritch Craft:** Creating major, permanent magical items (such as a magical weapon, or a pair of boots of flying) will generally require to know the *Enchant An Item* spell, though exceptional conditions might sometimes dispense with that at GM's discretion.

Since PC wizards will usually gain this ability near the end of a long campaign, creating a powerful object should be feasible at least once. In fact, it could make for a nice plot device, where a specific item would have to be specially created to finish an epic campaign (before characters eventually retire).



the obsession. They must do whatever is necessary to gain the magical power. Obsession may force a character to do something that is against the desires of the player. If the player finds a way to satisfy the obsession without hurting others, the character may do so; in any case the character cannot ignore the obsession. It should be noted that the more involved magic-users are with magic (i.e. the more experienced they are), the more difficult it becomes to resist; such is the nature of the fundamentally corruptive powers of sorcery.

The rule of obsession is particularly nasty when a spell-caster encounters items or spells of black magic, as they have the power to corrupt those who acquire them.



3. TRUE NAMES

Some powerful extra-planar beings, plus a few mortal but magical creatures such as dragons, have secret, supernatural names of power. These names can be used by magic-users to get an advantage over the creatures whose true names they know. Knowing a creature's true name (usually only extra-planar entities and dragons have one), grants a +4 bonus to checks made to overcome that individual creature's spell resistance [or alternately imposes a -20% penalty to its MR], and imposes a -4 penalty to its saving throws. Note however that for effectively using a true name, a spellcaster must know how to pronounce it, thus must succeed a Linguistics (Intelligence) skill check (DC = creature's number of HD).

The danger with knowing true names, is that the powerful creatures who have true names have a particular dislike of any mortal who may come to know them (without mentioning all of those who may want to get this knowledge from the character). As such, whenever characters will use a true name against its owner, that creature will concentrate all its efforts on them, and make sure to slay them if it can. Other than that, there is a 5% chance per true name known*, that once per month (or per gaming session), the characters (and their adventuring companions) will encounter a powerful creature bent on slaying them, or getting the known true names for its own use, or both. Of course, if the characters widely publicize that they know some true names, the chances for such encounters will probably augment. (*: true names of slain creatures are not counted.)

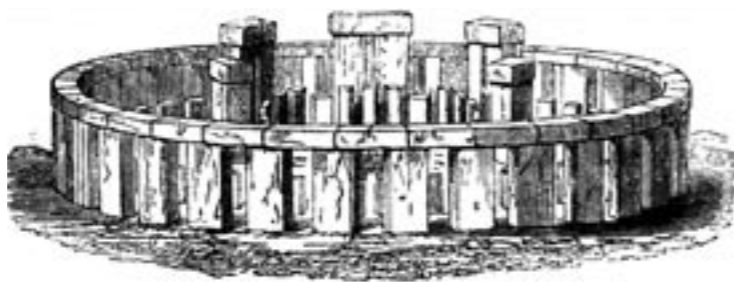
Notes: True names are very difficult to discover, and in any case no spell of level 1 to 6 may ever reveal a true name. Although mortals (and thus humans and the like) don't have true names, at GM's discretion the rare legendary hero (or villain) who reaches the 13th level might get one. Magic-using characters are generally the most likely candidates to get one. True names don't grant special abilities (magic, combat, etc.) to the creatures who have one, but the GM might find some other use to them in the campaign setting.

4. LEY LINES AND POWER NEXUSES

A power nexus is a geographical location, marked with some relatively permanent and immovable fixture, and suffused with magical energy. Standing stones, sacred altars, wizards' towers, dragons' lairs, etc., all of these are potential power nexuses. Ley lines are invisible, intangible currents of magical energy that connect all power nexuses. Each power nexus is connected by a ley line to every other power nexus, forming a vast network of ley lines like an invisible web. The power that runs through ley lines and power nexuses is but raw magic, neither arcane nor psychic, and neither good nor evil.

Ley lines and power nexuses can be seen with a *Detect Magic* spell, that reveals a faint but widespread magic in the area of a power nexus, and sometimes also along ley lines (since the latter generally run deep underground). Spellcasters may harness these magical energies, but only after extensive survey, studying and attunement. The main interest of power nexuses, is to build temples, castles, etc., with magical features fueled by the power nexus (such as a temple entirely protected by a *Protection from Evil* spell, or a castle full of magical traps). The owners of such a place are generally granted a +2 caster level (i.e. number of spells per day and casting level only, not ability to cast higher-level spells, more hit-points, etc.), while their assistants (if they are properly attuned) may get a +1 caster level.

Ley lines and power nexuses are dangerous for attracting supernatural creatures (and generally powerful ones) that want the magical energies for themselves. Also, temples, fortresses, etc., dedicated to infernal powers, or belonging to corrupt sorcerers, that are built on power nexuses, may corrupt those who spend too much time in them.



5. BLOODY SACRIFICE

Some particularly evil spell-casters augment their magical powers by performing vile ceremonies that involve the killing of a sentient (and preferably helpless and innocent) creature. Only those who have mastered the dark and secret technique of Ritual Blood Magic can do it however (i.e. this is a special talent available to but warlocks). With a specially consecrated dagger, these warlocks stab their victim to draw its blood and life-force, killing it in the process. The effectiveness of such a sacrificial ritual depends on many factors as detailed on Table 9b: Bloody Sacrifices Modifiers. Make the sum of all the relevant conditions' values; the result is the character's spell-casting level increase.

This increase affects the number of spells per day the warlocks can prepare, and the level at which they cast them. They may also cast spells of a higher level, but only if they have such spells recorded in their own spell-books. All other benefits such as more hit-points, attack rolls, etc. are not gained. The levels so gained remain for one day, then are lost at the rate of one per day.

Practicing ritual sacrifices incurs an immediate damnation; its practitioners are irremediably condemned to Hell. Needless to say that while it would add grimness to NPC sorcerers, this dark talent should not be made available to player characters.

Table 9.2: Bloody Sacrifices Modifiers

Condition	Modifier
Victim is a small or medium, common animal	-2
Victim is a large, common animal	-1
Victim is a person or creature of Chaos/Evil alignment	-1
Victim is a person or creature of Neutral alignment	0
Victim is a person or creature of Law/Good alignment	+1
Victim is a faithful Law-aligned priest	+2
Victim is a Celestial creature	+3
During uncommon event (full moon etc.)	+1
During rare event (eclipse, falling star, etc.)	+2
Special location (evil temple, sorcerer's tower, etc.)	+1
Unique location (ancient ruins, sacred mountain, etc.)	+2
Torture (at least 1 hour; target makes Con save or dies)	+2

Example: Mordos is a 5th level warlock who plans to magically confront an enemy, but feels not powerful enough. As such, to gain increased confidence and magic, he decides to perform a ritual sacrifice. He wants to sacrifice one of his own assistants (Chaos alignment, thus -1) who has been scheming against him lately; will do it in a haunted crypt where Mordos first met with his dark master (+2), and in the middle of a full-moon night (+1). After performing this vile sacrifice, Mordos becomes a 7th level warlock (5 -1 +2 +1 = 7) for the remainder of the day. The following day he will be but a 6th level warlock, and thereafter 5th level again as normal.



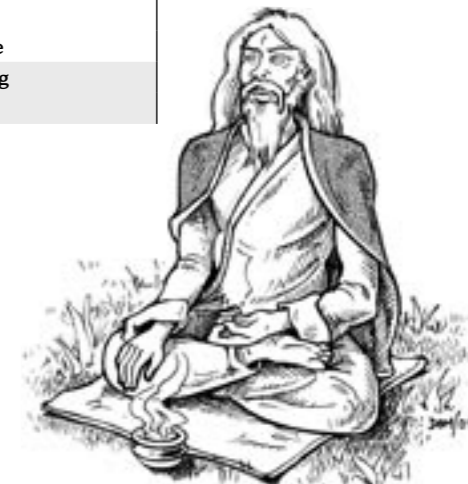
Spell Lists by Classes

The following pages detail the spell lists of the various character classes described in this book. Spell lists are different from the three types of magic (i.e. the way spells are gained and cast), and from the eight schools of spells (that can belong to all lists). There is six spell lists: Psionic

powers; Gray, White and Black magic; plus Nature and Delusion spells.

PSIONIC SPELLS (Psychics)

	1st level	2nd level	3rd level	4th level
1	Attraction	Aversion	Corpse Reading	Aura Sight
2	Combat Precognition	Control Body	Cure Light Wounds	Cure Disease
3	Command	Detect Charm	Danger Sense	Emotion
4	Conceal Thoughts	Detect Evil	Detect Lie	Fatal Attraction
5	Demoralize	Detect Life	False Sensory Input	Out Of Mind
6	Detect Invisibility	Detect Magic	Feign Death	Sense Scrying
7	Ectoplasm	Detect Poison	Infravision	
8	Empathy	Dream Travel	Locate Creature	
9	Object Reading	Hypnotic Pattern	Remote Viewing	
10	Portent	Locate Object	Telepathy	
11	Predict Weather	Resist Fire		
12	Resist Cold	Sustenance		
13	Sense Link	Vigilance		
14	Serpent's Stare			
15	Vigor			
	5th level	6th level		
1	Astral Projection	Adapt Body		
2	Cure Serious Wounds	Aura Alteration		
3	Mind Probe	Hypercognition		
4	Telekinesis	Precognition		



GRAY MAGIC SPELLS
(Wizards, Eldritch-archers, Fae-mages, War-mages)

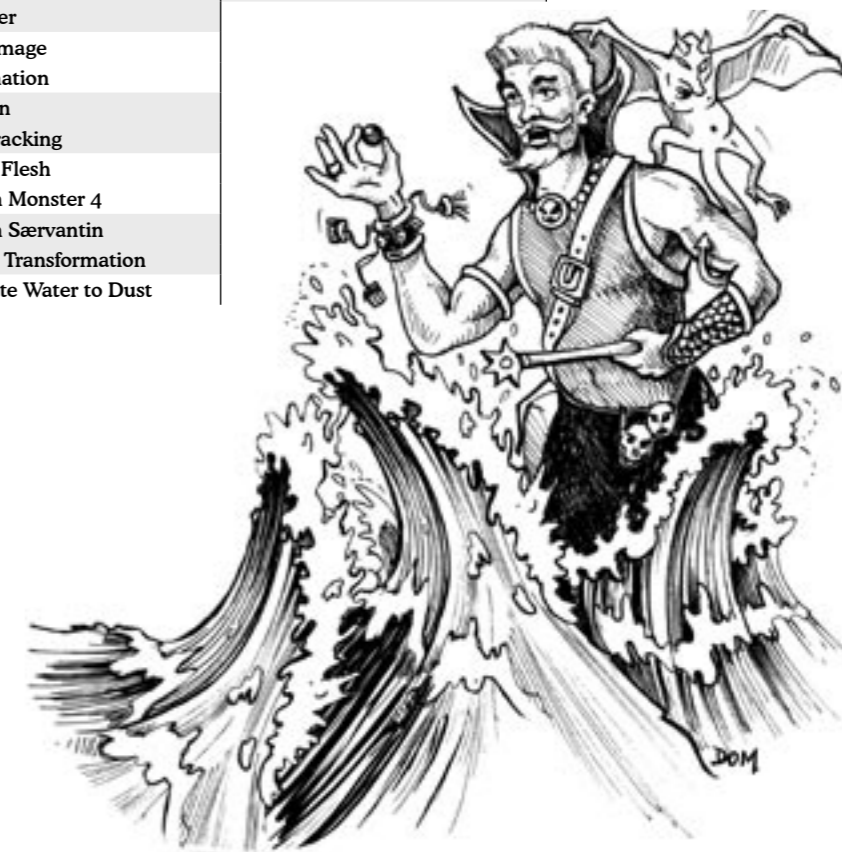
	1st level	2nd level	3rd level	4th level
1	Affect Normal Fires	Acid Arrow	Blink	Bestow Curse
2	Alarm	Audible Glamer	Clairaudience	Black Tentacles
3	Armor	Bind	Clairvoyance	Blue Devastation
4	Burning Hands	Continual Flame	Conditional Sealing	Charm Monster
5	Charm Person	Continual Heat	Corpse Reading	Confusion
6	Cleanse	Continual Light	Detect Illusion	Dig
7	Comprehend Languages	Darkness 15 ft Radius	Dispel Magic	Dimensional Anchor
8	Dancing Lights	Deeppockets	Explosive Runes	Dimension Door
9	Detect Magic	Detect Evil	Feign Death	Dispel Illusion
10	Detect Secret Doors	Detect Invisibility	Fireball	Enchanted Weapon
11	Enlarge	ESP (Detect Thoughts)	Flame Arrow	Extension I
12	Erase	False Gold	Fly	Fear
13	Feather Fall	Flaming Sphere	Gust of Wind	Fire Charm
14	Find Familiar	Forget	Hallucinatory Image 1	Fire Shield
15	Floating Disk	Glitterdust	Haste	Fire Trap
16	Friends	Invisibility	Hold Person	Fumble
17	Gills	Irritation	Infravision	Globe of Invulnerability (minor)
18	Grease	Knock	Invisibility 10 ft Radius	Hallucinatory Terrain
19	Hold Portal	Know Alignment	Item Shrinking	Ice Storm
20	Identify	Leprechaun's Trap	Leprechaun's Tiny Hut	Leprechaun's Secure Shelter
21	Jump	Levitate	Lightning Bolt	Locate Creature
22	Light	Locate Object	Magic Circle Against Evil	Magic Mirror
23	Magic Missile	Magic Mouth	Mantle of Secrecy	Manuscript Preservation
24	Melt	Manuscript Replication	Material	Massmorph
25	Mending	Mirror Image	Minute Meteor	Mnemonic Enhancer
26	Message	Preserve	Non-Detection	Plant Growth
27	Mount	Pyrotechnics	Phantasmal Force	Polymorph Other
28	Null Magic Aura	Ray of Enfeeblement	Protection From Evil 10 ft Radius	Polymorph Self
29	Penetrating Weapon	Rope Trick	Protection From Normal Missiles	Remove Curse
30	Precipitation	Scare	Secret Page	Resilient Sphere
31	Protection From Evil	Shatter	Sepia Snake Sigil	Shout
32	Push	Stinking Cloud	Slow	Stoneskin
33	Read Magic	Strength	Suggestion	Summon Monster 2
34	Run	Uncontrollable Hideous Laughter	Summon Monster 1	Ultravision
35	Shield	Vocalize	Time Mirror	Wall of Fire
36	Shocking Grasp	Web	Tongues	Wall of Ice
37	Sleep	Whip	Vampiric Touch	Wizard Eye
38	Spider Climb	Withstand Element	Water Breathing	
39	Taunt	Wizard Lock	Wind Wall	
40	True Strike	Zephyr		
41	Undetectable Magic Aura			
42	Unseen Servant			
43	Ventriloquism			
44	Wizard Mark			
45	Write			



GRAY MAGIC SPELLS
(Wizards, Eldritch-archers, Fae-mages, War-mages)

	5th level	6th level	7th level	8th level
1	Adapt Body	Analyze Dweomer	Banishment	Antipathy/ Sympathy
2	Airy Water	Anti-Magic Shell	Big Grasping Hand	Big Clenched Fist
3	Animal Growth	Big Forceful Hand	Cacodemon	Binding
4	Animate Dead	Chain Lightning	Charm Plants	Clone
5	Avoidance	Contagion	Delayed Blast Fireball	Demand
6	Big Interposing Hand	Contingency	Duo-Dimension	Glass-Steel
7	Break Enchantment	Control Weather	Forcecage	Incendiary Cloud
8	Cloudkill	Death Spell	Item Instant Summons	Korreds' Irresistible Dance
9	Cone of Cold	Disintegrate	Limited Wish	Mass Charm
10	Conjure Elemental	Enchant an Item	Mass Invisibility	Maze
11	Contact Other Plane	Ensnarement	Morgane's Magical Sword	Mind Blank
12	Dismissal	Etherealness	Morgane's Magnificent Mansion	Permanency
13	Distance Distortion	Extension III	Phase Door	Polymorph Any Object
14	Dolor	Eyebite	Power Word Stun	Power Word Blind
15	Domination	Freezing Sphere	Prismatic Spray	Prismatic Wall
16	Extension II	Geas	Reverse Gravity	Screen
17	Fabricate	Glass-Eye	Sequester	Servitude Spells Immunity
18	Feeblemind	Globe of Invulnerability (major)	Simulacrum	Sink
19	Golem	Guards and Wards	Spell Turning (Volley)	Symbol
20	Hold Monster	Improbable Creation	Statue	Telekinetic Sphere
21	Leprechaun's Lamentable Laborer	Invisible Stalker	Summon Monster 5	Trap the Soul
22	Leprechaun's Secret Chest	Legend Lore	Teleport Without Error	
23	Magic Jar	Lower Water	Torment	
24	Morgane's Faithful Hound	Morgane's Lucubration	True Name	
25	Passwall	Move Earth	Vanish	
26	Sending	Part Water		
27	Stone Shape	Project Image		
28	Summon Monster 3	Reincarnation		
29	Telekinesis	Repulsion		
30	Teleport	Spirit Wracking		
31	Transmute Rock to Mud	Stone to Flesh		
32	True Seeing	Summon Monster 4		
33	Wall of Force	Summon Saervantin		
34	Wall of Iron	Thunder Transformation		
35	Wall of Stone	Transmute Water to Dust		

9th level	
1	Astral Projection
2	Big Crushing Hand
3	Energy Drain
4	Gate
5	Genesis
6	Glass-Brittle
7	Imprisonment
8	Meteor Swarm
9	Morgane's Magical Disjunction
10	Power Word Kill
11	Prismatic Sphere
12	Shape Change
13	Succor
14	Temporal Stasis
15	Time Stop
16	Wish



BLACK MAGIC SPELLS (Warlocks, Occultists, Agents of chaos)

	1st level	2nd level	3rd level	4th level
1	Abject Transformation (lesser)	Absorb Dead Flesh	Abject Transformation (greater)	Angles Stride
2	Acid Spittle	Black Lightning	Animate Dead	Black Tentacles
3	Bone Armor	Continual Darkness	Baneful Vortex	Borrowed Body
4	Call Demon of Enrichment	Crimson Mist	Bestow Curse	Call The Whispering Mist
5	Call Spirits	Death Blossoms	Blight	Contagion
6	Call Undead	Death Knell	Bone Trap	Dolor
7	Cause Fear	Decompose	Cause Infection	Dream
8	Chill Touch	Detect Poison	Conjure Lesser Demon	Dream Travel
9	Conflicting Bad Mood	Disturbing Vision	Consecrate (Desecrate version)	Enervation
10	Contact Blaspheous Creature (lesser)	Dust Devil	Contact Blaspheous Creature (greater)	Fear
11	Darkness 15' Radius	Feign Death	Demonic Steed	Fiendish Possession (greater)
12	Dark One's Luck	Fiendish Possession (lesser)	Dispel Magic	Ghoulish Curse
13	Demon's Strength	Fiendish Regeneration	False Life	Horrifying Aspect
14	Detect Interdimensional Passage	Gentle Repose	Fiendish Familiar	Last Words Of Hate
15	Detect Magic	Ghoul Touch	Flesh Combustion	Polymorph Curse
16	Detect Undead	Grisly Bloody Grease	Grafted Identity	Polymorph Other
17	Enrage Animals	Hemorrhage	Halt Undead	Polymorph Self
18	Find Familiar	Hungry Shadow	Hellish Weapon	Summon Monster 3
19	Gills	Identify	Hysteria	Unholy Blight
20	Grim Fury	Irritation	Intangible Cloak of Shadows	Warding Claw
21	Incapacitation	Locate Corpse	Magic Circle Against Evil	Watchful Ghost
22	Infernal Linguist	Out of Mind	Mantle of Secrecy	
23	Invisible to Undead	Ray of Enfeeblement	Pack of Ghouls	
24	Lure	Recall Pain	Protection From Evil 10 ft Radius	
25	Monstrous Claw	Rusting Grasp	Secret Page	
26	Mount	Scare	Sepia Snake Sigil	
27	Prepare Corpse	Spectral Hand	Skeletal Projectile	
28	Protection From Evil	Stinking Cloud	Speak With Dead	
29	Read Magic	Summon Monster 1	Summon Monster 2	
30	Scary Tales	Undead Ward	Time Mirror	
31	Serpent's Stare	Wail of the Damned	Vampiric Touch	
32	Sorcerous Weapon	Whip	Wraithform	
33	Summon Chaos Fiend	Zombie Spying	Zombie Stooze	
34	True Strike			
35	Turn Blaspheous Creatures			
36	Zombie Servant			



	5th level	6th level	7th level	8th level
1	Animate Dead Monsters	Abyssal Swarm	Binding	Clone
2	Call The Dweller On The Threshold	Ancient Seal of Warding	Control Undead	Demand
3	Cloudkill	Astral Projection	Gate	Disastrous Endeavor
4	Conjure Elemental	Banishment	Horrendous Wizard Possession	Horrid Wilting
5	Contact Blaspheous God	Cacodemon	Limited Wish	Mind Blank
6	Contact Other Plane	Death Spell	Moratorium	Polymorph Any Object
7	Create Undead	Enchant An Item	Power Word Stun	Power Word Blind
8	Death Fog	Ensnarement	Shadow Walk	Sink
9	Dismissal	Etherealness	True Name	Trap the Soul
10	Domination	Finger of Death		
11	Doorway To Hell	Invisible Stalker		
12	Elixir of Void Travel	Reincarnation		
13	Feeblemind	Soul Abduction		
14	Foul Resurrection	Spirit Wracking		
15	Magic Jar	Summon Monster 5		
16	Summon Monster 4	Summon Saervantin		
17	Summon Shadow	Torment		
18	Woeful Preservation			



9th level	
1	Coruscating Lure
2	Energy Drain
3	Genesis
4	Imprisonment
5	Power Word Kill
6	Soul Bind
7	Wail Of The Banshee

WHITE MAGIC SPELLS (Wise-men/women, Gothar, Agents of Law)

	1st level	2nd level	3rd level	4th level
1	Alarm	Aid	Bestow Curse	Abjure
2	Bless	Animal Messenger	Cavern Sealing	Celestial Teardrops
3	Bless Water	Augury	Cloudburst	Chariot of the Sea
4	Bolster Faith	Beguiling Strike	Continual Flame	Cloak of Bravery/Fear
5	Call Spirits	Bless Weapon	Continual Heat	Cure Serious Wounds
6	Ceremony	Bread of Life	Continual Light	Demonbane
7	Cleanse	Calm Emotions	Create Food and Water	Detect Lie
8	Combine	Chant	Cure Blindness/Deafness	Dimensional Anchor
9	Command	Consecrate	Cure Disease	Divination
10	Create Water	Detect Charm	Death's Door	Exorcise
11	Cure Light Wounds	Detect Life	Dismiss Blaspheous Creature (greater). [See Contact spell]	Free Action
12	Detect Evil	Dust Devil	Dispel Magic	Giant Insect
13	Detect Magic	Entrhall	Dream Travel	Hammer Of Witches
14	Detect Poison	Find Traps	Feign Death	Hold Monster
15	Detect Secret Doors	Gentle Repose	Flame Walk	Imbue With Spell Ability
16	Detect Undead	Healing Rest	Glyph of Warding	Implore Extra-planar Ally (lesser)
17	Dismiss Blaspheous Creature (lesser). [See Contact spell]	Hold Person	Helping Emissary	Lower Water
18	Endure Cold /Endure Heat	Holy Symbol	Hold Animal	Neutralize Poison
19	Gills	Know Alignment	Locate Object	Protection From Evil 10 ft Radius
20	Infernal Linguist	Locate Corpse	Magical Vestment	Repel Vermin
21	Invisible to Undead	Merciful Presence	Magic Circle Against Evil	Restoration (lesser)
22	Light	Resist Fire	Meld Into Stone	Speak With Plants
23	Magic Stone	Shield Other	Negative Plane Protection	Spell Immunity
24	Penetrate Disguise	Silence 15 ft Radius	Prayer	Spike Growth
25	Portent	Slow Poison	Remove Curse	Sticks to Snakes
26	Precipitation	Snake Charm	Remove Paralysis	Tongues
27	Protection From Evil	Speak With Animals	Speak with Dead	Unholy Blight
28	Purify Food and Drink	Spiritual Weapon	Undead Ward	
29	Read Magic	Wail Of The Damned	Water Breathing	
30	Remove Fear	Withdraw	Water Walk	
31	Resist Cold	Wyvern Watch		
32	Sanctuary			
33	Turn Blaspheous Creatures			

	5th level	6th level	7th level
1	Air Walk	Adapt Body	Astral Projection
2	Atonement	Aerial Servant	Chariot Of The Sun
3	Break Enchantment	Ancient Seal of Warding	Control Weather
4	Commune	Animate Object	Earthquake
5	Cure Critical Wounds	Blade Barrier	Exaction
6	Dispel Evil	Conjure Animals	Gate
7	Divine Lantern	Enchant An Item	Holy Word
8	Flame Strike	Etherealness	Miracle
9	Golem	Find the Path	Regenerate
10	Hallow	Forbiddance	Restoration (greater)
11	Insect Plague	Heal	Resurrection
12	Magic Font	Heroes' Feast	Succor
13	Plane Shift	Implore Extra-planar Ally (greater)	Summon Saervantin
14	Quest	Part Water	Symbol
15	Rainbow	Speak With Monsters	Wind Walk
16	Raise Dead	Stone Tell	
17	Spike Stones	Word of Recall	
18	Thunder God's Might		
19	True Seeing		
20	Watchful Ghost		



NATURE SPELLS
(Forestals, Wardens, Guardians of Neutrality)

	1st level	2nd level	3rd level	4th level
1	Animal Friendship	Animal Messenger	Bolt of Magma	Animal Summoning I
2	Beastmask	Animal Trance	Call Lightning	Blight
3	Call Animal Companion	Barkskin	Cavern Sealing	Call Woodland Fey
4	Calm Animals	Chameleon Skin	Cloudburst	Chariot of the Sea
5	Ceremony	Charm Person or Mammal	Cure Blindness/Deafness	Control Temperature
6	Detect Balance	Continual Heat	Cure Disease	Cure Serious Wounds
7	Detect Magic	Create Water	Healing Rest	Dispел Magic
8	Detect Poison	Cure Light Wounds	Hold Animal	Free Action
9	Detect Snares and Pits	Decompose	Know Alignment	Giant Insect
10	Dowsing	Feign Death	Meld Into Stone	Hallucinatory Forest
11	Endure Cold /Endure Heat	Fire Trap	Neutralize Poison	Hold Plant
12	Enrage Animals	Flame Blade	Plant Growth	Plant Door
13	Entangle	Goodberry	Protection From Fire	Produce Fire
14	Faerie Fire	Heat Metal	Pyrotechnics	Protection From Lightning
15	Gills	Obscuring Mist	Snare	Repel Vermin
16	Invisible to Animals	Produce Flame	Spike Growth	Rusting Grasp
17	Know Direction	Reflecting Pool	Starshine	Speak with Plants
18	Locate Animals or Plants	Slow Poison	Stone Shape	
19	Pass Without Trace	Snake Charm	Summon Insects	
20	Precipitation	Trip	Tree	
21	Predict Weather	Warp Wood	Water Breathing	
22	Purify Water			
23	Shillelagh			
24	Speak with Animals			
25	Woodland Sight			

	5th level	6th level	7th level
1	Adapt Body	Animal Summoning III	Animate Rock
2	Animal Growth	Anti-Life Shell	Changestaff
3	Animal Summoning II	Conjure Creatures of Fire	Chariot of the Sun
4	Anti-Plant Shell	Cure Critical Wounds	Confusion
5	Charm Plants	Feeblemind	Conjure Creatures of Earth
6	Commune With Nature	Fire Seeds	Control Weather
7	Control Winds	Liveoak	Creeping Doom
8	Insect Plague	Stone Tell	Earthquake
9	Moonbeam	Transmute Water to Dust	Finger of Death
10	Pass Plant	Transport via Plants	Fire Storm
11	Spike Stones	Turn Wood	Reincarnate
12	Sticks to Snakes	Wall of Thorns	Sunray
13	Transmute Rock to Mud	Weather Summoning	Transmute Metal to Wood
14	Wall of Fire		



DELUSION SPELLS
(Gnomes Illusionists, Gnomes Tricksters)

	1st level	2nd level	3rd level	4th level
1	Audible Glamer	Alter self	Continual Darkness	Confusion
2	Chameleon Skin	Blindness / Deafness	Continual Light	Dispел Exhaustion
3	Change Self	Blur	Delude	Emotion
4	Chromatic Orb	Demoralize	Dispел Illusion	Horrorifying Aspect
5	Color Spray	Detect Magic	Fear	Illusory Wall
6	Dancing Lights	Fascinate	Hallucinatory Image 3	Improved Invisibility
7	Darkness 15' Radius	Fog Cloud	Hallucinatory Terrain	Massmorph
8	Detect Illusion	Hallucinatory Image 2	Illusory Script	Minor Creation
9	Detect Invisibility	Hungry Shadow	Intangible Cloak of Shadows	Phantasmal Killer
10	Faerie Fire	Hypnotic Pattern	Invisibility 10 ft Radius	Rainbow Pattern
11	Gaze Reflection	Invisibility	Non-Detection	Shadow Monsters
12	Hallucinatory Image 1	Magic Mouth	Paralyzation	Solid Fog
13	Hypnotism	Mirror Image	Phantom Steed	Vacancy
14	Light	Misdirection	Phantom Whirlwind	
15	Lure	Phantasmal Force Improved	Rope Trick	
16	Phantasmal Force	Redirect Troublesome People	Spectral Force	
17	Phantom Armor	Ventriloquism	Suggestion	
18	Read Magic	Whispering wind	Wraithform	
19	Spook			
20	Undetectable Magic Aura			
21	Wall of Fog			

	5th level	6th level	7th level
1	Advanced Illusions	Death Fog	Alter Reality
2	Chaos	Mass Invisibility	Astral Projection
3	Dream	Mass Suggestion	Prismatic Spray
4	False Vision	Mirage Arcana	Prismatic Wall
5	Magic Mirror	Mislead	Screen
6	Major Creation	Permanent Illusion	Shadow Walk
7	Maze	Phantasmagoria	Simulacrum
8	Project Image	Programmed Illusion	Vision
9	Shadow Door	Shades	Weird
10	Shadow Magic	Shadow Magic (demi)	
11	Shadow Monsters (demi)	True Seeing	
12	Summon Shadow	Veil	
13	Tempus Fugit		



chapter 10 - - Spell Compendium

This chapter proposes 666 spells. Nonetheless, although a majority come from the d20 srd and other OGC sources, FANTASTIC HEROES & WITCHERY spells do not conform to any edition in particular. Do not expect them to produce the exact same effects as in some other iteration of the game. In fact, many of the already existing spells were rewritten, either to give them more fantasy flavor, to beef them up when it seemed necessary, or simply to avoid copyrights infringements (as sometimes, even paraphrasing could be considered a copyright infringement). Then, several “new” spells with an evil and/or creepy flavor were added. All of these dark spells, that generally belong to the Black Magic list, are intended for darker Sword & Sorcery campaigns (i.e. with a more “Lovecraftian” or “Howardeseque” vibe) in which regular vanilla wizards don’t fit very well.

All spells provide the following statistics:

NAME OF SPELL

Reversible: A few spells are indicated as being reversible, and provide a short paragraph at the end of the spell’s description detailing the reverse variant’s name and what it does. This is generally causing wounds for a spell that normally cures them; being effective against good for a spell normally targeted against evil; etc.

School of Magic: As indicated just under the spell’s name. All spells (including psychic powers) belong to one of eight schools of magic that are described in the precedent chapter.

Level: This line indicates which classes can use the spell, and what level of difficulty is considered this spell for them. This has been grouped into six categories (Black, Gray and White magic, plus Delusion, Nature and Psionics) which lists are detailed in the precedent pages. The six categories have been abbreviated as follows: Blk = Black Magic; Gry = Gray Magic (former magic-user list); Wht = White Magic (former cleric list); Del = Delusion (former illusionist list); Nat = Nature (former druid list); and Psi = Psionics (a new list).

Components: FANTASTIC HEROES & WITCHERY doesn’t give details on this aspect of spellcasting. Just consider that a spell requires both verbal components (casters must pronounce words of power aloud) and somatic components (casters must make various gestures, usually with their hands and arms). Then, if a special item (focus) or material component is required, it is told in the spell’s description. When characters are prevented to use one of these components (such as being unable to speak or unable to move), they cannot cast their spell.

Casting Time: Each spell takes a certain time to be cast. If the caster is interrupted (being wounded, stopping to do something else, etc.), the spell is ruined and nothing happens. If a number of segments (“seg”) is indicated, they are added to the initiative die roll (1d6); it otherwise

means that a spell is cast in less than one round. When “1 full round” is indicated, the caster finishes the casting of his spell when everybody else has acted during the round (however, if two characters make a 1 full round action that round, they must make an initiative roll to see who of the two finishes first).

Range: This Indicates the maximum distance at which a spell can take effect. If the range of a spell is “0,” the spell must be cast right at the caster’s location, and thereafter remains there. If the range is “caster,” this indicates that the spell moves with the caster. Magic-users can always successfully position their spells on targets within range if they can clearly see them. If not, they can either cast spells at maximum range, or at a random location within it.

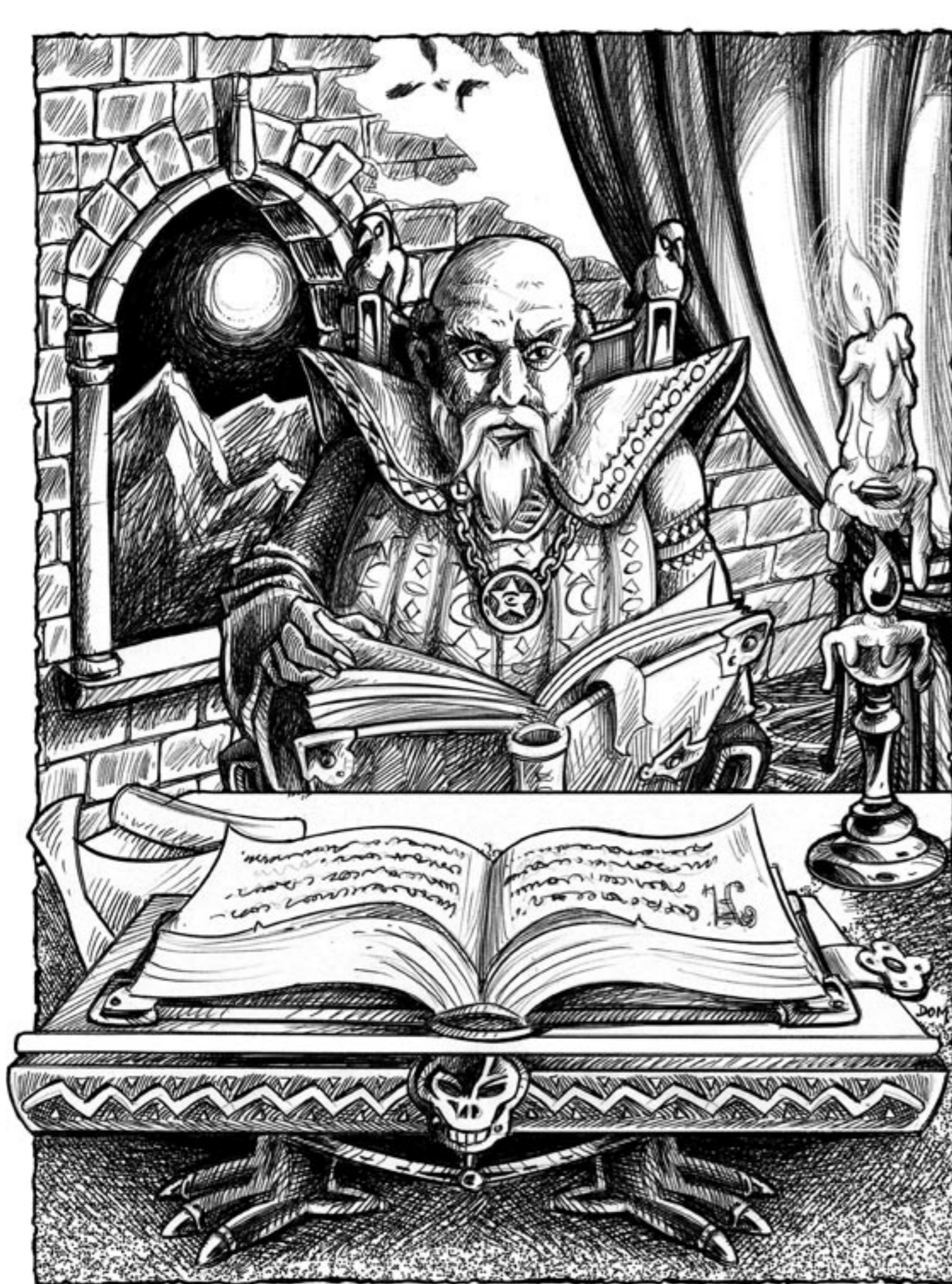
Area/Effect/Target: This normally describes which kind of targets the spell can affect, the maximum number of targets it can affect, the size and form of the spell’s effect, or succinctly what the spell does.

Duration: Spell duration refers to the length of time that the spell’s magic remains in effect. A spell with instantaneous duration is a spell that causes a permanent change in the world, but one that no longer requires a spell to maintain (unlike the “permanent” duration that may be dispelled). The effect of a spell with instantaneous duration cannot later be dispelled (e.g. *Dispel Magic* cannot remove the hit-points healed by a *Cure Wounds* spell).

Saving Throw: This indicates if a spell can be saved against, and what is the effect of a successful saving throw against it. Mention of an attribute (Dexterity, etc.) indicates which modifier to apply to the d20 roll, and also gives a clue to how the spell is actually avoided (e.g. Dexterity probably indicates that the spell must be dodged). “Save for half” indicates that a character who successfully saves only suffers half the damage dealt by the spell. “Neg” Is the abbreviation for negation, indicating that if the target succeeds his saving throw, he doesn’t suffer any direct effect from the spell. “None” indicates that targets aren’t allowed saving throws against this spell (for whatever reason).

Spell Resistance: With a “Yes” or “No”, this line indicates if the spell resistance (SR) or magic-resistance (MR) of a creature can be applied to that spell or not.

Description: Each spell’s game mechanics were written to be explicit and cover all the important aspects of the situations in which the spell will normally be used. Yet, there always comes a time when peculiar circumstances that would affect the spell’s effects, aren’t detailed or even hinted at. For examples: casting a spell underwater or in complete darkness, or against weird extra-planar creatures that conform to different laws of physics, etc. In all such cases, the GM is the final arbiter of what will happen during that particular casting, which may not be identical in the next similar circumstances.



01. ABJECT TRANSFORMATION (LESSER)

Conjuration/Summoning [Evil]

Level: Blk 1	Range: 20 feet
Casting Time: See text	Duration: See text
Save: Charisma negates	Spell Resistance: Yes

Target: One evil (Chaos aligned) living humanoid

This malevolent spell turns an evil humanoid susceptible to deserve such a punishment, into a larva. These larvae are mostly useless to combat opponents, but could be used as a sacrifice for other spells of black magic, or as a horrendous form of currency when dealing with fiends. This most complicated spell was created by demon lords to tempt perverse sorcerers into performing evil and thus lose their souls to Chaos.

This spell can only be cast upon evil persons whose souls are destined to the lower planes (Hell, etc.) upon death. Against other creatures it has no effect. The target must be humiliated then imprisoned into an enclosed area, in total darkness. The casting of the spell begins when the night falls, taking one hour inscribing occult symbols on the enclosing walls, using blood to do so. Then, 1d8 hours later, there is a base 50% + 5% per caster level chance of the target being visited by some horrid spirit from the lower planes. If the target fails a Charisma save, it will be possessed and turned into a larva. If the target is not evil however, the possessing entity will instead turn upon the caster, who must succeed a Charisma save or be turned himself into a larva.

The caster always knows if the possessing spirit came or not. If it didn't, the caster may wait next night, and cast the spell again, this time with a (cumulative) +10% cumulative bonus to the chance of successfully summoning it. In any case, a target that succeeded its saving throw once, becomes thereafter immune to the effects of this spell. Note otherwise that *Abject Transformation* is not a curse or polymorph spell, and *Dispel Magic* doesn't revert the larva to its original form. Only a *Limited Wish* or *Wish* spell can negate its effects.

This spell requires an enclosed area such as a small house, without openings that may let pass light into it. There must be walls upon which the caster may inscribe symbols and smear blood.

02. ABJECT TRANSFORMATION (GREATER)

Conjuration/Summoning [Evil]

Level: Blk 3	Range: 20 feet
Casting Time: See text	Duration: See text
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This spell is similar to the lesser version (see above), in that it transforms a neutral or evil living creature into a fiend. Typically, an animal like a dog or a wolf could be turned into a hell-hound, an orc could be turned into a dretch or a lemure, etc. The caster chooses what kind of fiend he wants the target be transformed into, but it

must be a fiend with no more hit-dice than the victim, and less hit-dice than the caster has levels. In any case, the target is allowed a Charisma saving throw to negate the effect. The new fiend vaguely remembers its former life, and that it was transformed by the caster; it otherwise behaves as another fiend of this sort would, and is under no obligation to obey the caster.

03. ABJURE

Abjuration

Level: Wht 4	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: Cha. negates (see text)	Spell Resistance: Yes

Target: One extraplanar creature

This spell banishes an extraplanar creature back to its native plane (such as the abysses for a demon, or elemental plane for a genie). The caster must present a vial of holy/unholy water (as appropriate) that is consumed during casting, and then loudly declare that she banishes the creature. Several conditions can augment the caster's chance of successfully banishing an extraplanar creature, and enable her to banish it longer than the normal one year and a day.

—Fiends (i.e. lower planar creatures such as demons) get a -1 penalty to their save against Law-aligned casters; and celestials (upper planar creatures such as angels) get a -1 penalty to their save against Chaos-aligned casters.

—Elementals get -1 to -4 penalty to their save (at GM discretion) if there is abundance of the opposite element thrown at them, or in the environment.

—If the caster knows the creature's proper name, it gets a -1 penalty to its save, -4 if the caster knows its true name.

—Holy relics such as a sacred item of religious significance, a lock of hair of a Saint, etc., can impose a -1 or -2 penalty to the creature's save, up to a -3 or -4 for especially important magical items of the faith.

—Other spells cast prior to *Abjure* may also help, such as the creature getting a -1 penalty to its save while another caster is chanting (as per the spell *Chant*) when *Abjure* is cast.

—Normally, the extraplanar creature is banished for a full year plus one day. However, the caster may want to banish it for longer than that, but this grants the creature a bonus to its save: for a 10 years banishment = +1; 100 years = +2; 1000 years = +3; and forever = +4.

04. ABSORB DEAD FLESH

Necromancy (Evil)

Level: Blk 2	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

By placing a hand upon a corpse (a dead body, not an undead) the caster absorbs the flesh of the corpse, healing himself for 1d6 points plus 1 point per caster level. Once cast on a corpse, the corpse shri-

els and decomposes rapidly, leaving only a bare skeleton. This spell may only be used once on any corpse. *Absorb Dead Flesh* does not work on any corpse that does not have some rotten meat hanging from its bones. The degree of decomposition of the corpse used, has no effect on the spell's casting, nor on the caster's health.

05. ABYSSAL SWARM

Conjuration/Summoning

Level: Blk 6	Range: 200 feet
Casting Time: 1 full round	Duration: 1 round/level
Save: Dexterity for half	Spell Resistance: No

Area: Up to one 5-foot-cube per 3 levels

This spell summons a swarm of fiendish insects from the Abyss. They coalesce out of a dark smoke and proceed to consume all organic material in their immediate vicinity. The insects summoned are flightless and will only harm targets on the ground. They can adhere to walls and ceilings, as well.

Creatures in the area of effect take 3d6 points of damage every round and are considered blind as the insects swarm over faces and eyes. A successful Dexterity save (trying to brush off the insects, repel them with a flaming torch, etc.) reduces the damage by half and negates the blinded condition for that round. Those who leave the swarm are no longer considered blind, but the tenacious insects continue to cling and collectively deal 1d6 points of damage each round. The clinging insects may be dislodged if the victim spends one round to brush them off, after which they immediately scuttle back to the main swarm.

As a full-round action, the caster may command the swarm to move up to 30 feet and can reshape the swarm however he sees fit. The swarm cannot be moved if the caster is hit in combat (and fails a Constitution save) or is otherwise distracted.

The insects are considered to be extra-planar, so a *Repel Vermin* spell offers no protection. New insects appear to replace any that are killed, so the swarm cannot be harmed with melee weapons. Area effect spells such as *Fireball* and *Ice Storm* can destroy the swarm if more than 75% of it lies within the spell's area. Any less has no effect, as any slain insects will be instantly replaced. A *Protection From Evil* spell will keep the insects at bay, and slaying the caster immediately ends the spell.

06. ACID ARROW

Conjuration/Summoning [Acid]

Level: Gry 2	Range: 300 feet
Casting Time: 2 segments	Duration: 1 round + 1/2 levels
Save: None	Spell Resistance: No

Effect: One arrow of acid

A magical arrow of acid springs from the caster's hand and flies toward its target. The caster must succeed on a ranged attack in order to hit the target (the caster is considered proficient in this attack mode). The arrow deals 2d4 points of acid damage with no splash damage. For every two caster levels, the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

07. ACID SPITTLE

Transmutation/Alteration [Acid]

Level: Blk 1	Range: 10 feet
Casting Time: 1 full round	Duration: 1 hour/level
Save: Dexterity for half	Spell Resistance: No

Target: One creature

This spell lets the caster belch forth a small, viscous glob of potent acid at a nearby opponent. After pronouncing the verbal component, the caster drinks wine, which completes the casting of the spell. The wine is concentrated and transformed into acid by the spell as it goes down his throat. The caster is protected from it for 1 hour per level, but if he has not spit it out by then, it will do maximum damage internally (no saving throw) unless the caster is otherwise protected from acids. The caster may spit the acid at an opponent within 10 feet at any time, as a grenade-like weapon, ranged touch attack. A target struck by the acid takes 1d6 points of acid damage + 1 point per caster level; Dexterity save for half damage applies. Anyone within 5 feet of where the acid glob strikes takes 1 point of acid damage + 1 per two caster levels; Dexterity save for half damage.

08. ADAPT BODY

Transmutation/Alteration

Level: Gry 5, Nat 5, Psi 6, Wht 6	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level
Save: Con. negates (harmless)	Spell Resistance: Yes

Target: One living creature

This spell enables the recipient's body to automatically adapt to hostile environments. It can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing the recipient to survive as if it was a creature native to that environment. The creature can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and it takes no damage simply from being in that environment. The caster needs not specify



what environment the recipient is adapting to when casting the spell; its body will instantly adapt to any hostile environment as needed throughout the duration.

The creature can somewhat also adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals only half the usual amount of damage to the recipient of that spell.

Note that while a spell-caster could use this spell on himself or any creature touched, this is not the case with Psychics who can only use the power (i.e. this spell) on themselves.

09. ADVANCED ILLUSION

Illusion

Level: Del 5	Range: 120 feet
Casting Time: 5 segments	Duration: 1d8 + 1 round/level
Save: Int. disbelief (see text)	Spell Resistance: No

Area: Up to four 10-foot cubes + one 10-foot cube/level

This spell creates an illusion as per the *Hallucinatory Image* 3 spell that not only has full visual, auditory, olfactory, and thermal components, but can also include intelligible speech if the caster wishes. This spell doesn't require concentration to proceed, but automatically follows a script determined by the caster when the spell is cast. For example, the illusion could depict a sorcerer summoning a demon, and then the demon attacks the sorcerer and brings him into hell. Viewers may disbelieve this illusion as they can a *Hallucinatory Image* 3 spell.

10. AERIAL SERVANT

Conjuration/Summoning

Level: Wht 6	Range: 10 feet
Casting Time: 10 minutes	Duration: 1 day/level
Save: None	Spell Resistance: No

Effect: One flying extra-planar creature

This spell summons an extra-planar being to perform a service for the caster. The aerial servant is normally invisible, but for the caster and those who could see it (e.g. with *Detect Invisibility*), appears as a tall, winged humanoid with no really definite form except for large claws and talons in place of hands and feet.

An aerial servant never fights, though it can defend itself. It can only be summoned to perform a task consisting in bringing something (or someone) somewhere, or locating and retrieving some object or person. The servant will remain on the material plane until either its mission is completed, it is destroyed or dispelled, the one who summoned it releases it or is slain, or a number of days have elapsed equal to the level of the caster. As it comes from an upper plane, the aerial servant will resent being summoned to carry on some frivolous or selfish, personal motives of the caster. It is only willing to perform tasks that will somehow further or benefit the cause of Law or goodness. As such, casters should better be protected by a *Protection From Evil* spell or stand within a magic circle, less an angry aerial servant is likely to grab them, then bring them far away (such as on the top of a forlorn mountain) to contemplate the errors of their ways.

An aerial servant can easily carry 1000 lb. of weight in its powerful claws and talons, and never tires (nor needs food or drink). When it grabs a creature, the latter is entitled a Strength saving throw at -4 to escape from it, though the servant will pursue the creature until it can complete its mission. An aerial servant doesn't try to hurt a creature it has been tasked to bring or carry away. Nevertheless, an aerial servant will go berserk and attack the caster, if the task it was assigned reveals to be impossible to complete.

The creature's statistics are: 16 HD (d8); AC 17; BtH +15; Attacks: 4d8 (claw); Str. 23; Mvt.: 60 feet (fly, perfect); Save 7; SA: immune to non-magical weapons, continuous *Improved Invisibility* spell.

When fetching forth a living subject, the aerial servant always gains

the benefit of surprise on its first attack (unless it is detected). When the aerial servant scores a hit, it has successfully grabbed hold of its target and may bring it back to the caster if the aerial servant is stronger than its victim. It does damage only to those it needs to defend against.

11. AFFECT NORMAL FIRES

Transmutation/Alteration

Level: Gry 1	Range: 10 + 10 feet/level
Casting Time: 1 segment	Duration: 3 + 2/level rounds
Save: None	Spell Resistance: No

Area: 20 feet diameter

This spell allows the caster to create and alter non-magical fires from as small as a torch to as large as the area of effect, as dim as a smoldering coal or doubling the illumination's normal radius. The spell doesn't affect fuel consumption or damage caused by the fire. The caster affects any or all fires in the area of effect, and can freely alter them during the spell's duration. The spell lasts until canceled, all fuel is burned, or the duration expires. The caster can choose to extinguish any or all flames in the area but doing so immediately ends the spell. The spell does not affect magical fires or creatures made from fire.

12. AID

Enchantment [Mind-Affecting]

Level: Wht 2	Range: Touch
Casting Time: 2 segments	Duration: 2d4 + 1/level rounds
Save: None (harmless)	Spell Resistance: Yes

Target: Living creature touched

Aid is a blessing imparted upon combatants. The recipient of the spell gains a +1 bonus to his attack rolls, and to his saving throws against fear effects. In addition, the recipient gains 1d8 temporary hit-points that will soak up damage until they have all been spent, or until the spell ends.

13. AIRY WATER

Transmutation/Alteration

Level: Gry 5	Range: See text
Casting Time: 5 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: 10 feet radius sphere or 15 feet radius hemisphere

This spell turns the water (fresh water, salt sea water, etc.) around the caster, into a bubble of air that moves with him. The caster and all creatures in the bubble are treated as if they were in the normal, breathable atmosphere (though peculiar liquids such as poisonous or acidic waters, may likewise taint the air the creatures will breath). When underwater, the caster must be able to fly if he wants to move in any direction, or he will sink down to the bottom ground at his base movement speed. Other air-breathers must likewise be able to fly, or they will have to swim outside the bubble, while holding their head in it. Water breathing creatures naturally avoid

the bubble although intelligent water breathers may enter if they wish. Water breathers can't breathe in an area affected by the spell. The spell can be cast underwater and it does not filter or remove solid particles.

14. AIR WALK

Transmutation/Alteration [Air]

Level: Wht 5	Range: Touch
Casting Time: 8 segments	Duration: 1 hour + 1 turn/lvl.
Save: None (harmless)	Spell Resistance: Yes

Target: One creature

The subject of this spell can tread on air as if walking on solid ground. In fact the recipient actually walks on a mystical path, divine flight of stairs, celestial bridge, etc., that exists only for him; all other creatures see the subject walk and put his feet on nothing apparent. Moving upward is similar to walking up a hill or a flight of stairs. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ 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. 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 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 fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *Air Walk* spell is dispelled, but not if it is negated by an antimagic field.

The caster can cast *Air Walk* on a specially trained mount so it can be ridden through the air. He can train a mount to move with the aid of *Air Walk* (counts as a trick; see Animal Handling skill p.378) with one week of work and a DC 20 skill check.

15. ALARM

Abjuration

Level: Gry 1, Wht1	Range: 30 feet
Casting Time: 1 full round	Duration: 4 + 1 hour/level (D)
Save: None	Spell Resistance: No

Area: 20-foot-radius emanation centered on a point in space

Alarm sounds a mental or audible alarm each time a creature larger than a normal rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster must decide at the time of casting whether the alarm will be mental or audible.

• **Mental Alarm:** A mental alarm alerts the caster only, so long as she remains within 1 mile of the warded area. She notes a single mental "ping" that awakens her from normal sleep but does not otherwise disturb concentration. A *Silence* 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.

Note that 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* spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. This spell can be made permanent with a *Permanency* spell.

16. ALTER SELF

Transmutation/Alteration

Level: Del 2	Range: Caster
Casting Time: 2 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to assume the form of another humanoid, including one that resembles herself, with or without alterations. The spell affects the clothing and equipment as well (hence a caster could use the spell just to modify her equipment for instance, converting light clothing to full plate armor, though it wouldn't improve her effective AC). However, it doesn't change the caster's mind which remains the same. The new form must be corporeal, and cannot impart supernatural abilities that the creature copied would have (such as a doppelganger's shapechanging ability).

The caster's body can undergo a limited physical transmutation to become taller or shorter, thin, fat, or in between, with a maximum increase or decrease of 50%. Likewise the new form can add or subtract one or two limbs: it could have wings and let the caster fly at half her base speed and poor maneuverability; or it could get gills and let the caster breathe underwater. If the new form acquires natural weapons such as claws or talons, these cannot exceed 1d8 of damage, but otherwise the caster's attack rolls, natural armor class, as well as saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell, though the caster may revert back to her normal form anytime she wants, which puts and end to the spell. If the caster is slain, she automatically returns to her normal form. Any part of the body or piece of equipment that is separated from the caster also reverts to its true form.

If the caster uses this spell to create a disguise, she gets a +10 bonus on her Disguise check.

17. ALTER REALITY

Illusion

Level: Del 7	Range: 30 feet
Casting Time: 1 full round	Duration: 2d4 + 1/level rounds
Save: None	Spell Resistance: No

Target: One illusion, object, or creature

This spell represents the ultimate illusionary magic, which can be used to either turn an illusion into reality, or turn a reality into an illusion:

• **Illusion Into Reality:** The spell can be cast onto any *Hallucinatory Image* and similar spell that creates a tri-dimensional illusion that anybody may perceive. *Alter Reality* changes the illusion into a real thing. Creatures become real, complete with brain, blood, hit-points, etc., though they don't get a life of their own, nor a personality and memories, but act as determined by the caster of the illusion. *Alter Reality* could also be cast onto a phantasmal type of spell affecting but the target's mind. In this case, the illusion would also become entirely real, but only for the subject.

• **Reality Into Illusion:** The spell can be cast onto any object, force or creature, turning it into a tri-dimensional illusion of the *Hallucinatory Image* type for the duration of the spell. As such, all those who succeeds a Wisdom saving throw for disbelief, are no more affected by the object, force or creature, as it has become unreal for them. The only difference is that illusion is not subject to dispelling if hit, and is impervious to a *Dispel Magic* or *Dispel Illusion* spell.

18. ANALYZE DWEOMER

Divination

Level: Gry 6	Range: 10 feet
Casting Time: 10 minutes	Duration: 1 round/level (D)
Save: See text	Spell Resistance: No

Target: One object

Analyze Dweomer is a much more powerful version of *Identify*. It instantaneously reveals all spells and magical properties present in any object. The caster needs not touch the object or place, etc., studied. Once the casting is completed, he knows everything there is to know about it. Artifacts are entitled an item's saving throw (against Disintegration) to not reveal information about their powers, history, etc.

19. ANCIENT SEAL OF WARDING

Abjuration

Level: Blk 6, Wht 6	Range: Touch
Casting Time: 1 full round	Duration: Permanent
Save: None	Spell Resistance: No

Target: One symbol on a doorway, passage, portal, etc.

This most powerful spell can only be cast on the appropriate figure (i.e. a kind of five-points star displaying mystical symbols) sculpted or cast in metal on a doorway, passage, portal, wall, window, magical gate, etc. Despite casting the spell takes only one round, creating the symbol may take several hours, though it can be created a long time in advance. The spell simply prevents any creatures related to the Cthulhu Mythos to approach and/or pass the area it protects. The seal cannot be approached closer than 20 feet, and affected creatures cannot try to destroy it at a distance. It creates an impassable barrier with a 180 feet radius around the symbol. Normally, creatures subject to this warding won't try to circumvent it.

The warding only operates when it remains on the place where it was initially cast. It cannot be taken out and used as a sort of medallion of protection or be put elsewhere. Doing this would but dispel the magic.

Generally, a mythos creature is a servant of the blasphemous gods

(e.g. Hastur, Shub-Niggurath, Yog-Sothoth, etc.), and includes monstrosities such as the Moon-beast, Byakhee, Formless Spawn, etc. Undead (including the generic type of ghouls) do not normally belong to the Cthulhu Mythos. In any case, the GM determines which creatures belong to it in his campaign setting.

Focus: The well sculpted, engraved or cast symbol (of a strange rubbery star with five branches and the symbol of an eye in its center). This must be made into a rare green stone very difficult to find, or a special composite metal created through alchemical processes (DC 20 skill check) and costing no less than 250 gp.

20. ANGLES STRIDE

Transmutation/Alteration

Level: Blk 4	Range: See text
Casting Time: 3 segments	Duration: 1d4+1 rounds
Save: None	Spell Resistance: No

Target: Caster

This spell attunes the caster to a supernatural non-Euclidean space, that borders the prime material plane, intersecting it wherever are angles of some sort (such as between a wall and a floor, or on a window's frame). The spell enables the caster to step into any angle within reach, disappearing into it, to then emerge from another angle he selected before jumping, provided this angle is within line of sight, and within 10 feet per caster level. This jump is instantaneous. The caster can make one such jump per round while the spell is in effect.

This spell is dangerous to use however. There is a 5% chance per casting, that the caster will attract the attention of hound-like monstrosities that travel through the angles and through time. These creatures will stalk the caster and attack him at any time during the same day (as chosen by the GM), provided they can use some angles near the caster to reach him.

Focus: Two small plates of gold at right angles, upon which are inscribed geometrical symbols, costing at least 5 gp.

21. ANIMAL FRIENDSHIP

Enchantment/Charm [Mind-Affecting]

Level: Nat 1	Range: 30 feet
Casting Time: 10 minutes	Duration: Instantaneous
Save: Charisma negates	Spell Resistance: Yes

Target: One animal

This spell enables the caster to gain the loyalty of an animal. The spell functions only if the caster actually wishes to be the animal's friend. If he isn't sincere or has ulterior motives (eating the animal, using it to set off traps, etc.), the spell fails. At most, the caster can have animal friends whose Hit Dice total no more than twice his own level. He may later dismiss animal friends to let him befriend new ones.

The animal's loyalty gained by this spell is natural (not magical) and lasting. The caster can then teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Note however, that teaching the animal complex tasks requires the Animal Handling skill.

22. ANIMAL GROWTH

(Reversible: SHRINK ANIMALS)

Transmutation/Alteration

Level: Gry 5, Nat 5	Range: 60 feet
Casting Time: 7 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Targets: Up to eight animals, within a 30 feet radius area

This spell enables the caster to choose up to eight animals within range, and have them grow to twice their normal size. This doubles each animal's height, length, and width, increasing its weight by a factor of eight. This increase in size has a number of effects: the creature's HD double, doubling the creature's base attack bonus and increasing its saves accordingly. The enlarged animals also gain a +2 bonus to their AC and deal double damage. Then, when the spell ends, the animal's hit points return to normal, and all damage it has taken while enlarged is divided by 2. Note however, that the spell gives the caster no special means of command or influence over the enlarged animals.

Reverse: *Shrink Animals* reduces up to eight animals within range by half. That is, they now have half hit-dice, half base attack bonus and damage, etc.

23. ANIMAL MESSENGER

Enchantment/Charm [Mind-Affecting]

Level: Nat 2, Wht 2	Range: 30 feet
Casting Time: 1 full round	Duration: 1 day/level
Save: None	Spell Resistance: Yes

Target: One small animal

This spell compels a small animal (such as a pigeon, squirrel, rat, cat, etc., or even an insect such as a butterfly) to carry some tiny item (usually a message, such as one attached to a bird's talon) to a certain location. The spell works only on animals with an Intelligence score of 1 or better; they cannot be animals tamed or trained by someone else, including familiars and animal companions.

The caster must target an appropriate animal within range, that will quietly come to him, awaiting his bidding. The caster then mentally impresses on the animal a certain place well known to him or an obvious landmark. The directions must be simple, because the animal depends on the caster's knowledge and can't find a destination on its own. At lower levels the caster may only ask the animal to carry a tiny item to the location, or even simply go there and do something simple (such as running or flying three times in a row around a certain tree). Then, at 9th level, the caster can actually impress a simple telepathic message in the animal's mind, that it will automatically release to the intended target upon reaching it.

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, if any. The intended recipient of a message gains no special ability to communicate with the animal or read any attached message.

Animal's Chance of Success: normally, the animal will succeed going where the caster asked. However, there are situations where

the GM may determine that the animal would have a chance for failure. A cat could have difficulty enter a closed castle, a rat cross a river, etc. In such cases the GM will set a DC, and the caster will have to succeed a Wisdom check + level against it. Success means the caster chose the right animal and gave it pertinent information so it could carry its task to the best of its abilities.

24. ANIMAL SUMMONING I

Conjuration-Summoning

Level: Nat 4	Range: 1 mile
Casting Time: 1 full round	Duration: Up to 1 hour/level
Save: None	Spell Resistance: Yes

Effect: Summons 8 HD of animals

This spells summons normal or giant animals to assist the caster, helping her accomplish one specific mission such as winning a battle, travelling to a specific location, keeping watch over an area, etc. When the mission is completed, or when the spell's duration ends, the animals leave (though they might be immediately called to service again through another casting of *Animal Summoning*).

The spell summons but natural, living animals, up to a total of 8 HD of them. The animals summoned must be of the same type/specie (such as bears, horses, wolves, etc.). For example, if she calls for 1 HD wild dogs, the caster could get eight of them (i.e.: 8 x 1HD = 8 HD of animals); if she calls 3 HD panthers, she could get two of them, but not three. In any case, the caster may not summon animals of more than 4 HD with *Animal Summoning I*. Assuming the animals are within spell range, they will arrive in 1d20 minutes; the caster will know if such animals will arrive 1d6 rounds after calling them. If she realizes that none of this type is available within spell's range, she may try to call for another type of animals. The caster can make three attempts. The GM determines the availability of such animals (but generally, a knowledgeable character will know which type of animals may be found in a given type of terrain).

25. ANIMAL SUMMONING II

Conjuration-Summoning

Level: Nat 5	Range: 1.5 mile
Casting Time: 1 full round	Duration: Up to 2 hours/level
Save: None	Spell Resistance: Yes

Effect: Summons 16 HD of animals

Similar but more powerful than *Animal Summoning I*, it will summon a maximum of 16 HD of animals, each no greater than 8 HD.

26. ANIMAL SUMMONING III

Conjuration-Summoning

Level: Nat 6	Range: 2 mile
Casting Time: 1 full round	Duration: Up to 3 hours/level
Save: None	Spell Resistance: Yes

Effect: Summons 24 HD of animals

This version of the spell will summon a maximum of 24 HD of animals, each no greater than 16 HD.

27. ANIMAL TRANCE

Enchantment/Charm [Mind-Affecting]

Level: Nat 2	Range: 30 feet
Casting Time: 2 segments	Duration: Conc. + 1 round/level
Save: Charisma negates	Spell Resistance: Yes
Targets: Animals or magical beasts of low Intelligence	

The character's motions and speech compels animals, beasts, and magical beasts to do nothing but watch the character, remaining quiet and silent all the while. Only creatures with Intelligence scores of 1, 2 or 3 can be affected by this spell. Roll 1d6 per caster level to determine the total number of HD that the character entrances. The closest targets are selected first until no more targets within range can be affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed saving throws; animals not trained to attack or guard don't save. An entranced creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the trance and is no longer affected by the spell.

28. ANIMATE DEAD

Necromancy [Evil]

Level: Blk 3, Gry 5	Range: Touch
Casting Time: 5 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Targets: One or more small or medium-size corpses

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie require a *Prepare Corpse* spell p.312 to be animated again.)

Regardless of the type of undead the caster creates with this spell, he can't create more HD of undead than twice his caster level with a single casting of *Animate Dead*. (The *Desecrate* spell doubles this limit; see #131 p.227.) In any case, the caster can only create common types of skeletons and zombies, from either medium size humanoids or mammal creatures.

The undead the caster creates remain under his control indefinitely. No matter how many times the caster uses this spell, however, he can control only 4 HD worth of undead creatures per level. If the caster exceeds this number, all the newly created undead fall under the caster's control, and any excess undead from previous castings become uncontrolled (the caster chooses which are released). If the



caster has the Turn Undead ability, any undead he might command by virtue of his power to command or rebuke undead does 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. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

- **Zombies:** A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

29. ANIMATE DEAD MONSTERS

Necromancy [Evil]

Level: Blk 5	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Targets: One or more corpses

This spell operates exactly as per the *Animate Dead* spell above. However, it enables to create skeletons and zombies of large creatures such as ogres, giants, manticores, etc. (they are as per normal variety, but have a number of hit-dice equal to what they had as living creatures). Then, at GM's discretion *Animate Dead Monsters* may also create special forms of skeletons and zombies, but only one at a time and costing no less than 50 gp per Hit Die.

30. ANIMATE OBJECT

Transmutation/Alteration

Level: Wht 6	Range: 30 feet
Casting Time: 9 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Effect: Animates and directs a non-living object

This spell enables the caster to imbue inanimate objects with mobility and a semblance of life. Such objects can thus be made to attack whomever or whatever the caster initially designates, though they are not as effective as regular constructs. The spell can animate any non-magical objects such as chests, stools, statues, doors, etc. For example, it could be used to have a heavy chest crawl on the floor, a stool walk on its legs (maybe with a tied creature sitting on it), or a door brutally close, slamming those on its path. In any case, the spell cannot animate objects carried by a creature.

The GM will determine an object's speed and combat specifics, using the following guidelines:

—An object's mode of locomotion will determine its speed: base 10 feet if rocking (pedestal, bookshelf); 20 feet if slithering (rope, carpet); 30 feet if bipedal walking (statue); 40 feet if walking with multiple legs (table, footstool); 60 feet if rolling (door on hinges, sphere, cart with wheels, etc.).

—An object's mode of attack (binding, striking, falling upon) and damage must be adjudicated by the GM's common sense, although as a guideline, an item of approximately human weight will be able

to strike for 2d4 hit points of damage. A large object falling from above (e.g. boulder) could do up to 4d6 of damage maximum.

—The object's substance will determine its AC and hit-points. Most objects have a base AC of 11 to 16 (10 + 1d6), but stone items get a +2 bonus and metal items a +4 bonus, and plain stone or metal object of human or greater size have an AC 20. Similarly, most objects get d8 hit-points, but stone objects get d10 hp and metal objects get d12 hp. A small object generally gets 2 HD, a medium-size object 3 or 4 HD, and a large object 5 to 9 HD.

—Lastly, an animated object is only vulnerable to attacks that deal physical damage; it is impervious to mind-affecting spells and effects, illusions, poison, level draining, etc.

31. ANIMATE ROCK

Transmutation/Alteration

Level: Nat 7	Range: 90 feet
Casting Time: 9 segments	Duration: 1d6 + 1/level rounds
Save: None	Spell Resistance: No

Effect: Animates and directs a rock or stone object

This spell functions like *Animate Object* above, except that it can only animate a stone object. In addition, when cast outdoors on a large enough rock, the spell turns it into the equivalent of a Galeb Duhr monster (or a 8 HD Earth elemental).

32. ANTI-LIFE SHELL

Abjuration

Level: Nat 6	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: Charisma negates	Spell Resistance: Yes

Area: 10-foot-radius emanation, centered on the caster

This spell creates an invisible barrier with a 10 feet radius around the caster, that moves with him. This barrier prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plant-creatures, shape-changers, and vermin, but not constructs, elementals, outsiders (i.e. extra-planar), or undead. Attempting to force the barrier against a creature that failed its saving throw causes the barrier to collapse and fail.

Note: *Anti-life Shell* repels plant creatures, but not normal plants (of the passive sort, not monstrous moving plants).

33. ANTI-MAGIC SHELL

Abjuration

Level: Gry 6	Range: Personal
Casting Time: 1 segment	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: See text

Area: 10-foot-radius emanation, centered on the caster

An invisible barrier surrounds the caster and moves with her. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural powers.

Likewise, it prevents the functioning of any magic items or spells within its confines. An *Anti-magic 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 anti-magic field counts against the suppressed spell's duration.

Normal creatures can enter the area, as can normal missiles. Golems and other magical constructs, elementals, and corporeal undead, cannot function in an anti-magic field if they are in it entirely. However, they could strike with an arm normally, if most of the body remains outside the area of effect. Furthermore, summoned or conjured creatures of any type, as well as all incorporeal undead and spirits wink out if they enter an anti-magic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. Artifacts and creatures of demigod or higher status are unaffected by this spell however.

Dispel Magic does not remove the field. Two or more *Anti-magic Shells* sharing any of the same space have no effect on each other.

Note: Should the caster be larger than the area enclosed by the barrier, any part of his person that lies outside the barrier is unaffected by the field. However, to function properly, any magical item (such as a staff or wand) would have to be entirely out of the area, not just partially.

34. ANTIPATHY / SYMPATHY

Enchantment/Charm [Mind-Affecting]

Level: Gry 8	Range: 60 feet
Casting Time: 1 hour	Duration: 2 hours/level
Save: Wisdom negates	Spell Resistance: Yes

Target: One location (up to a 10-foot cube per level), or one object

This spell can be cast in two opposite ways: as *Antipathy* it is an enchantment that will repel creatures from the recipient of the spell; as *Sympathy* it is an enchantment that will attract creatures to the recipient of the spell.

- **Antipathy:** The spell causes an object or location to emanate magical vibrations that repel either a specific order of intelligent creature, or creatures of a particular alignment, as defined by the caster. The particular sort of creature to be affected must be named specifically. Larger groups (types and subtypes) are not specific enough. Likewise, the specific alignment must be named. A compulsion forces creatures of the designated sort or alignment to abandon the area or item, never willingly returning to it while the spell is in effect. A creature who makes a successful Wisdom saving throw can stay in the area or touch the item, but feels very uncomfortable doing so. This discomfort reduces the creature's Dexterity score by 4 points.

- **Sympathy:** As above, except that the designated creatures 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 Wisdom save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

This spell cannot be cast upon living creatures. *Antipathy* counters and dispels *Sympathy*, and vice-versa.

35. ANTI-PLANT SHELL

Abjuration

Level: Nat 5	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: 10 feet radius emanation, centered on the caster

This spell creates an invisible barrier with a 10 feet radius around the caster, that moves with him. This barrier prevents all plants or vegetable matter from entering. Inanimate plants such as grass or flowers are harmlessly pushed around or uprooted. Attempting to force the barrier against an animated, attacking, or intelligent plant (such as a treant or shambling mound) causes the barrier to collapse and fail.

36. ARMOR

Conjuration/Summoning

Level: Gry 1	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level (D)
Save: None	Spell Resistance: Yes

Target: One creature

An invisible but tangible field of force surrounds the subject of an *Armor* spell, providing a +4 armor bonus to AC. Unlike mundane armor, this spell entails no armor check penalty, spellcasting failure chance, or speed reduction. Then, since this magical armor is made of force, incorporeal creatures (such as ghosts, specters, etc.) can't bypass it the way they do normal armor. The AC bonus granted by *Armor* stacks with any armor worn, magical item, and such.

37. ASTRAL PROJECTION

Necromancy

Level: Blk 6, Del 7, Gry 9, Psi 5, Wht 7	Range: Touch
Casting Time: 30 minutes	Duration: See text
Save: None	Spell Resistance: Yes

Targets: Caster plus up to five willing creatures

Casting an *Astral Projection* spell allows the caster and up to five companions to leave their material bodies and travel through the astral plane to other planes of existence. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded wherever he left them.

As the spell is cast, the character's material body enters a trance-like state of suspended animation while his consciousness enters the astral plane. The astral plane is a nexus with other planes of existence beyond, and the caster may choose to enter them. If a character does transcend from the astral into an outer plane (i.e. Heavens, Hell, Seven Courts of the Afterlife, etc.), he becomes a physical manifestation in that existence, forming a duplicate body identical to the one left in stasis back in the material plane. It is possible to travel astrally to other locations in the material or inner planes (e.g. elemental planes), but a new body cannot be formed in these planes, and travelers remain in spiritual, incorporeal form (i.e.

they are only able to move around and observe, not do anything, including casting spells or using psychic powers). While travelling in the astral plane, and after a new physical manifestation has formed on some outer plane beyond the astral, the character remains connected to his original body by a "silver cord," an invisible, mystical link. If the silver cord is broken or severed (luckily, very few things can destroy a silver cord), the character dies, both on the material plane and in astral form. If the physical manifestation is slain, the character simply re-awakens in his or her physical body where it was left, though at but zero vitality hit-points (wound hp remain).

The caster and his companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until the caster chooses to return their spirits to them. The spell lasts until the caster desires 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, the breaking of the silver cord, or the destruction of the body back on the Material Plane (which kills the character).

The characters' magical items are also projected by this spell, but weakened. Lesser magical items such as potions, lose all of their power on the astral plane. Items that provide bonuses (such as rings of protection, magic weapons and armors, etc.), decrease by +1 on the astral plane, and by another +1 when eventually forming a physical body on outer planes. Other magical items would lose caster levels or dice of damage, etc. Only artifacts are unaffected.

38. ATONEMENT

Abjuration

Level: Wht 5	Range: Touch
Casting Time: 1 hour	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Target: One living, sentient humanoid

The *Atonement* spell is a form of spiritual cleansing, removing the stain of actions contrary to a character's moral alignment, normally for actions that the penitent took unwillingly or unwittingly. The penitent must be truly repentant of the deed, unless he or she is affected in such a way that would preclude repentance (such as in the case of someone whose alignment has been magically altered, or who is unconscious, charmed, or insane). In addition to neutralizing the spiritual effects and supernatural consequences of evil actions (such as losing priestly powers), this spell may be used to negate, undo, or dispel a magical alignment change.

Intentional misdeeds may also be cleansed away by this spell, but will require a lot of effort and do not necessarily wield success. The penitent must still be truly repentant and desirous of setting right his or her misdeeds. The caster must then intercede with her deity in order to expunge the subject's burden. This will require an appropriate sacrifice, as determined by the GM, which involves the character losing something really important to him/her. Then, the caster has a base 60% + 1%/level chances of getting an answer from her deity (the GM may give a bonus or penalty to this base chance, according to the circumstances of the misdeeds). If the caster doesn't get any answer, the character may not be atoned. A deity's answer will usually be a quest for the penitent to fulfill, which can be as varied as destroying some gate to Hell or attending to the poor for one year and a day.

39. ATTRACTION

Enchantment/Charm [Mind-affecting]

Level: Psi 1	Range: 20 feet
Casting Time: 3 segments	Duration: 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power (i.e. spell) enables the psychic to plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. The subject can still recognize danger, but will not flee unless the threat is immediate. If the caster makes the subject feel an attraction to the caster, he can't command the subject indiscriminately, although he will be willing to listen to the caster (even if the subject disagrees). This power grants the caster a +4 bonus to his Charisma-based skill checks when dealing with the subject.

40. AUDIBLE GLAMER

Illusion

Level: Del 1, Gry 2	Range: 180 feet
Casting Time: 1 segment	Duration: 3 rounds/level
Save: See text	Spell Resistance: No

Area: See text

This spell allows the caster to cause a volume of sound to rise, at whatever distance within range, and seem to recede, approach, or remain at a fixed place. The volume of sound can be increased as if four men per caster level, were running and shouting. For example, a horde of rats squeaking is equal to the same volume as four men, a roaring lion is equal to eight men, and a roaring dragon is equal to sixteen men. A character stating that he doesn't believe the sound (i.e. as circumstances make the sound suspect) receives an Intelligence saving throw. If it is successful, the character perceives the sound as a faint, obviously false sound emanating from the caster's direction. This spell can enhance the effectiveness of the *Hallucinatory Image 1* spell.

41. AUGURY

Divination

Level: Wht 2	Range: Caster
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: A simple answer about the immediate future

An *Augury* can tell the caster whether a particular action will bring good or bad results for her in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the caster gets 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, the caster gets the "nothing" result. Unfortunately she has no way to tell whether it was the consequence of a failed or successful augury. *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.

Focus: A set of marked sticks, runes engraved bones, or similar tokens of at least 25 gp value.

42. AURA ALTERATION

Enchantment/Charm [Mind-affecting]

Level: Psi 6	Range: 60 feet
Casting Time: 6 segments	Duration: See text
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power (i.e. spell) enables the caster to disguise the subject's aura (alignment), level, or remove all charm and compulsion spells of 6th level or lower that might affect a target. If disguising the subject's alignment or level, the power has a duration of 10 minutes per level. The caster may change the subject's alignment by only one degree. The caster may adjust the subject's apparent level by a number equal to one-half his own level (rounded down). If attempting to cleanse the subject's aura, the duration is instantaneous. When *Aura Alteration* is cast, the subject gains another saving throw against the affliction, but with a +2 bonus on his roll. The caster can remove the afflictions noted above, and may be able to remove others at the GM's discretion.

43. AURA SIGHT

Divination

Level: Psi 4	Range: 30 feet
Casting Time: 4 segments	Duration: Up to 10 minutes/level
Save: None	Spell Resistance: No

Area: 30-foot-radius emanation, centered on caster

This power enables the caster to discern auras. The amount of information revealed depends on how long he studies a particular area.

- 1st round:** Presence of Law/good or Chaos/evil auras in the area. The caster can't pin an aura to its source at this stage.
- 2nd round:** Number of auras (creatures, objects, powers, or spells) in the area.
- 3rd round:** The owner of each aura is revealed, unless the individual is somehow hidden. If the caster's level is 5 or more levels below a target's actual experience level or HD, the caster is "overwhelmed" by its presence and stunned for 1 round, and the power ends.

44. AVERSION

Enchantment/Charm [Mind-affecting]

Level: Psi 2	Range: 20 feet
Casting Time: 4 segments	Duration: 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power enables the caster to plant a powerful aversion in the mind of the subject. The aversion can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to avoid the object of its implanted aversion. If a physical object, he will not approach within 30 feet of it. If a word, he will not utter or think it, if an action he will not perform it, and if an event he will not attend it. If not taking a taboo action directly threatens the subject, he may perform the action at a -2 penalty on any attack rolls, saving throws, or skill checks involved.

45. AVOIDANCE

(Reverse: GRIP)

Transmutation/Alteration

Level: Gry 5	Range: 30 feet
Casting Time: 5 segments	Duration: Permanent until dispelled
Save: See text	Spell Resistance: Yes

Target: One object

Avoidance creates a natural repulsion between a single object and all creatures except the caster. Creatures are unable to come within 1 foot of the object and are automatically pushed back if they do (if they are lighter than it), or involuntarily push it away (if they are heavier). If the caster carries an object and tries to force the field on another creature, it collapses. Casting the spell upon items held by a creature entitles the subject to a Strength save to negate it.

Reverse: *Grip* causes all creatures in the area of effect other than the caster to adhere to the object. A successful Strength saving throw removes the enchanted object from an adhered creature.



46. BANEFUL VORTEX

Necromancy [Evil]

Level: Blk 3	Range: 60 feet
Casting Time: 3 segments	Duration: 1 round/level
Save: Dexterity half	Spell Resistance: Yes

Target: One creature per round

This spell creates a small whirlwind of darkness three feet in diameter, that sucks life and destroys what it touches. Each round the whirlwind attempts to attack a random target anywhere within range. The caster must also make an Intelligence saving throw each round. If he succeeds, then he may select any target within range;

if he fails, then the whirlwind attacks a random target. The caster is never targeted by the spell, but his allies may be. Against living creatures the whirlwind inflicts 4d4 points of negative energy damage on a successful hit (it attacks with a bonus to hit equal to the caster's level); a Dexterity save halves the damage. Against undead, the negative energy bolsters them so they recover 4d4 hit-points.

47. BANISHMENT

Abjuration

Level: Blk 6, Gry 7	Range: 100 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: Charisma negates	Spell Resistance: Yes

Targets: One or more extraplanar creatures, in a 30 ft. radius area

Banishment enables the caster to force extraplanar creatures out of his home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, the caster must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's MR/SR (if any) and imposes a -2 penalty to the target's saving throw. At the GM's option, certain rare items might work twice as well.

48. BARKSKIN

Transmutation/Alteration

Level: Nat 2	Range: Touch
Casting Time: 3 segments	Duration: 10 minutes/level
Save: None (harmless)	Spell Resistance: Yes

Target: One living, natural creature

Barkskin toughens a creature's skin, making it as strong as tree bark. The effect grants a +3 bonus to the creature's base AC. This bonus increases by +1 for every three caster levels (rounded down): +4 at 3rd level, +5 at 6th level, +6 at 9th level, and +7 at 12th level. In addition, *Barkskin* grants a +1 bonus to all Constitution saving throws. The AC bonus granted by this spell doesn't work in combination with normal armor or other armor-like spells; furthermore, movement in heavy armor would be hindered by the receiving of a *Barkskin* spell. However, dexterity modifiers to AC and bonuses from magical items such as rings of protection still apply.

49. BEASTMASK

Transmutation/Alteration

Level: Nat 1	Range: Touch
Casting Time: 1 segment	Duration: 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

Upon casting this spell, the caster must choose an animal specie (such as bears, wolves, cats, birds, lizards, etc.), which members will all believe the recipient of the spell is one of them. This illusion only fools the designated animal specie, to see, hear, smell, etc., the character as if he was one of them, while all other living creatures perceive the character normally. Fooled animals (no saving throw)

behave as they would toward other members of their specie, yet with a tendency to ignore the recipient of the spell (or think he normally belongs to their group, pride, etc.). Hence, a character veiled by *Beastmask* could walk across a pit full of rattlesnakes without any danger. However, this spell doesn't provide the character with any supernatural ability to communicate with that animal specie; this would require the casting of additional spells (e.g. *Speak with Animals*).

50. BEGUILING STRIKE

Enchantment/Charm

Level: Wht 2	Range: Touch
Casting Time: 5 segments	Duration: See text
Save: Charisma negates	Spell Resistance: Yes

Effect: Charm on touch

This spell is about the caster striking a foe's head with his wooden staff, to change his mind. *Beguiling Strike* is cast on the caster's weapon, provided it is a wooden club, cudgel or staff. The caster must successfully strike a creature with the weapon before 1 round per level has elapsed, for the spell to take effect. If the target fails a Charisma saving throw, it is charmed, remaining motionless and allowing the caster to lecture it. Unless the creature is attacked and the spell is thus broken, it will listen to the caster for but 2d10 rounds; it won't be open to further lecturing and suggestions after that, but will carry on any reasonable demand made by the caster for 1d4 days. If the creature is too dumb to understand the caster or doesn't speak his language, it will listen quietly, but then will resume its behavior as normal when the 2d10 rounds end; note however that most creatures could understand gestures that tell a creature to go away.

Focus: A staff, club or wooden cudgel on which cast the spell.

51. BESTOW CURSE

Transmutation/Alteration

Level: Blk 3, Gry 4, Wht 3	Range: Touch
Casting Time: 6 segments	Duration: Permanent
Save: Charisma negates	Spell Resistance: Yes

Target: One living, sentient creature

This spell enables the caster to afflict a creature he touches, with a permanent curse. This spell is generally used as a form of vengeance, or by some, as a petty and cruel joke. The purpose of this spell is to make the target's life miserable. The caster normally decides upon casting the spell, what the curse will be; for game purpose choose one of the following effects:

- -6 effective decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention). In addition to the obvious drawbacks, the target suffers a -10 penalty on Persuasion skill checks (as they always require to bend the truth, etc.).

• The target is taken with fits of coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.

• Animals shun the character and do their best to avoid him. The character suffers a -10 penalty on Animal Handling and Ride checks and requires a Animal Handling check merely to approach an animal, and a Ride check to do even routine riding.

• Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -10 penalty for all Hide and Move Silently (i.e. Stealth skill) checks.

• The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), bright polka-dotted skin, total loss of body hair, or just about any other unpleasant cosmetic features the caster desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interaction skill checks, cannot seduce nor being taken seriously).

• The target always earns the enmity of some powerful creature or influential individual in every place or community he/she happens to be. This enemy will get a strong dislike of the subject and do whatever is possible to cause him/her problems, for no particular reason.

• One of the target's descendants suffers the effects of the curse. For example, the caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.

The caster may also invent her own curse, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a *Break Enchantment*, *Limited Wish*, *Remove Curse*, or *Wish* spell. *Bestow Curse* counters *Remove Curse*.

52. BIG INTERPOSING HAND

Evocation

Level: Gry 5	Range: 60 feet
Casting Time: 5 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: 10 feet tall hand

This spell creates a huge and powerful, magical hand similar to that of the four other "big hand" spells. Disembodied and floating a few feet above ground, the hand is 10 feet long and about that wide with its fingers outstretched. Nonetheless, the caster could reduce its size (potentially reducing its effectiveness) down to a hand as small as his own. The hand has an AC 20 [AC 0] and has as many hit points as the caster at full health. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *Wall of Force* or enter an *Antimagic Shell*. It suffers the full effects of a *Prismatic Wall* or *Prismatic Sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *Dispel Magic* destroys the hand.

The interposing hand appears between the caster and one opponent he selects. It then moves as fast as needed to remain between the two, regardless of where the caster moves or how the opponent tries to get around it, providing excellent cover (+10 AC) for the caster against that opponent. Nothing can fool the hand: it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. It does not pursue an opponent, however. The hand is strong enough to hold back any creature weighing 250 lbs. or less and will slow heavier opponents to half movement. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks. By concentrating (as a primary action), the caster can designate a new opponent for the hand.

53. BIG FORCEFUL HAND

Evocation

Level: Gry 6	Range: 60 feet
Casting Time: 6 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: 10 feet tall hand

This spell creates a huge and powerful, magical hand similar to that of the four other "big hand" spells (See *Big Interposing Hand* spell above for description and statistics of the hand).

The forceful hand operates as an interposing hand, but is stronger and can also push opponents or objects. It can move or stop a creature weighing 500 lbs. or less. It reduces the speed of a creature between 500 and 2,000 lbs. to no greater than 10 ft / round, and it slows the movement of creatures heavier than 2,000 lbs. but smaller than 8,000 lbs. to one-half. The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

54. BIG GRASPING HAND

Evocation

Level: Gry 7	Range: 60 feet
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: 10 feet tall hand

This spell also creates a huge and powerful, magical hand as per the *Big Interposing Hand* spell.

The grasping hand operates as a forceful and interposing hand, but is much stronger. It can move or stop a creature weighing 1,000 lbs. or less. It reduces the speed of a creature between 1,000 and 4,000 lbs. to no greater than 10 ft / round, and it slows the movement of creatures heavier than 4,000 lbs. but smaller than 12,000 lbs. to one-half. The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit. The grasping hand can furthermore grapple opponents of up to 1,000 lbs. and hold them motionless if the caster so chooses. If the target of such a grapple fails a Dexterity save, it is grasped and subsequently unable to move or act. This holds but does not harm the creatures it grapples however. A victim with a strength of 18 or more may attempt to escape the grapple with another save each round, but in any case the hand will remain between him and the caster.

55. BIG CLENCHED FIST

Evocation

Level: Gry 8	Range: 60 feet
Casting Time: 8 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: 10 feet tall hand

This spell also creates a huge and powerful, magical hand as per the *Big Interposing Hand* spell, except that it is always of big size, and it is curled into a fist rather than held open.

The clenched fist strikes one of the caster's enemies per round, never missing, for so long as the caster concentrates upon it. No other activity is possible while concentrating, and breaking the caster's concentration ends the spell. The fist's damage is 4d6, and any creature struck must make a Constitution save or be stunned for 1d4 rounds. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack the stunned creature.

56. BIG CRUSHING HAND

Evocation

Level: Gry 9	Range: 60 feet
Casting Time: 9 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: 10 feet tall hand

This spell also creates a huge and powerful, magical hand as per the *Big Interposing Hand* spell.

The crushing hand can operate both as a clenched fist or a grasping hand. If it grapples a creature, the crushing hand can squeeze it with great power however. Damage increases as the hand continues to constrict, doing 1d10 points of damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter. The caster cannot engage in any other activity while directing the hand.

57. BIND (ANIMATE ROPE)

Transmutation/Alteration

Level: Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Target: One ropelike object, length up to 50 feet + 5 feet per level

This spell animates a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter. Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width 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. One command can be given each round as a standard action.

The rope can enwrap only a creature or an object within 1 foot of it; it cannot move and doesn't move outward, so it must be thrown

near the intended target. Doing so requires a successful ranged touch attack roll against AC 10. The rope has a range increment of 10 feet. A typical rope has 2 hit points, AC 10, and can be burst with an Athletics skill check at DC 23. The rope does not deal damage of any type, but it can be used to bind, trip or entangle a single target. If it used against a prone or helpless creature (sleeping, magically held, etc.), the rope entirely binds it, and thereafter the creature cannot move at all, being only allowed one Athletics or Escape Bonds check to escape from the rope. If it is used in combat, and the target fails a Dexterity saving throw, the target is entangled. An entangled creature suffers a -4 penalty to effective Dexterity, a -2 penalty to attack rolls, and makes Acrobatic checks impossible. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature capable of spellcasting that is bound by this spell must succeed a Strength saving throw to cast a spell. An entangled creature can slip free with an Escape Bond check (or Acrobatics skill check) at DC 20.

The rope itself, and any knots tied in it, are not magical. This spell grants a +4 bonus to any Rope Use skill checks the caster makes when using the animated rope.

58. BINDING

Enchantment/Charm [Mind-Affecting]

Level: Blk 7, Gry 8	Range: 20 feet
Casting Time: 1 full round	Duration: See text (D)
Save: Charisma negates	Spell Resistance: Yes

Target: One creature

This spell creates a magical restraint to hold a creature. Examples include the well known Snow White princess slumbering in her glass coffin, the genie imprisoned into a jar or oil lamp, or the traditional demon held prisoner of a pentagram.

The target of a *Binding* spell only gets an initial saving throw if its HD/level is equal to at least half the caster's level. The caster may have up to six assistants help him with the spell. For each 3rd to 6th level magic-user assistant, the caster's level for this casting of the spell increases by +1. For each 7th or higher level magic-user assistant, it increases by +2. All the assistants must join in chanting the spell (see the details on the spell's verbal component, below). The caster's level determines whether the target gets an initial Charisma saving throw and how long the binding lasts. All binding durations are dismissible.

The binding spell has six versions. The caster chooses one of the following versions when casting the spell.

- **Chaining:** The subject is confined by restraints that generate an *Antipathy* spell affecting all creatures who approach the subject, except the caster. 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:** Brings a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This version of the spell grants a +1 bonus to the saving throw.
- **Bound Slumber:** A combination of chaining and slumber that lasts for up to one month per caster level. This version of the spell grants a +2 bonus to the saving throw.

- **Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The spell is permanent. This version of the spell grants a +3 bonus to the saving throw.

- **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 (caster's choice). The subject remains aware of its surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject doesn't need to breathe, eat, or drink while metamorphosed, nor does it age. This version of the spell grants a +4 bonus to the saving throw.

- **Minimum Containment:** The subject is shrunk to a height of 1 inch or less and held within some gem or similar object or jar. The binding is permanent. The subject doesn't need to breathe, eat, or drink while contained, nor does it age. This version of the spell grants a +4 bonus to the saving throw.

Regardless of the version of *Binding* cast, the caster can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the caster desires (but the GM must agree that the condition is reasonable and has 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, HD, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition imposes a -2 penalty to the saving throw.

In the case of the first three versions of *Binding* (those with limited durations), the caster may cast additional *Binding* spells to prolong the effect (the durations overlap). If the caster does so, the target gets a saving throw at the end of the first spell's duration (even if the caster's level was high enough to disallow an initial saving throw). If the creature succeeds at this save, all the *Binding* spells it has received are broken.

Focus: Specially made props suited to the specific type of binding (e.g. an engraved and inlaid pentagram on a stone floor, or a special jar to imprison a genie) costing no less than 150 gp. Then, the spell also requires gems worth at least 10 gp for each HD of the target, that are consumed during the casting.

59. BLACK LIGHTNING

Necromancy [Evil]

Level: Blk 2	Range: 30 feet
Casting Time: 2 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Target: One creature

With this spell the sorcerer launches a crackling bolt of black lightning at the target creature, dealing 1d6 points of damage per two caster levels. Although this bolt of crackling energy superficially resemble some kind of dark electricity, it is in fact evil energy from the lower planes which is not affected by resistance to electricity; but creatures native to lower planes (e.g. fiends), and creatures immune to death effects (e.g. undead) are not affected by the profane energy. On the other hand, a *Protection from Evil* spell grants a +2 bonus to the saving throw, while being of Law alignment gives the target a -2 penalty to his saving throw roll.

60. BLACK TENTACLES

Conjuration/Summoning

Level: Blk 4, Gry 4	Range: 100 feet
Casting Time: 8 segments	Duration: 1 round/level (D)
Save: See text	Spell Resistance: No

Area: 20-foot-radius spread

This spell conjures a field of rubbery black tentacles in the area of effect. They seem to spring forth from the ground, floor, or even a watery surface, and wave around, trying to grasp and entwine anything in their reach, be it a passing creature, or an object such as a tree or pillar. Once a tentacle has caught something, it holds it fast and crushes it with great strength.

There are 1d4 such tentacles, plus one per caster level. They are 10 feet long, AC=16, save as caster, and their hit-points = twice the caster's level. Each tentacle tries to grasp the closest target in its reach, except other tentacles (or small objects). Targeted creatures must succeed a Dexterity save or the tentacle wraps around them, inflicting 3d4 points of bludgeoning damage per round until the spell ends, the tentacle is destroyed or the target escapes. A wrapped creature suffers a -4 penalty to its attack and damage rolls, and cannot cast spells. Each round, a wrapped creature may try a Strength save to escape the tentacle. Any creature that enters the area of the spell is immediately attacked by the tentacles (unless they are all wrapped around someone or something). Even creatures who aren't struggling with the tentacles may move through the area at only half normal speed.

61. BLADE BARRIER

Evocation

Level: Wht 6	Range: 100 feet
Casting Time: 1 full round	Duration: 10 minutes/level (D)
Save: See text	Spell Resistance: Yes

Effect: Spinning disk of blades up to 30 feet radius

This spell creates a spinning disk of blades that whirls around a central point, creating an immobile, circular barrier, that deals 1d6 points of slashing damage per level, to any creature (or object) trying to get across it. The plane of rotation of the blades can be horizontal, vertical, or slanted. There is no save against this damage except when the spell is cast, where creatures may avoid it with a Dexterity saving throw (i.e. provided they can jump aside). A blade barrier serves as one-half cover (+4 AC) for anyone beyond it.

62. BLESS

(Reversible: AFFLICT)

Enchantment/Charm [Mind-Affecting]

Level: Wht 1	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: Yes

Target: One creature or object

Bless is cast upon a single creature or item, and lasts for 1 hour per caster level or until discharged, whichever comes first.

As such, the next saving throw or skill check that the recipient fails, will be entitled a second roll to determine if it actually succeeds. (If cast upon an item, it usually pertains to an item saving throw.) This re-roll is only granted once, and only if the blessing is still in effect. The caster can state against which creature, type of attack, skill check, etc., this blessing will operate, so it won't be discharged by other saving throws or skill checks, etc., occurring before (e.g. "lets thee be blessed against the fire breath of Satryx the dragon").

Note otherwise that due to the holy nature of this blessing, it cannot be cast upon a Chaos-aligned creature (e.g. all fiends and undead). That is, the spell would automatically fail if attempted.

Reverse: The reverse of that spell, *Afflict*, brings bad luck upon the target, next time she succeeds a save or skill check: re-roll, and take the worst roll to determine success or failure. Upon an item such as a tool, *Afflict* will also help fail any skill check made using it.

63. BLESS WATER

Transmutation/Alteration [Good]

Level: Wht 1	Range: Touch
Casting Time: See text	Duration: Instantaneous
Save: None	Spell Resistance: Yes (object)

Target: One flask (or 1 pint) of clear water

This transmutation imbues a flask (1 pint) of water with celestial energy, turning it into holy water.

Note that holy water is sacred, not a commodity to buy and consume at leisure. A caster must first begin to meditate, pray, perform religious ritual practices, etc., until she is spiritually purified, taking one hour. Then, she may cast the *Bless Water* spell on a crystal flask containing pure water. Wanting to cast several *Bless Water* spells for business purposes or adventuring commodity, means that the caster is not longer spiritually purified, so the spell may only fail. As such, a caster cannot make a business of creating and selling holy water to whomever is willing to pay the price. Likewise, a caster cannot fill a barrel with holy water, to later use as drinking water or as a weapon against undead if the need arises.

Focus: A crystal flask costing no less than 25 gp, filled with pure water. The water only remains holy while it is in the flask, but loses its power 1d4 rounds after having been opened / poured outside the flask. The flask can be re-used for more *Bless Water* spells.

64. BLESS WEAPON

Transmutation/Alteration

Level: Wht 2	Range: Touch
Casting Time: 2 segments	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Target: One weapon

This sacred blessing makes a weapon strike true against evil supernatural foes. Against undead and evil extraplanar creatures (typically demons), the weapon bypasses the creature's immunity to non-magical weapons, and deals 1d6 of additional damage. The affected weapon radiates an aura of Law (good), and cannot be wielded by any Chaos-aligned creature (any attempt on their part to use the weapon would cancel the spell).

65. BLIGHT

Necromancy

Level: Blk 3, Nat 4	Range: Touch
Casting Time: 4 segments	Duration: Instantaneous
Save: Constitution half; see text	Spell Resistance: Yes

Target: One plant of any size (flower, tree, etc.)

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level and may attempt a Constitution saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

66. BLINDNESS/DEAFNESS

Illusion

Level: Del 2	Range: 60 feet
Casting Time: 3 segments	Duration: Permanent (D)
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This spell can impair a creature's vision or hearing, inflicting the victim with permanent blindness or deafness at the caster's choice. This impairment is not direct damage or affliction to the organ of vision or hearing however. It rather appears as a strange shadow covering the relevant organ. As such, a *Dispel Magic* is necessary to end the blindness or the deafness, but a *Cure Wounds* or a *Cure Blindness/Deafness* spell would actually have no effect.

Note that *Blindness/Deafness* impede organs, and thus wouldn't affect a creature's supernatural perception ability that doesn't rely on physical eyes and ears.

67. BLINK

Transmutation/Alteration

Level: Gry 3	Range: Personal
Casting Time: 1 segment	Duration: 2 rounds/level (D)
Save: None	Spell Resistance: No

Target: Caster

By way of this spell, once per round the caster automatically teleports 10 feet away in a random direction. The first round, once the spell has been cast, roll 1d4; then each following round roll 2d4. This is the initiative (number of segments) at which the caster teleports 10 feet away, determined randomly using 1d8 for the direction (1 = ahead, 2 = right ahead, 3 = right, 4 = right behind, 5 = behind, 6 = left behind, 7 = left, 8 = left ahead). The caster can't blink into solid objects, and movable objects of size and mass comparable to the caster are shoved aside. If the caster can only blink into a fixed, solid object, he becomes trapped on the Ethereal Plane. During and after the segment in which the teleportation occurs, the caster's sudden change of location prevents any direct attacks upon him. The caster may only be attacked directly if the attack is made before the blink takes place. If the caster teleports both from and into an area which is affected by an area of effect spell, he will suffer its effects. The caster can delay his action and roll initiative after

blinking, or he can roll initiative as normal, and if he blinks before action is completed, will attack, etc. whatever he is facing after he has blinked. Blinking while casting a spell incurs a 25% chance of ruining it.

68. BLUE DEVASTATION

Evocation [Acid]

Level: Gry 4	Range: 60 feet
Casting Time: 4 segments	Duration: Instantaneous
Save: Constitution half	Spell Resistance: Yes

Area: Cylinder (30 feet diameter, 20 feet high)

This spell creates a shower of thousands of bright blue needles in the area of effect. These small shards are made of an unknown and magical corroding substance, like some kind of frozen or solidified acid. They appear 7 to 20 feet above the ground (caster's determination), and then strike everything in the area of effects below. The damage done is of 6d6, +2 points per caster level. Targets protected against acid suffer half damage, or quarter damage if succeeding a saving throw. Everyone may save for half damage. A failed saving throw indicates that the equipment must also save versus acid. Once the spell has been cast, the floor is covered with these blue needles, but they have lost their potency and disappear in 1d4 rounds (they cannot be used for anything).

69. BLUR

Illusion

Level: Del 2	Range: Personal
Casting Time: 2 segments	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Target: Caster

The spell blurs the subject's outline, which becomes indistinct and moving. As such, all attacks specifically directed at the caster have a 20% chance to miss her (i.e. if an attack targeting the caster hits her, roll 1d100: on a result of 1 to 20 the attack misses, striking at nothing). A *Detect Invisibility* spell is useless against the blur effect, but a *True Seeing* spell counters it. Note also that *Blur* affects sight, and thus all opponents who cannot see the subject ignore the spell's effect.

70. BOLSTER FAITH

Enchantment [Mind-Affecting]

Level: Wht 1	Range: 50 feet
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: None (harmless)	Spell Resistance: Yes

Area: Caster and all his allies within 50 feet of him

Bolster Faith fills the caster's allies with courage and determination. Each ally gains a +1 bonus on attack rolls and +2 bonus on saving throws against fear effects. However, creatures that are aligned to Chaos, even if allied with the caster, cannot benefit from the effects of his spell.

71. BOLT OF MAGMA

Evocation [Fire]

Level: Nat 3	Range: 60 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: No

Effect: Straight bolt (ray) of magma

The caster holds a piece of stone and the spell causes it to release all of the heat and energy that went into its formation, blazing forth as a potent burst of magma. This blast of molten stone strikes a single target within range, requiring a ranged attack roll (the caster is considered proficient in this attack mode). If it hits, the bolt of magma deals 3d6 of damage and sets flammable material on fire. A Dexterity save allows the target to leap clear and avoid some of the effect, suffering only half damage, and having the spell effect end there. If the target fails its save however, the molten stone enters deep into the flesh and continues to burn it for 1d4 rounds. As the rounds pass, the magma rapidly cools however: the first round after the initial bolt attack, the magma deals but 2d6 of damage. The second round it deals 2d4 of damage, the third round 1d6, and the fourth round 1d4. No save is allowed against that burning, although spells that protect from fire are effective. Spellcasters thus afflicted by magma burning into their flesh cannot cast spells.

Note: the spell liquefies the stone through superheating and projects it forward, but the magma produced is not magical in itself. As such, *Anti-magic Shell* or magic resistance won't protect against it.

Material Component: A stone weighing at least one pound.

72. BONE ARMOR

Necromancy

Level: Blk 1	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Protects caster with armor made from bone

This spell creates a layer of bony ribs around the caster's arms, legs and torso, as well as a skull-like helmet. This provides him with an AC bonus of +7 against all physical attacks, but no hindrance to movement and spellcasting, and no encumbrance. The GM will note the amount of damage suffered by the caster, and after he has sustained twice his level in hit-points, or after the spell duration ends, the armor will fall apart into useless, brittle shards.

73. BONE TRAP

Necromancy

Level: Blk 3	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: See text	Spell Resistance: Yes

Target: One sculpted bone or skull

This spell imbues a skull or a sculpted bone (usually sculpted into the shape of a grimacing, evil face; or into a kind of claw used as a seal onto some item) with an amount of constrained negative energy. The bone remains charged until someone touches it, at

which time it explodes in a thousands little bone shards and black flames. This explosion inflicts 1d4 or 1d6 points of damage per caster level upon living creatures within a 10 feet radius: 1d4/level if the spell was cast on a sculpted bone, or 1d6 per level if it was cast on a skull. The damage is 50% concussion (blast) damage, and 50% negative energy damage. Victims are allowed a Constitution saving throw for half damage (but the one who touched the bone or skull gets a -2 penalty to his save).

Material Component: A skull or sculpted bone.

74. BORROWED BODY

Necromancy [Evil]

Level: Blk 4	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One humanoid cadaver

Another gruesome sorcery, this spell enables the caster to don a cadaver as he would an armor. He must open the corpse's torso with an axe or dagger, and then crawl into it thanks to the spell's magic. Then, the caster appears as a zombie-like monstrosity (of the creature whose corpse he uses) that could be mistaken for some undead but doesn't reveal that the caster is inside.

While inside the corpse, the caster can speak and act almost normally. He can cast spells, but moves at reduced speed (i.e. half that of the creature), and suffers a -2 penalty to Dexterity saves and skill checks. On the other hand, he gets a +2 or +4 bonus to his Strength score (for using the creature's muscles added to his own), and may use the creature's claws, etc. (if any) for attacking (though the caster is still limited to making but one attack per round). The caster gets a +2 bonus to AC, but loses his Dex bonus to AC if any. Note that if the creature wore an armor, the caster will suffer appropriate non-proficiency hindrances for using it. Lastly, the caster gets 1d4 bonus hit-points per hit-dice the creature had (e.g. if the caster uses the corpse of a 4 HD ogre, he gets 4d4 bonus hit-points). When the caster suffers damage from weapons or spells, this damage first affects the bonus hit-points. When all these points have been consumed, the body falls apart the caster and the spell ends.

Material Component: A corpse of humanoid or similar shape (e.g. a bear would fit perfectly, but not a horse), and of a size larger than that of the caster (e.g. an ogre is okay but an orc is too small).

75. BREAD OF LIFE

Transmutation/Alteration

Level: Wht 2	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One 2 lb. loaf of bread

A 2-lb loaf of bread is blessed with healing magic. The bread must be of good quality and touched by the caster. The bread is automatically divided into four quarters, each with the abilities listed. Consuming a quarter of the loaf (which takes at least 1d4 minutes) sustains a Medium-size creature as if it was a full meal for a day and heals 2d4 points of damage. The bread must be eaten immediately.

76. BREAK ENCHANTMENT

Abjuration

Level: Gry 5, Wht 5	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: See text	Spell Resistance: No

Targets: Up to one creature per level, within a 30 feet radius area

This spell frees victims from enchantments, transmutations, and curses. *Break Enchantment* can reverse even an instantaneous effect. For each such effect, the caster must succeed an Intelligence check (+ caster level) against a DC = 15 + effect's spell level. For a cursed magic item, the DC is 25. Success means that the creature is free of the spell, curse, or effect.

If the spell is one that cannot be dispelled by *Dispel Magic*, *Break Enchantment* works only if that spell is 5th 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.

77. BURNING HANDS

Evocation [Fire]

Level: Gry 1	Range: 15 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Area: Cone-shaped burst 10 feet wide at the end

While casting this spell, the magic-user touches her thumbs together, and a cone of searing flames shoots from her fingers to burn opponents within the spell's range. Any creature in the area of the flames takes 1d4 points of fire damage per two caster levels. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.



78. CACODEMON

Conjuration-summoning

Level: Blk 6, Gry 7	Range: 10 feet
Casting Time: 4-6 hours	Duration: See text
Save: See text	Spell Resistance: No

Effect: Summons a major demon

This spell allows the caster to summon a demon from the lower planes and compel it to service. Only those demons which possess singular personal names can be so summoned, but not those who are regarded as lords or princes of their kind. The spell requires that the true personal name of the demon be known to the caster prior to the spell being attempted. The caster is advised to have cast a *Protection from Evil* spell prior to doing so, as this will afford some protection against the summoned demonic being.

The casting time of the spell and its chances of success, depend on the strength of the demon being summoned. For example, a nalfeshnee will take 4 hours, a marilith or nabassu will take 5 hours, and a balor will take 6 hours. (The GM should compare other kinds of demons to these examples, to determine length and difficulty of the spell.) If there is some interruption in the spell, there is a 10% chance that the protective measures taken will be of no avail, and the demon will be able to attack its summoner. The summoned demon is entitled to a special saving throw; the nalfeshnee, marilith, nabassu, each roll 3d6, while the balor rolls 2d10. If the roll is greater than or equal to the experience level of the caster, the spell fails and that particular demon's name can never be used again (either that particular demon is slain or otherwise forever unavailable, or the name itself is incorrect in some slight way that renders it unusable for magical purposes).

Once the spell is cast, the caster may seek to subdue or otherwise intimidate the creature through the casting (or threat of casting) of some other spell such as *Spirit-wracking* or *Trap the soul*. Otherwise, the caster is able to force a period of service from the demon, in one of two ways:

- The caster can demand a single, specified service from the demon. This service must have a specified and limited period of time in which it can be accomplished, and must be possible for the demon to undertake.
- The caster can bargain for the ongoing service of the demon in return for regular (weekly) human sacrifices. Doing so is an inherently evil, odious act, and will immediately and irrevocably change the alignment of any good or neutral characters who even attempt it, into Chaos and corruption.

In either case, the demon will prove a shrewd negotiator, and will only be bound to observe the close letter of the agreement. The demon will also be quite resentful of the caster, ready to use any loophole as an excuse to slay the source of its degradation and return to the lower planes with his soul. Any impossible request, or if the caster fails to follow through on his part of a bargain, will be 50% likely to automatically free the demon, who will be loosed upon the material plane for a period of 666 days, during which time it will undoubtedly seek retribution against the caster.

Material Components: The spell requires 5 black candles at the apexes of a pentagram, a lit brazier on which is burned a variety of different herbs, salts, and other noxious substances, the blood of a living creature, and a parchment with the personal name of the demon already inscribed upon it. All of this costing at least 100 gp.

79. CALL ANIMAL COMPANION

Evocation

Level: Nat 1	Range: 1 mile per level
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One animal companion

By casting this spell, the caster can transmit a silent, one-word message to an animal companion. The spell does not require line of sight. If the message is the command "come," the animal gains an intrinsic knowledge of the caster's location at the time of casting. Only an animal bonded to the caster by the *Animal Friendship* spell can be targeted.

80. CALL DEMON OF ENRICHMENT

Conjuration/Summoning [Evil]

Level: Blk 1	Range: See text
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: Summons a demon that steals wealth for the caster

This spell summons a fiend appearing like an old and ugly, one-armed miser. However, the demon's seemingly missing hand is not absent but invisible, and is utterly proficient in the Pickpocket skill (+20 bonus). When the demon appears, it asks the caster if he wants it to steal from a single rich victim or from a hundred poor persons. If the caster orders the demon to steal from a single rich person, it disappears for but one hour and comes back with gold pieces and jewelry worth 4d10 gp + 10 gp per caster level. On the other hand, if the caster orders it to steal from a "hundred" poor people, the demon takes 3d4 hours but comes back with more wealth: 1d100 gp per caster level in various coins and valuable or useful goods.

The demon of enrichment does not acquire this wealth out of thin air, but robs it from persons who are in the caster's vicinity when the spell is cast. As such, the GM is encouraged to have the caster eventually meet with persons whose lives were wrecked by the sudden and inexplicable disappearance of their money, valuable equipment, etc., and without which they cannot survive. (Of course, a clever sorcerer usually manages to avoid the unpleasant spectacle of poverty.) Nonetheless, every time a sorcerer casts this spell in the same village, city, etc., there is a cumulative chance that the caster will eventually meet with some angry victims (the authorities, a paladin, a raging mob of ruined peasants, etc.) that somehow managed to get to him (possibly even with the demon's help...). This chance is of 10% when robbing a single rich victim, but only 5% when robbing a "hundred" poor persons.

In any case, the demon is never seen nor caught when thieving. It would rather flee and disappear (teleport away) if it were confronted. Then, only wealth screened from divination magic or protected by a *Protection from Evil* (or similar spell) is safe from the demon. This odious fiend asks nothing in exchange for his service, deriving ineffable delight from inflicting misery to mortal creatures. His pleasure is thus much more intense when robbing a hundred poor people than a single rich one...

81. CALL LIGHTNING

Transmutation/Alteration

Level: Nat 3	Range: 400 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: Dexterity half	Spell Resistance: No

Effect: One or more 90-foot-long vertical lines of lightning

Call Lightning is not a spell one may use in combat as easily as a sorcerer would of a *Lightning Bolt* spell. *Call Lightning* may only be cast outdoors, when the weather is appropriate, and the caster has time to let the air ionize up before discharging a stroke of lightning onto some target. This spell requires stormy conditions (such as a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado, including a whirlwind formed by a djinni or an air elemen-

tal of at least 8 HD). The strength of the storm also determines the strokes' destructive power.

The spell has a maximum duration of 10 minutes per level. Each lightning stroke requires 3d6 minutes for the air to ionize before it can be discharged. Once the air is ionized, the caster can wait as long as he wants before having it strike some target, then needs another 3d6 minutes to get a new stroke ready. In any case, a caster can only get a maximum number of lightning strokes equal to his level, until the spell ends. Discharging the lightning strokes takes 1 segment during the round they are discharged, and in between the caster may do anything else, including casting other spells.

The lightning strokes inflict 2 dice of damage, plus another die per caster level. The strength of the storm determines (at GM discretion) if the strokes of lightning deal d4s, d6s, or d8s of damage. Any creature within 10 ft of a stroke's impact (or along its downward path) will sustain damage. Targets are allowed a Dexterity saving throw for half damage. Creatures wielding metal weapons such as swords, suffer a -1 penalty to their saving throw rolls, plus another -2 penalty if clad in metal armor. Buildings and trees could also suffer damage or being set aflame by the lightning strokes.

82. CALL SPIRITS

Conjuration/Summoning

Level: Blk 1, Wht 1	Range: Personal
Casting Time: 1 full round	Duration: 2d4 + 2/level rounds
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to gather local spirits, which appear as small ghostly disembodied heads, and let her listen to their tales about the surrounding land and people. The caster must speak aloud to the spirits, yet nobody else but her sees and hears them. The caster must first please the spirits, with offerings of food, incense, alcohol, etc. Then, with a successful Charisma check (add caster's level) at DC=15, the caster will learn general information about the surrounding area and its inhabitants: the higher the roll, the more useful the information gained (at GM's determination).

Special: Casters who fail their Charisma check by five or less hear nothing but endless ramblings and chattering, possibly in an unknown or ancient language, that have nothing to do with the subject at hand. Those who fail by more than five hear nothing. A roll of a natural 1 on the d20 provides completely false and maliciously misleading information.

83. CALL DWELLER ON THE THRESHOLD

Conjuration/Summoning

Level: Blk 5	Range: See text
Casting Time: 10 minutes	Duration: See text
Save: See text	Spell Resistance: No

Effect: See text

This spell summons a mysterious being that has the ability to open gates between the dimensions and fold space, so the creatures who move across this passage can travel vast distances in a very short time. The dweller on the threshold is never seen, and even a *True*



as abandoning a powerful magical item, or violating one's oath or sacred ethics (such as a paladin having to sacrifice some creature to an appalling fate). It's up to the GM to play the part of the dweller of course, and require something the players would hate having to do. If the travelers agree to pay this price, they will reach their destination safely. Nonetheless, they can reject the price and ask for a lower one, and if the new price is still deemed to high, bargain once again. However, for each rebuttal, there will be a 5% cumulative chance that something goes wrong during the travel. Roll on the table below for bad trip effects:

01-10: Boomerang Trip: travelers come back at a short distance from their point of departure.

11-20: Forced Separation: 1d4 travelers actually do not make the trip with the caster and remain behind.

21-50: Physical Strain: travelers did age one or more year during the trip (as per the *Haste* spell).

51-70: Random Encounter: travelers are attacked by blasphemous creatures during the trip.

71-90: Time Dilation: whether the trip took a few minutes or a few days, 2d6 months elapsed in the normal world.

91-00: Wrong Destination: travelers arrive elsewhere in an unknown place (distance commensurate with trip's duration).

Travel between two location always consists in walking through weird landscapes, impossible angles, as well as strange non-Euclidean structures designed by an alien and incomprehensible intelligence. Only the caster and up to one creature per level he designates, can walk this path. Nobody else can follow them, and onlookers only see them step and disappear into nothingness. The time required to reach destination varies with the distance:

- Two locations within the same building: 1 minute
- Two locations within the same city: 1d4 minutes
- Two locations within the same region: 2d4 + 1 minutes
- From one region to the next: 1d4 x 10 minutes
- From one land/kingdom to the next: 1d4 hours
- Intercontinental: 2d4 + 1 hours
- Interdimensional: 2d4 + 1 hours
- Interplanetary: 1d4 days
- Interstellar: 2d4+1 days

Seeing spell cannot reveal it. It manifests itself only through its alien voice as well as a lingering and oppressive sensation of its nearby presence. The voice speaks in the caster's language, though it may employ archaic words and strange sentences.

The caster must tell the dweller his destination and how many creatures will accompany him. This initiates a bargain: the dweller will ask a hefty price in exchange for opening the passage. This is never gold, but usually the sacrifice of something important to the travelers, such

84. CALL THE WHISPERING MIST

Conjuration/Summoning

Level: Blk 4	Range: 10 feet
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: Summons the whispering mist

This spell summons a hideous thing from the netherworld, in the form of a crawling mass of phosphorescent white fumes that can answer many questions regarding occult subjects, but must be fed with fresh corpses. When the spell is cast, fumes erupt from cracks and holes into the ground, crawl to the corpse used as a material component, and engulf it. The mist will feed on the corpse and completely desiccate it in 1d4+1 minutes, leaving behind but a charred empty husk. (Note: 1d4 + 1 minutes relates to a medium-size cadaver, for a small creature duration is but 1d3 minutes, and 1d6+2 for a large one.) During this time the caster may ask this abomination questions pertaining to occult subjects such as the Cthulhu Mythos or fiends of all sorts. Since the mist only whispers its answers, the caster (and any other listening creature) must remain within 5 feet of the mist if he wants to be able to hear them. The whispering mist replies in a language the caster understands, but only gives brief answers to his questions. (The GM answers all questions with «yes,» «no,» «maybe,» «never,» «irrelevant,» or some other one-word answer.) The mist otherwise only has a base 80% chances of knowing the answers to a simple question, 60% for an average question, and 40% for an arduous question. The mist never lies; if it doesn't know it tells it.

When the corpse has been consumed, the mist will crawl onto the nearest fresh cadaver, or if there isn't any, will attack the caster. If there is neither of them within 15 feet, the mist instead sinks back into the ground's cracks and disappears. The mist has a base speed of 20 feet; has 5d8 HD; has a +5 bonus to hit; deals 1d6 points of blood-draining damage; has a base saving throw of 13; is immune to all physical attacks if they do not affect the entire area occupied by the mist (such as a *Fireball* spell); and is immune to all mind-affecting spells. When the mist can get another fresh cadaver, it again feeds on it for 1d4 + 1 minutes, during which the caster can continue to ask it questions. After having consumed three corpses, the mist always disappears.

Material Component: A corpse that has been dead for no longer than one day (24 hours). This corpse is devoured by the mist.

85. CALL UNDEAD

Necromancy

Level: Blk 1	Range: 1 mile/level
Casting Time: 20 minutes	Duration: 8 hours
Save: None (but see text)	Spell Resistance: Yes

Effect: Attracts undead

With this spell the caster creates an invisible magical beacon that attracts undead like moths to a flame. Once the ritual is properly performed, any undead within range make their way directly to the site without delay. Once there, they remain in the area for the remainder of the spell's duration. There is no guarantee that the undead are friendly, but the caster may attempt to awe or control

them through normal means. Uncontrolled undead attack the caster, returning to their lairs if they succeed in killing the one who disturbed their rest. If the caster leaves the site, the undead go first to the site and then follow after the caster for the remainder of the spell duration, unerringly sensing his current location. In such a case, the control roll is made for each undead whenever it first encounters the caster. Should any undead fail to reach the caster before the spell duration elapses, each returns to its own lair.

The effects of this spell are keyed to the caster's level with regard to the potency (hit-dice) of the undead so contacted. If the sorcerer's level is 1st through 4th, only undead of 2 HD or less will answer the summons. Once the sorcerer reaches 5th level, he can attract undead with a maximum number of hit-dice equal to half his level rounded up (hence 3 HD at 5th level, 4 HD at 7th level, etc.). Liches are always immune to *Call Undead*, although they will hear the call and may investigate on their own accord out of curiosity.

86. CALL WOODLAND FEY

Conjuration/Summoning

Level: Nat 4	Range: 20 feet
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: See text	Spell Resistance: No

Effect: Summons fey creatures

This spell summons fey creatures from the realm of Faery to help the caster. Fey creatures are fickle however, so random types of fey will come, and sometimes even none at all. The caster has a base 5% chance per level of obtaining one or more creatures (roll on the table below); adding +10% if the caster is of Neutral alignment, +10% if the spell is cast in a forest or +20% near a place inhabited by fey creatures, +20% if the caster is either an elf or gnome, and +50% if a magical item (potion, scroll, etc.) is added as a gift to the fey. If successful, the spell summons any of the following:

- 01-10:** 1d4 Centaurs
- 11-20:** 1d4 Dryads
- 21-30:** 1d4 Korreds
- 31-50:** 1d4+2 Pixies (or Nixies if more appropriate)
- 51-70:** 1d4+2 Sprites (or Sea Sprites if more appropriate)
- 71-80:** One Swanmay (with 2d4 HD or levels)
- 81-90:** 1d3 Sylphs (or Nymphs if more appropriate)
- 91-00:** One Unicorn

Summoned fey are friendly to the caster and willing to help him with any capacities they have, provided they aren't asked to perform some suicide mission, or fight obviously stronger opponents.



87. CALM ANIMALS

Enchantment/Charm [Mind-Affecting]

Level: Nat 1	Range: 60 feet
Casting Time: 1 segment	Duration: 2d4 + 2/level rounds
Save: Cha. negates (see text)	Spell Resistance: Yes

Targets: Animals, beasts, or magical beasts in a 30 ft. radius area

This spell affects animals, beasts, and magical beasts, rendering them docile and harmless. Only creatures with animal Intelligence (i.e. less than 4) can be affected by this spell. All the subjects must be within a 30-foot sphere. Roll 2d4 + caster level to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard 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.

88. CALM EMOTIONS

Enchantment/Charm [Mind-Affecting]

Level: Wht 2	Range: 60 feet
Casting Time: 2 segments	Duration: 3 + 1/level rounds
Save: Wisdom negates	Spell Resistance: Yes

Targets: 1d6 creatures per level, in a 30 feet radius area

This spell calms agitated creatures. The caster has no control over the affected creatures, but this spell can stop them from fighting. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves. Any aggressive action or life-threatening damage against calmed creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting spells, as well as negating a bard's ability to inspire courage or a barbarian's rage. While the *Calm Emotions* spell lasts, a suppressed spell has no effect. When the *Calm Emotions* spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

89. CAUSE FEAR

Necromancy [Mind-Affecting]

Level: Blk 1	Range: 30 feet
Casting Time: 1 segment	Duration: 1d4+1 rounds
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This spell makes a chill of death run down the spine of the target. The affected creature becomes frightened. As such, it suffers a -2 penalty on attack and damage rolls, skill checks, and saving throws for the spell's duration. It furthermore flees from the caster as best as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune to this spell, as are all undead and any mindless creature, and robots. *Cause Fear* counters *Remove Fear*, and vice-versa.

90. CAUSE INFECTION

Necromancy [Evil]

Level: Blk 3	Range: Touch
Casting Time: 3 segments	Duration: Instantaneous
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This malevolent spell requires that the caster touches his intended victim, who is allowed a Constitution saving throw against the infection. If the save is failed, the victim is afflicted with an illness that will manifest within 1d6 x 10 minutes. Thereafter the disease inflicts 1d6 points of damage and the loss of one point of Strength every hour, until the victim is reduced to 10% of his or her original hit points and strength. Until the disease is cured or runs its course, the afflicted person will not be able to naturally recover either strength or hit points over and above 10%. The disease normally runs its course in 1d6 days, provided the character stays quiet and is taken care of. If not (e.g. the character is travelling in some unforgiving environment, such as cold winter or hot desert), at the end of the 1d6 days the character must pass another Constitution save: if failed he or she dies; if successful the character remains alive but still diseased.

Other creatures coming in contact with the victim don't catch the disease. See the *Contagion* spell p.228 for diseases that would propagate to other victims.

91. CAVERN SEALING

Transmutation/Alteration

Level: Nat 3, Wht 3	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: Any 10 feet diameter natural stone opening

This spell enables the caster to seal a natural cavern mouth, chasm, passage, etc., with a maximum dimension of 10 feet wide and tall (or long). This spell has no effect on worked stone, however. Once cast, the sealing appears natural, yet a little strange, as if the stone had bent and elongated like clay or rubber to close the passage (which in fact it did).

92. CELESTIAL TEARDROPS

(Reversible: ENTROPIC DOWNPOUR)

Conjuration/Summoning [Good or Evil]

Level: Wht 4	Range: 30 feet
Casting Time: 4 segments	Duration: 2 rounds
Save: Dexterity for half	Spell Resistance: Yes

Area: 20 feet radius spread

This spell summons a burst of energy from the heavens, which manifests as a sudden downpour of raindrops composed of celestial sunlight [i.e. positive energy]. The downpour lasts for two rounds, illuminating the area with a golden radiance equivalent to a *Light* spell, and deals 1d6 of holy damage per two caster levels, each round, to undead, while curing living creatures of one hit-point per

level. Undead that are specifically harmed by sunlight, as well as extraplanar creatures of evil/Chaos alignment (such as demons or devils), suffer 1d6 per caster level of damage each round. A successful Dexterity saving throw (to escape the area) halves the damage suffered. Since it summons energy from the cosmos itself, rather than real drops of rain, celestial teardrops can be cast indoors as easily as outdoors.

Reverse: *Entropic Downpour* instead brings down a rain of corroding darkness (negative energy). It causes 1d6 of unholy damage per two caster levels, each round, to living creatures, while invigorating undead with one hit-point per level. Extraplanar creatures of good/Law alignment (such as angels) caught in the downpour of negative energy suffer 1d6 of damage per caster level.

93. CEREMONY

Evocation/Invocation

Level: Nat 1, Wht 1	Range: Touch
Casting Time: 1 hour	Duration: Permanent
Save: None	Spell Resistance: No

Target: One character, area or item

This spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's holy symbol. The effect of a ceremony spell is not magical per se, and thus cannot be dispelled with a *Dispel Magic* spell. There are twelve specific applications of the *Ceremony* spell, and the caster must specify which is being prepared when choosing which spells he is memorizing:

- **Anathema:** This ceremony can only be cast by a caster of 9th level or higher, and is never done for money. It creates a brand or other highly visible mark (on the hand, forehead, cheek, etc.) that declares the target to be utterly cast out of his former faith. If the ceremony is cast upon an unwilling recipient, he is entitled to a saving throw with a -4 penalty. The mark of anathema can be removed by a successfully cast *Atonement* spell.
- **Burial:** This ceremony can be performed by a 1st level caster, and costs 5-50 gp. When cast upon a dead body, it functions as a *Protection from Evil* spell (but permanent). In addition, anyone attempting to exhume or desecrate the body must make a Charisma saving throw or flee in panic for 10 minutes.

• **Coming of Age:** This ceremony can be performed by a 1st level caster and costs 5-15 sp. It is usually cast on someone entering into adulthood, and affords him or her a bonus of +4 to any single saving throw. (This is normally the first saving throw that, if failed, would have the character die or suffer from a grave loss or injury.)

• **Consecrate Ground:** This ceremony can be cast by a 7th level caster, and usually will cost 100-600 gp., depending on the size of the area to be consecrated. It is used to prepare a given area for the construction of some religious temple, shrine, or other edifice. It must be cast before any work whatsoever is done on the site, or else it is useless. If the ceremony is omitted or improperly cast, the resulting structure has a 1% chance per year of collapsing, and a 5% chance per year of being cursed by supernatural enemies of the faith (actual effects at the GM's discretion). On the other hand, a properly consecrated religious edifice automatically turns undead

as a 3rd level priest (if cast by a Law- or neutral aligned caster), or undead in the area will be treated as if a 3rd level priest was controlling them (if the spell is cast by an evil-aligned caster). If cast upon land intended as a burial ground, the area will prevent the rise of undead from its graves (if cast by a Law- or neutral aligned caster), or will make undead stronger (if cast by an evil-aligned caster), granting them a +1 bonus to attack rolls and saving throws as well as a -2 penalty for being turned when they are in it.

- **Consecrate Item:** This ceremony may be performed by a 3rd level caster, and does not usually bear any cost. It is through this ceremony that items for use on altars, in shrines, etc. are prepared.

- **Dedication:** This ceremony can be performed by a 3rd level caster, and costs 1-10 sp. The spell brings the target (who must be willing) into the ranks of the sanctioned worshippers of the caster's faith (this will almost always require that the recipient's alignment be appropriate to the religion). It can be overridden only by another dedication ceremony performed by a caster of higher level than the previous one.

- **Investiture:** This ceremony can be performed by a 3rd level caster, and costs 1-100 gp. This is the ceremony by which a 1st-level priest is officially made a celebrant of his religion.

- **Marriage:** This ceremony may be performed by a 1st level caster, and costs 1-20 gp. It does not otherwise afford any magical effects.

- **Ordination:** This ceremony may be performed by a 3rd level caster, and costs up to 200 gp. (but some faiths will perform the ceremony at no cost). This ceremony is necessary before any priest is able to establish a temple, have a regular congregation, and gain followers.

- **Rest Eternal:** This ceremony may be performed by a 1st level caster. It is cast upon the mortal remains of some creature, and foils spells such as *Raise Dead* and *Resurrection*. A *Wish* spell, however, would be able to overcome the effects of the ceremony.

- **Sacred Grove:** This ceremony may be performed by an animist or nature-priest of 9th level. It is cast upon his regular sacred grove, thus protecting the trees of the grove from disease, wind damage, flooding, etc. The effect will last for as long as the caster maintains the grove.

94. CHAIN LIGHTNING

Evocation [Electricity]

Level: Gry 6	Range: 300 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Targets: One primary target plus one secondary target/level (each must be within 30 feet of the primary target)

This spell operates as per a *Lightning Bolt* spell, creating an electrical discharge from the character's fingertips. *Chain Lightning* strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level on the primary target. After the bolt strikes, lightning can arc to as many secondary targets as the caster has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Dexterity saving throws for half damage. The caster chooses secondary targets as he

likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The caster can choose to affect fewer secondary targets than the maximum.

95. CHAMELEON SKIN

Illusion

Level: Del 1, Nat 2	Range: Personal
Casting Time: 2 segments	Duration: 1 hour/level
Save: Special (see text)	Spell Resistance: No

Target: Caster

The spell makes the caster's skin, clothing and equipment appear to have exactly the same texture and color as her immediate surrounding, and thus blend into whatever background sits behind her. If the caster remains motionless, she could be almost invisible beyond 20 feet in a forest, or otherwise would get a +3 to +6 bonus to Hide checks closer than 20 feet; she could pass for a statue in a cavern or along a stone wall, although an exquisitely crafted statue so it could look suspicious. If the caster moves, she only gets a +1 to +3 bonus to her Hide checks depending on the circumstances (at GM's discretion). Attacking a creature doesn't disrupt the spell, but in melee combat it cannot foil or hinder an opponent.

96. CHANGE SELF

Illusion

Level: Del 1	Range: Personal
Casting Time: 1 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to make herself (including clothing, armor, weapons, and equipment) look different. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change her body type however. Otherwise, the extent of the apparent change is up to the caster. The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the caster or her equipment. If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

Note: Creatures get Wisdom saves to recognize the illusion if they interact with it, but only if it is very different from the reality.

97. CHANGESTAFF

Transmutation/Alteration

Level: Nat 7	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Target: The caster's staff

This spell changes a specially prepared quarterstaff into a huge walking tree, about 24 feet tall. When the caster concludes the casting of the spell, his staff turns into a creature that looks and fights just like a treant. The staff-treant defends the caster and obeys any spoken commands. However, it is not a true treant; it cannot converse

with actual treants or control trees. If the staff-treant is reduced to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treant is always at full strength when the spell is cast, despite any wounds it may have suffered the last time it appeared.

The staff's statistics are: 12 HD (d8) and maximum hit-points (96); AC 20; BtH +12; Attacks: 4d6 (slam); Mvt.: 30 feet; Save 7; Vulnerability to fire (i.e. -4 penalty to AC and saving throws vs. fire attacks, and +1 bonus to dice of fire damage).

Focus: The quarterstaff, which must be specially prepared from a tree that was struck by lightning. Preparing the staff takes 28 days. The caster cannot adventure or engage in other strenuous activity during the preparation period.

98. CHANT

Conjuration Summoning

Level: Wht 2	Range: 0
Casting Time: 1 full round	Duration: Time of chanting
Save: None	Spell Resistance: Yes

Area: 30 feet radius

Once the spell is cast, the caster must maintain a sonorous chanting of holy names and prayers, which not only lend divine favor to the caster and his allies but also bring disfavor to their foes. For so long as the caster remains stationary and continues to chant, his allies (within the area of effect) gain a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell's area of effect also suffer a -1 to all such dice rolls. If the caster sustains damage, is grappled, or is in some way silenced, the effect of the spell will end. Multiple casters chanting at the same time do not provide cumulative bonuses and penalties. However, if someone else of the same faith as the caster casts a *Prayer* spell while the caster is chanting, the effect is increased to +2 and -2.

99. CHAOS

Illusion [Mind-affecting]

Level: Del 5	Range: 120 feet
Casting Time: 5 segments	Duration: See text
Save: Wisdom negates	Spell Resistance: Yes

Area: 60 feet radius

This spells confuses and confounds all types of communication (including sign-language and telepathy) within area of effect. Subjects who succeed a Wisdom saving-throw realize that some sorcery is at work, but cannot understand the babbling of the affected subjects and cannot be understood by them neither. Those who fail their save are convinced that their ideas are brilliant, and everyone else is stupid and needs not be listened to.

The overall consequence of this spell is usually a rapid chaos, as determined by the GM. Everyone decides on his own doings and tactics, and no coordinated action is possible anymore. Affected targets cease to obey orders, forget about plans, and become oblivious of what the others do. This could lead to some of them retreating, some others surrendering, some attacking like madmen, some

shouting inane orders, and still others firing arrows despite they could hit their allies (if they miss their target, re-roll to see if they did not hit one of their ally). When a working party is considered, they likewise begin to follow their own ideas, undo what the others attempt to do, and end up into an impossible mess. In any case, there is a 5% cumulative chance per round, that the subjects start a fight among themselves.

The spell remains in effect within the area so long as the caster concentrates on it (being unable to do anything else than walk at half speed). When an affected subject leaves the area, he continues to be convinced his idea are brilliant and everyone else is an idiot for one round per caster level, though he may now understand what is said to him, and people can understand him. However, if he returns into the area, he is again affected by it. Likewise, anybody who enters the area, is subject to the spell's effect. Once the caster ceases to concentrate, the spell remains in effect for one round per caster level, then ceases for all (whether inside or outside the area).

100. CHARIOT OF THE SEA

Evocation (Water)

Level: Nat 4, Wht 4	Range: See text
Casting Time: 10 minutes	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: A magical chariot running on the sea

Casting this spell causes a large chariot to rise out of the sea. Though made of seawater, it is sturdy and dry. It will safely carry the caster and one other passenger per two caster levels over the waves as if they were gentle, flat terrain, parting waves harmlessly as it approaches. A team of four horses, also made of seawater, draws the chariot at a base speed of 36"/90 feet. The chariot and horses are a single unit with an Armor Class of 10 + caster level, and hit points and Saving Throws equal to the caster's. It is otherwise immune to non-magical weapons and take half damage from all weapons due to its fluid nature.

101. CHARIOT OF THE SUN

Evocation (Fire)

Level: Nat 7, Wht 7	Range: See text
Casting Time: 10 minutes	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: A magical chariot flying in the sky

A favorite of the Sun God's priests, this spell brings into existence a magnificent chariot of gold, fire and light, pulled by two great flaming stallions. This chariot can fly high across the sky at great speeds, transporting the caster plus 1 passenger per two caster levels. (Medium or smaller sized creatures count as 1 passenger, while large sized creatures count as 2 passengers. Mounts can be brought in this chariot, but it will look like they have become additional flaming stallions for all spell duration.)

Every creature looking at the chariot will be hindered by the intense light it casts, thus suffering a -4 penalty to attack the chariot's passengers. (Note that all creatures with sight get a +20 circumstance bonus to spot the chariot, although they cannot see what's inside.) Moreover, if coming within 10 feet of the chariot, they suffer

2d4 of fire damage (Dexterity saving throw for half). Caster and passengers are immune to these effects however, and furthermore gain a +4 bonus to AC when in the chariot. Only the caster can drive the chariot. The chariot can only fly, with a maximum speed of 480 (twice the speed of running horses); it can fly up at half speed and descend at double speed. The chariot's maneuverability rating is average. Driving the chariot requires concentration, so to attack or cast spells, the driver cannot but have the chariot continue its course onward at the same speed. The chariot has no hit-points, hardness rating, etc., and can only be destroyed by a successful *Dispel Magic* or similar spell.

102. CHARM MONSTER

Enchantment/Charm [Mind-Affecting]

Level: Gry 4	Range: 30 feet
Casting Time: 4 segments	Duration: 1 day/level
Save: Charisma negates	Spell Resistance: Yes

Target: Up to 8 living creatures

Charm Monster operates exactly as *Charm Person* (see below), except that it can affect any kind of living creature. The number of targets this spell can affect depends on the targets' HD or level: 2d4 creatures of 1 HD-level, or 1d4 creatures of 2 HD-levels, or 1d2 creatures of 3 HD-levels, or one creature of 4+ HD-levels. In cases of potential targets that have different HD-levels, the caster must select a primary target; additional targets are counted as if they were of the same HD-levels as the primary target, but can be of lesser HD-levels.

103. CHARM PERSON

Enchantment/Charm [Mind-Affecting]

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living humanoid

This spell makes a humanoid of medium-size or smaller (including PC races and others such as gnolls, goblins, kobolds, lizard men, orcs, troglodytes, etc.) regard the caster as a trusted friend and ally. If the target is currently being threatened or attacked by the caster or his allies, however, she receives a +5 bonus on her saving throw. Also, a target who has more than two HD-levels above the caster's level, gets a +3 bonus to her saving throw.

The spell does not enable the caster to control the charmed person as if she were an automaton, but the subject perceives the caster's words and actions in the most favorable way. The charmed person will place herself into moderate danger, including combat, on the caster's behalf, but will not undertake risks beyond those she might ordinarily take. The caster must be able to talk to the charmed person if he is to ask her any sort of complex "request." The caster can also try to give the subject orders, but he must succeed a Persuasion skill check at DC 10 + subject's HD-levels, to convince her to do anything she wouldn't ordinarily do. (Retries are not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell.

The spell has a duration of one hour per level, during which the subject will do whatever she can do to help the caster, though not to the point of putting her life in jeopardy or act against her interests or ethics. When the spell ends, the subject doesn't feel anymore compelled to aid or please the caster, but still remains favorably inclined toward him rather than awake from a mind-affecting trick and feel cheated. Over time, even this good disposition will disappear, and a few days, weeks or months later, the subject won't feel anything special toward the caster.

104. CHARM PERSON OR MAMMAL

Enchantment/Charm [Mind-Affecting]

Level: Nat 2	Range: 30 feet
Casting Time: 4 segments	Duration: 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living humanoid or animal

Charm Person or Mammal operates exactly as *Charm Person* (see above), except that it can also affect an animal of Medium-size or smaller.

105. CHARM PLANTS

Enchantment/Charm [Mind-Affecting]

Level: Gry 7, Nat 5	Range: 30 feet
Casting Time: 10 minutes	Duration: Permanent
Save: See text	Spell Resistance: Yes

Area: 20 ft. diameter (10 ft. radius)

This spell allows the caster to turn any vegetation or plant-based creatures into friends and allies, as well as being able to communicate with them. *Charm Plants* operates exactly as *Charm Monster* (see above), when it is cast against plant creatures (such as vegepygmies or treants), except that it also enables the caster to speak with the target as per a *Speak with Plants* spell. When cast on plants (whether of the normal type or monstrous ones), the spell grants the caster the ability to communicate with and command plants (the obedience is permanent) in the area of effect. The spell does not grant the plants in the area any new powers (i.e., grass does not suddenly have the power to move on its own accord to trip up intruders), but whatever abilities the plants do possess will be used to assist the caster.

106. CHILL TOUCH

Necromancy

Level: Blk 1	Range: Touch
Casting Time: 1 segment	Duration: 1 round/level
Save: Constitution partial	Spell Resistance: Yes

Targets: Any creature

With this spell, a touch from the caster's hand disrupts the life force of living creatures. The caster can use this melee touch attack once per round. Each successful touch channels negative energy that deals 1d6 points of damage, and possibly also 1 point of temporary Strength damage if the target fails a Constitution saving throw.

(Note that when a monster book doesn't provide a Strength score for the creature, the GM may give it a -1 penalty to attack and damage rolls for every two Strength points lost.)

Undead touched by the caster suffer no damage or Strength loss, but they must make successful Charisma saving throws or flee as if panicked for 1d4 rounds + 1 round per caster level.

107. CHROMATIC ORB

Evocation

Level: Del 1	Range: 30 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Effect: Colored orb

This spell creates a glowing, shimmering orb of energy in the caster's hand. The orb can be hurled at a target within range as part of casting the spell. To affect a target however, the caster must succeed at a ranged attack (with a +2 bonus, and no range penalties apply). The target is dealt a certain amount of damage of a given type, according to the caster's level, and must succeed a Constitution save or suffer an additional effect as indicated on the table below. The caster chooses the color of the orb during the spell's casting; he can create an orb of a color lower than his caster level but not higher.

Caster level	Orb's color	Damage and Type	Special Effect (on failed save)
1	Yellow	1d4 - Sonic	Deafened for 1d4 rounds
2	Orange	1d6 - Force	Stunned for 1 round
3	Red	1d8 - Fire	Dazzled for 1 round
4	Green	1d10 - Acid	Nauseated for 1 round
6	Indigo	2d6 - Electricity	Stunned for 1d4 rounds
8	Blue	2d8 - Cold	Slowed for 1d4 rounds
10	White	3d6 - Positive	Blinded for 1d4 rounds
12	Black	3d8 - Negative	Panicked for 1d4 rounds

The spell deals damage of the type indicated, so targets resistant or immune to this type of damage, resist or ignore the orb's damaging effect accordingly.

108. CLAIRAUDIENCE/CLAIRVOYANCE

Divination

Level: Gry 3	Range: See text
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: No

Effect: Magical sensor to spy on a distant place

Clairaudience/Clairvoyance enables the caster to concentrate upon some locale and hear or see (character's choice upon casting the spell) almost as if he were there. Distance is not a factor, but the locale must be known: a place familiar to the caster or an obvious one. The spell does not allow magically enhanced senses to work through it (such as using *True Seeing* with *Clairvoyance*). If the chosen locale is magically dark, the caster sees nothing. If it is naturally

pitch black, he can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and the caster senses that the spell is so blocked. The spell creates an invisible sensor that can be dispelled. *Clairaudience/Clairvoyance* however, only functions on the plane of existence the caster is currently occupying.

Focus: No focus is necessary to use this spell, which thus has a maximum duration of 1 round per level. However, if the caster uses a crystal ball (a mundane one, not the magical item of the same name), the duration increases to Concentration + 1 round per level, up to a maximum of 10 minutes per level.



109. CLEANSE

Abjuration

Level: Gry 1, Wht 1	Range: Touch
Casting Time: 1 segment	Duration: Instantaneous
Save: Dexterity negates	Spell Resistance: Yes

Target: One creature and her equipment if any

This spell causes an aura of shimmering blue light to engulf the target. It removes all dirt, grime and foulness, as well as fleas, louse and such, from the recipient of the spell and his or her equipment (including clothing). It magically caters to all of the creature's personal hygienic needs.

110. CLOAK OF BRAVERY

(Reversible: CLOAK OF FEAR)

Conjuration/Summoning

Level: Wht 4	Range: Touch
Casting Time: 6 segments	Duration: 1 round/level
Save: None (Charisma negates)	Spell Resistance: No (Yes)

Targets: One touched creature per 2 levels (rev.: one creature)

This spell makes the warded creatures totally immune to magical and supernatural fear effects for the spell duration. This doesn't cancel any caution a character would have when facing danger however. That is, the recipients of the spell would be immune to the aura of fear generated by a dragon. Yet, they would not lose their instinct of self-preservation and attack mindlessly the dragon, when it would obviously lead them to their death.

Reversible: The *Cloak of Fear* spell can be cast on but one character. At any one time before one round per caster level has elapsed, the character can generate a burst of fear aura around him. All creatures (allies and enemies alike) within 10 feet of the character must succeed a Charisma save or flee in terror for 2d4 rounds. If the save fails by more than 5 points, the creatures affected drop items behind them while fleeing. Once this effect has been discharged, the spell ends. Undead and mindless creatures are immune to this fear effect.

111. CLONE

Necromancy

Level: Blk 8, Gry 8	Range: 0
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: One clone

With the *Clone* spell, the caster can make a zombie-like duplicate of any individual creature. To create the duplicate, the character must have a piece of flesh taken from the original's living body, with a volume of at least 1 cubic inch. This piece of flesh needs 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, it has the instincts and some general memories of the individual (i.e. he can speak albeit with difficulty, and remembers the very important events of the original's life), but is soulless, and thus devoid of will and personality. In effect, the clone's Intelligence, Wisdom and Charisma scores are half that of the original. Such a clone is almost a zombie, and if based on a humanoid, is but a zero-level character with only 1 hit-point (vitality hp). To become a truly living creature, the clone must get a soul, through use of a *Reincarnate* or *Reincarnation* spell, or be possessed by an evil spirit through demonic sorcery.

Note that *Clone* creates a duplicate based on the original creature's DNA. The duplicate has thus the same age as the original (at least when the flesh used for the spell was gathered), and is complete and in good health (if the original had lost a limb when the flesh was gathered, the duplicate has all its limbs). The spell of course duplicates only the original's body and mind, not equipment.

Material Components: The piece of the original creature's flesh, plus 200 to 800 gp of various nutrients and alchemical components.

Focus: Casting of this spell requires a fully equipped laboratory, with an appropriate receptacle in which the clone will be grown. The total can cost 1,500 to 3,000 gp.

112. CLOUDBURST

Conjuration/Summoning

Level: Gry 3, Nat 3, Wht 3	Range: 180 feet
Casting Time: 1 segment	Duration: See text
Save: None	Spell Resistance: No

Area: 60 feet diameter

This spell is a more potent version of *Precipitation*. Its effectiveness nonetheless depends on the amount of moisture in the atmosphere. In a dry area without any cloud in the sky (such as a hot desert), the spell will but function as per *Precipitation*, except for the longer range and larger area of effect. That is:

Precipitation produces a sudden rain in the area of effect. Everything will be soaked and covered in a thin sheet of water. This rain can only extinguish small fires such as candles. If falling over larger fires, it will create some vapor, but not extinguish the flames. Overall, the total water created by the rain (and spread all over the area of effect) doesn't exceed two gallons. There is little use to this spell, except it could wash acid-covered items or creatures, or prevent soaked objects to be ignited by a fire during the next 2d8 rounds.

Then, in moist enough climates (i.e. average temperate climate with plenty of rivers, lakes, etc., and clouds in the sky), the spell works as above, but for 1d4 rounds, and double amount of water rained. As such, it also has a 20% cumulative chance per round to extinguish large fires in the area of effect. Finally, in very moist climates, or under an overcast sky thick with clouds, the spell will trigger a torrential rain for 10-40 minutes.

113. CLOUDKILL

Conjuration/Summoning

Level: Blk 5, Gry 5	Range: 200 feet
Casting Time: 5 segments	Duration: 1 round/level
Save: See text	Spell Resistance: No

Area: Cloud spreads in a 20 feet radius and 20 feet high volume

Casting this spell allows the smoke emitted from the infernal fires of Hell, to spew forth onto the ground to cause destruction and suffering. It generates a bank of fog which 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, each round takes 2d4 points of damage (no save), and must succeed a Constitution save or die. A living creature with 6 or more HD only takes the 2d4 points of damage per round (a successful Constitution save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

The cloudkill moves away from the caster at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, and cannot be cast underwater.

114. COLOR SPRAY

Illusion [Mind-Affecting]

Level: Del 1	Range: 30 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: Wisdom negates	Spell Resistance: Yes

Area: Cone up to 30 feet long, and 10 feet diameter at the end

A cone of wild, bright colors springs forth from the caster's hand. The closest 1d6 creatures (except sightless creatures) in the cone are affected. The spell affects each subject according to its level or hit-dice:

- **Up to 2 HD:** Unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)
- **3 or 4 HD:** Blinded for 1d4 rounds, then stunned for 1 round.
- **5 HD or more:** Stunned for 1 round.

In addition to the obvious effects, a blinded creature suffers a -4 penalty to its attack rolls, and cannot attack if it doesn't know where its opponents are. It also loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skill checks. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

115. COMBAT PRECOGNITION

Divination

Level: Psi 1	Range: Personal
Casting Time: 1 segment	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Target: Caster

This power enables the caster to intuitively guess the actions of his opponents a few seconds in the future. This grants him a +1 bonus to AC and to attack rolls, as well as surprise rolls for not being surprised (such as against a backstab). However, if the caster is caught flat-footed, this bonus to AC does not apply. At 4th level this bonus increases to +2, then +3 at 8th level and +4 and 12th level.

116. COMBINE

Evocation

Level: Wht 1	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: No

Target: Leading caster from the circle of casters

This spell allows up to four casters to combine their powers and temporarily imbue a fifth with greater-than-normal spellcasting. All of the casters must hold hands, and each then casts the *Combine* spell (note that each must have separately memorized and then cast the spell). The highest-level caster in the circle will then gain 1 level per caster in the circle other than himself, for up to 30 minutes, as the other casters continue to concentrate (if their concentration is broken, as when they take damage, they must leave the circle and 1 level is thus lost to the beneficiary of the spell).

While the *Combine* spells are in effect, the leading caster gains the following abilities: he can Turn Undead (or use any other divine powers he may have), and cast his already prepared spells, as if he was one to four levels higher (one level per assisting caster in the circle). Then, it could also be used to prepare and cast one spell of a higher level than the caster doesn't have access to yet. For example, a 6th level caster would need to be of the 9th level (so would need three more experience levels) to prepare and cast *Raise Dead*. Instead, in the morning, he and three assistants cast *Combine* and then the caster uses his highest level spell slot (of 6th level caster) to memorize *Raise Dead*, and almost immediately thereafter cast it on whoever needs it and has been brought to his attention.

117. COMMAND

Enchantment/Charm [Mind-Affecting]

Level: Psi 1, Wht 1	Range: 60 feet
Casting Time: 1 segment	Duration: 1d4 round
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

The caster gives the subject a single command, which it obeys to the best of its ability at its earliest opportunity, provided he understands the command. The caster may select any of following options upon casting the spell:

• **Approach:** On its turn, the subject moves toward the caster as quickly and directly as possible for 1d4 rounds. 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 1d4 rounds have elapsed.

• **Fall:** On its turn, the subject falls to the ground and remains prone for 1d4 rounds. It may act normally while prone but takes any appropriate penalties.

• **Flee:** On its turn, the subject moves away from the caster as quickly as possible for 1d4 rounds. It may do nothing but move during its turn.

• **Halt:** The subject stands in place for 1d4 rounds. It may not take any actions but is not considered helpless.

If the subject can't carry out the caster's command on its next action, or doesn't hear or understand it, the spell fails.



118. COMMUNE

Divination

Level: Wht 5	Range: Personal
Casting Time: 10 minutes	Duration: 10 to 40 minutes
Save: See text	Spell Resistance: No

Target: Caster

By means of this spell the caster enters a deep meditative trance during which she becomes unaware of what happens on the prime material plane, while she can contact celestials and deities in the upper outer planes, and ask them questions.

The caster can ask up to one question per level. These questions could be about nearly anything, but are generally answered by a simple yes or no, although such answers are always correct within the limits of the caster's understanding. Note that «unclear» could be a legitimate answer. In cases where a one-word answer would be misleading or contrary to the deity's interests, the GM should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted also tend to structure their answers to further their own purposes (which typically would further the cause of Law). If the caster lags or discusses the answers, the spell ends. Then, when returning to her normal state of awareness, if the caster doesn't write down the answers she got within an hour, she will forget them.

Note otherwise, that when the caster casts the spell while she is on a quest to further the cause of Law, or her deity's interests, and casting this spell is about it, the deity might grant her (at GM's discretion, with a base 5% chance per caster level) a little unexpected additional help. The caster might be cured of 2d4 hit-points, she might benefit from a *Bless* spell, or more probably gain useful information she hadn't think to ask about.

119. COMMUNE WITH NATURE

Divination

Level: Nat 5	Range: See text
Casting Time: 10 minutes	Duration: Instantaneous
Save: See text	Spell Resistance: No
Target: Caster	

By means of this spell the caster enters a deep meditative trance during which he becomes keenly aware of the natural world all around him. For a brief instant his spirit encompasses all nature and connects with all its spirits, having access to all what they know. In this state, the caster can gain and bring back knowledge of up to 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 the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement.

120. COMPREHEND LANGUAGES

(Reverse: CONFUSE LANGUAGES)

Divination

Level: Gry 1	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No
Target: Caster	

This spell enables the caster to understand a language he doesn't know, whether it is spoken or written. However, the caster can still not speak nor write it; and the ability to read does not necessarily impart insight into the material, merely its literal meaning. Hence, the spell doesn't decipher codes, nor reveal messages concealed in an otherwise normal text. Likewise, magical writing cannot be read, other than to know it is magical.

Reverse: *Confuses Languages* prevents the creature touched to understand anything it reads or is said, for the entire spell's duration. The target is however allowed an Intelligence saving throw to negate this version of the spell, and SR/MR is also effective against it. Note that if cast during a combat, the caster would also have to succeed a touch attack against the target.

121. CONCEAL THOUGHTS

Abjuration

Level: Psi 1	Range: Personal
Casting Time: 1 segment	Duration: 1 hour/level
Save: None	Spell Resistance: No
Target: Caster	

This power enables the caster to protect his thoughts from analysis. While the duration lasts, the spell *ESP (Detect Thoughts)* fails to operate against the psychic, and she gains a +10 bonus on Charisma-based skill checks against those attempting to discern her true

intentions through natural means (observation, questioning, etc.). The psychic also gains a +4 bonus on her saving throws against any spell used to read her mind (such as *Telepathy* or *Detect Lie*).

122. CONDITIONAL SEALING

Transmutation/Alteration

Level: Gry 3	Range: Touch
Casting Time: 1 full round	Duration: Permanent
Save: None	Spell Resistance: Yes
Target: One lock, door (40 square feet/level), or chest, or scabbard	

This spell holds closed a single door (no more than 40 square feet per level), chest, lock or scabbard until a condition set at the time of casting is met. Conditions include speaking a command word or short phrase (four words at most), the touch of a specific race, being struck by a specific object or the presence of a descendant of someone who was present during the casting. The seal cannot determine class, ability score, alignment, or any other trait not listed above. Note that the seal can be keyed to only one condition. The effect can be dispelled by *Dispel Magic* or suspended by a *Knock* spell only if the caster's level is higher than that of the one who placed the seal. Tests to force open a door under this spell are at +10 DC over the normal difficulty.

123. CONE OF COLD

Evocation [Cold]

Level: Gry 5	Range: 5 feet/level
Casting Time: 5 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes
Area: Cone 15 feet wide at the end	

A *Cone of Cold* spell creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. The length of the cone is 5 feet per level, with a 15 feet width at the end. Everything in its path is instantly frozen, with most non-magical fires being extinguished, liquids turning into ice, and creatures suffering 1d4+1 points of cold damage per level. Any metallic item that would have been affected by the spell's effect becomes somewhat brittle for 1d6 rounds thereafter. As such, for 1d6 rounds after having been subjected to a *Cone of Cold*, a metal weapon would have to save vs. crushing blow every time it hits something, or break.

124. CONFLICTING BAD MOOD

Enchantment/Charm [Mind-Affecting]

Level: Blk 1	Range: 30 feet
Casting Time: 1 segment	Duration: 2d4 + 1/level rounds
Save: Wisdom negates	Spell Resistance: Yes
Targets: One creature per 3 levels, in a 30 feet radius area	

The subjects of the spell become belligerent and negative toward all around them. They will disagree with everything said, and especially among themselves, which will lead to a fight in 1d6 rounds. However, once the spell's effect wears off, the subjects are again entitled a Wisdom saving throw to realize they don't have real

reasons to fight, and thus stop. In a crowded area, such as a bar, this could also easily lead to combat (10% per caster level). Note that aggressive characters (such as evil warriors) may gain a -2 penalty to their saves against this spell (at GM's discretion), and when orcs, ogres and the like are considered they get a -4 penalty.

125. CONFUSION

Enchantment/Charm [Mind-Affecting]

Level: Del 4, Gry 4, Nat 7	Range: 120 feet
Casting Time: 4 segments	Duration: 1 round/level
Save: Intelligence negates	Spell Resistance: Yes
Targets: All creatures in a 30 feet diameter	

This spell disorients and clouds the mind of sentient creatures, who thus cannot but behave randomly, as indicated on the following table (roll 1d10 each round, for each subject):

- 1: Wanders away for 1 round (unless prevented)
- 2-6: Does nothing for 1 round
- 7-9: Attacks nearest creature for 1 round
- 10: Acts normally for 1 round

Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking confused creatures. Behavior is checked at the beginning of each creature's round of action. Any confused creature who is attacked automatically attacks its attackers on its next action.

126. CONJURE ANIMALS

Conjuration/Summoning

Level: Wht 6	Range: 20 feet
Casting Time: 9 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: No

Effect: Summons one or more animals

The caster may use this spell to conjure animal allies from the spirit world, and order them into combat. The spell summons 12 hit-dice of the same animal (e.g. two 6 HD bears, or six 2 HD wolves), which type is determined by the GM, but should be appropriate to the situation. These animals have maximum hit-points for their hit-dice, and gain a +2 bonus to all their rolls. When the spell ends or the animals are slain, they disappear, leaving nothing behind. Killing the caster doesn't prematurely end the spell however.

127. CONJURE CREATURES OF EARTH

(Reversible: DISMISS CREATURES OF EARTH)

Conjuration/Summoning

Level: Nat 7	Range: 60 feet
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: None	Spell Resistance: No
Effect: Summons creatures native to the Earth elemental plane	

This spell summons some random, powerful creatures from the elemental plane of earth, to do the caster's bidding. Unlike with the arcane spell *Conjure Elemental*, the summoned creatures do not re-

sent being conjured, but instead willingly assist the caster however possible, including engaging in combat with his enemies. The caster doesn't need a protective circle to summon earth creatures, and needs not concentrate upon them in any way. He only needs to be able to tell the creatures what he wants them to do. Roll a d100 on the table below to determine which creatures are summoned:

- 01-45: One 16 HD elemental
- 46-60: Two 8 HD elementals
- 61-75: Four pechs
- 76-85: Three crysmals
- 86-90: Two 12 HD elementals
- 91-95: One 24 HD elemental
- 96-00: One dao (earth genie)

Material Component: A large amount of unworked stone in the environment.

Reverse: *Dismiss Creatures of Earth* automatically banishes up to 24 HD of creatures native to the elemental plane of Earth, without saving throw nor spell-magic resistance applicable. These creatures cannot return for 1 year and 1 day.

128. CONJURE CREATURES OF FIRE

(Reversible: DISMISS CREATURES OF FIRE)

Conjuration/Summoning

Level: Nat 6	Range: 20 feet
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Summons creatures native to the Fire elemental plane

This spell operates exactly as per *Conjure Creatures of Earth* above, but summons them from the elemental plane of fire:

- 01-45: One 16 HD elemental
- 46-60: Two 8 HD elementals
- 61-75: Five azers
- 76-85: Three salamanders
- 86-90: Two 12 HD elementals
- 91-95: One 24 HD elemental
- 96-00: One efreet (fire genie)

Material Component: A large fire, a lava pool, etc.

Reverse: *Dismiss Creatures of Fire* operates as per *Dismiss Creatures of Earth* above, but against creatures/elementals of fire.



129. CONJURE ELEMENTAL

Conjuration/Summoning

Level: Blk 5, Gry 5	Range: 30 feet
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Summons one 16 HD elemental

This spell summons an elemental creature from the plane of air, fire, earth or water to do the caster's bidding. The particular form of elemental to be called cannot be chosen upon casting, but must be determined when the spell is prepared /memorized. When the elemental appears, forming out of a large amount of appropriate material within range, the caster must focus her will on it to exert mental control, and direct the elemental to whatever task or combat she desires. This requires that she solely concentrates on this task, doing nothing else but walk at half speed or do minor things (speaking, taking an object, etc.).

An elemental resents being summoned, and will try to attack the caster as soon as her concentration is broken and thus the creature regains its free will. The caster's mental control ceases if she is hit in combat (in this case a Constitution saving throw is allowed to maintain concentration despite being damaged or grabbed); if she falls unconscious (no save); or if the elemental goes beyond the 30 feet range (no save). Furthermore there is always a 1 in 20 chance per round after the second round that the elemental will break free of the caster's control even if she is concentrating upon maintaining it. For that reason, it is advised that the caster uses a *Protection from Evil* or similar spell, to preserve herself from such failings.

An elemental that regains its free will, leaves the material plane (its physical form reverting to an amount of inert elemental substance) as soon as it has killed its summoner, or after 2d4 rounds of unsuccessfully trying (if it cannot reach her). The caster can likewise dismiss the elemental before the end of the spell's duration, provided she has mental control on it.

The spell normally summons a 16 HD elemental. They normally have the following statistics: 16d8 HD; AC 18; BtH +15; Dmg variable (air 2d10, fire 3d8, earth 4d8, water 5d6); Mvt variable (air 90 ft., fire 30 ft., earth 15 ft., water 15 ft./45 ft. sw); Save 06; Alignment: neutral; Int. 6; minimum of +2 magic weapons to hit. Elementals are extra-planar in origin, with all that entails (with regard to spells such as *Protection from Evil*, *Banishment*, etc.).

Material Component: A large quantity of the appropriate elemental substance (e.g. a pool of water for a water elemental, a big rock or a rocky environment for an earth elemental, a strong wind for an air elemental, a huge fire for a fire elemental). At GM's discretion, if there isn't enough of the required element, or the place is relatively inappropriate (such as summoning an air elemental in a windy cavern rather than outdoors), the elemental summoned may be smaller (12 HD or 8 HD).



130. CONJURE LESSER DEMON

Conjuration/Summoning

Level: Blk 3	Range: 10 feet
Casting Time: 20 minutes	Duration: Instantaneous
Save: See text	Spell Resistance: No

Target: Summons one demon of up to 9 HD

This spell summons a lesser demon of equal or less HD than the caster has levels (and in any case no more than 9 HD). The caster doesn't need to be chaotic or evil. In fact, this spell was specifically created by a powerful demon lord and allowed to pass into the hands of mortals to summon demons of corruption, so they might taint the caster and turn him toward chaos and evil. Hence, good-aligned creatures can employ this spell if desired, but will put their soul in jeopardy when doing so.

The spell normally brings a random demon, chosen by the malevolent rulers of the lower planes (i.e.: by the GM), though the caster has a 5% chance per level to get the type of demon he wants. Then, after the spell has brought forth a demon once, the caster has a 10% chance per level to call back that particular demon again (with another casting) if he so wishes.

When the spell is cast, a demon always comes, sent by some ruler of the lower planes to try to corrupt the caster and bring suffering and mayhem to the mortal world. Hence, when the demon arrives, he is under no compulsion to obey the caster, but will do whatever ordered as a chance to eventually corrupt him. Sometimes the corruption will take several summonings in order to first allay the caster's suspicions. Yet, there eventually will come a time when the demon will turn onto the caster, kill him, and bring his soul back to the lower planes. The ability of a demon to bind his time and act cunningly depends on its intelligence and the circumstances though. Although a demon's behavior will ultimately be left at the GM's discretion, here is some guidelines and examples:

—Multiply the demon's intelligence score by 5, and subtract the result from 100 if caster is of Law alignment, from 70 if neutral alignment, and from 40 if Chaos alignment, then you get the base percentage chance for the demon to attack the caster upon being summoned. Then, each time this demon is summoned again by the same caster, the base chance for attacking increases by 5% (but don't forget that if the caster's alignment changes, these chances are altered as well).

—Many other spells such as *Magic Circle Against Evil* are effective against the summoned demon, and should be used wisely by the summoner.

—Lesser demons are sometimes replaced by more powerful ones (when the chances for successfully summoning the same failed) assuming their guise, in order to better fool the summoner. The latter who thought they could control weak demons if things went awry, suddenly finds themselves facing a horrid and invincible monstrosity that came to rip their soul.

—etc.

Casting this spell and employing demons to perform tasks, slowly but irrevocably corrupts the caster. Each time the demon performs evil along completing the mission assigned by the caster, the latter's alignment slips one step toward Chaos and Evil. Then, when the caster has become utterly corrupt, demons could still come and help the caster further more evil and mayhem. However, as soon

as the demon or its true masters will think the caster has become useless (or resists corruption for too long), the demon will attack the caster, intent on killing him and take his soul.

Material Component: The spell requires a pentagram drawn onto the floor; but using an engraved pentagram on which is inscribed the name of a particular demon, increases by 30% the chances of successfully summoning that particular demon.

131. CONSECRATE

(Reverse: DESECRATE)

Evocation

Level: Wht 2 (rev: Blk 3)	Range: 30 feet
Casting Time: 2 segments	Duration: 2 hours/level
Save: None	Spell Resistance: No

Area: 20-foot-radius emanation

This spell blesses an area with positive energy. All turn undead attempts made within this area gain a +3 bonus. Undead entering this area suffer minor disruption, giving them a -1 penalty on attack and damage rolls, and saving throws. Undead furthermore cannot be created within or summoned into a consecrated area. If the consecrated area contains a permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 bonus to turn undead, -2 penalty to undead rolls). The caster cannot consecrate an area with a similar fixture of a deity other than his own patron. *Consecrate* counters and dispels *Desecrate* (see below).

Reverse: *Desecrate* operates exactly as *Consecrate*, but curses an area with negative energy.

132. CONTACT BLASPHEMOUS CREATURE (LESSER)

(Reverse: DISMISS BLASPHEMOUS CREATURE)

Conjuration/Summoning

Level: Blk 1 (rev: Wht 1)	Range: 1 mile/level (rev: 20 feet)
Casting Time: 1 full round	Duration: Instantaneous
Save: See text	Spell Resistance: No

Effect: Calls (rev: banishes) one creature of the appropriate type

This spell contacts a particular specie of supernatural creature of 5 HD or less, related to the Cthulhu Mythos (i.e. alien creatures from other planets or dimensions, as determined by the GM, but not extra-planar beings such as celestials or demons). Each such type of creature has its own variant of the spell (i.e. *Contact Deep-one*, *Contact Mi-Go*, *Contact Moon-Beast*, etc.) that must be learned separately. These spells are similar enough however, so a caster who knows one of them and wants to research another, gets a +8 bonus on his check (and takes half the time) to successfully research it.

Casting the spell is not always successful. It mostly depends on the caster's level and availability of such creatures within spell range. If the GM has no idea if such a creature would be found within range, roll on the low probability chances of success; places known to be rife with the creature (such as contacting a deep-one near a village suspected of being regularly visited by them) roll on the high probability chances of success:

Low Probability	Average Probability	High Probability
Base 20%	Base 30%	Base 40%
+ 1% per level	+ 5% per level	+ 10% per level

If the spell is successful, the time it takes for a creature to come, depends on its mode of travel. Some creatures that travel between the dimensions may appear in 1d4 rounds, while others may take 1d4 hours. By default a contacted creature comes in 10-40 minutes, and it arrive where the caster is, even if the caster moved during that time (unless the caster moved too far, relative to the creature's mode of travel).

When the creature finally reaches the caster, it can act as it wants, for the spell doesn't provide the caster with any mean to influence or coerce it. A creature that is disturbed for no good reason generally attacks the caster.

Focus: A small flute made of silver, and costing no less than 10 gp.

Reverse: *Dismiss Blasphemous Creature* can be cast on either a single or several creatures of the type that the spell contacts. A single creature gets no saving throw; two creatures get a normal saving throw to negate the spell's effect; then, for any additional creature above two, they all gain a +1 cumulative bonus to the save. The caster may affect up to one such creature per level. Those that fail their save depart from the caster without hostile intent (they don't try to come back later, nor alert their master or others of their specie, etc.).

133. CONTACT BLASPHEMOUS CREATURE (GREATER)

(Reverse: DISMISS BLASPHEMOUS CREATURE)

Conjuration/Summoning

Level: Blk 3 (rev: Wht 3)	Range: 1 mile/level (rev: 30 feet)
Casting Time: 1 full round	Duration: Instantaneous
Save: See text	Spell Resistance: No

Effect: Calls (rev: banishes) one creature of the appropriate type

This spell operates exactly as per the lesser version (above), but contacts (rev: banishes) creatures of 6 HD or more.

134. CONTACT BLASPHEMOUS GOD

Conjuration/Summoning [Evil]

Level: Blk 5	Range: Infinite
Casting Time: 10 minutes	Duration: Instantaneous
Save: See text	Spell Resistance: No

Effect: Calls one particular deity of the Cthulhu Mythos

This spell is similar to the *Contact Blasphemous Creature* spells above, in that each variant may contact a specific deity of the Cthulhu Mythos (such as Hastur, Nyarlathotep, Yog-Sothoth, etc.), as appropriate to the GM's campaign setting.

When the spell is cast, there is but a 5% chance per level the deity manifests itself to the caster, in any way it pleases (e.g. it might come in person, make a telepathic contact, send a minion, etc.). Each fanatic or insane cultist present that helps the caster (in chan-

ting, praying, etc., but not necessarily with spellcasting abilities), adds a +1% to the chances. If the spell is successful, the deity manifests itself 10 + 1d100 minutes later. Of course, the spell does not provide any means of control or protection over the blasphemous deity, so the caster should better be one of its servants calling it for a good reason.

Focus: A small flute made of platinum, and costing no less than 50 gp., and an environment or a time appropriate for the deity to be contacted (such as an ocean for Cthulhu, or at night when the stars are right for Yog-Sothoth).

Material Component: An appropriate sacrifice (different for each deity, but usually of a gruesome nature).

135. CONTACT OTHER PLANE

Divination

Level: Blk 5, Gry 5	Range: Personal
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This powerful divination spell enables the caster to send his mind into other dimensions and planes of existence to gather information. The caster must enter into a trance, send his spirit to an appropriate plane, and there contact some powerful spirits, or even deities, susceptible to answer his questions. Success is not assured and this spell yields some dangers.



The planar entities contacted by this spell do not necessarily answer the caster, either because they don't know the answer or don't want to give it. The caster has a 5% per level base chance of obtaining a truthful answer. If the plane contacted is appropriate (such as contacting the Nine Hells to ask questions about a satanic cult), the caster gains a +30% bonus to his base chance. If this check is failed, the caster either gets a "don't know" answer, or an outright lie. The chances for obtaining a lie depend on the plane contacted: Law plane = 0%; Chaos plane = 50%; other plane = 10% to 40% at GM's discretion. The GM should roll the check secretly, so the player may not discern between a truthful answer and a lie.

For every two levels, the caster may ask one question. The entities reply in a language he understands, but they resent such contact and usually give only brief answers such as «yes,» «no,» «maybe,» «never,» or «irrelevant» or some other one-word reply. When the caster only asks one question, or the entities contacted have a special interest in what is asked, they can give longer responses however. In any case, the GM has full control over what is answered.

Trying to cast this spell too often can be dangerous. Contacting supernatural entities from beyond the mortal world may burn the caster's mind, especially planes and beings of evil (i.e. Chaos). As such, if a character casts *Contact Other Plane* more than once per month (or per gaming session, at GM's determination), every casting after the first will impose an Intelligence saving throw. If the save fails, the caster becomes insane, being affected as per the *Feeblemind* spell for 2d6 days.

136. CONTAGION

Necromancy [Evil]

Level: Blk 4, Gry 4	Range: Touch
Casting Time: 5 segments	Duration: Instantaneous (see text)
Save: Constitution negates	Spell Resistance: Yes

Target: One object or living creature

Contagion is a more powerful version of *Cause Disease*. It operates as *Cause Disease*, except that it can also be cast upon an object (including food and drink), and that afterwards all creatures that will come in contact with the infected subject will themselves have to make a Constitution saving throw or catch the disease. Newly infected victims may then likewise infect other creatures.

Note that *Contagion* does not affect all creatures and objects that come in contact with it. Upon casting the sorcerer must designate which objects and creatures can carry the disease. He is allowed one type of creature or object per two caster levels. For example, an 8th level sorcerer could choose for the spell to infect food, water, humans, and rats; if dwarves and dogs touch infected persons or eat food spoiled by the disease, they won't catch it. Each casting of the spell generates a different disease, so one cannot cast the spell several times to include more different types of targets against the same disease. (Next page are listed a few examples of diseases.)

Every day a subject is affected by a disease, he must succeed another Constitution save or suffer the listed damage again. After two successful saving throws in a row, the subject has shaken off the disease and will not suffer any damage anymore. Until the disease is shaken off, and at least half of the suffered ability damage is regenerated by any means, victims cannot move faster than half their movement speed, and are confined to rest.

- **Blinding Sickness:** Infection of the visual nerves, causing 1d4 points of Strength loss. Victims feel weak and have trouble seeing (suffering a -4 penalty to all Detection skill checks involving sight). Every time a victim suffers 2 or more points of Strength loss due to this disease, it must make another Constitution save or turn blind.

- **Cackle Fever:** Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Damage is 1d6 points of Wisdom loss.

- **Demon Fever:** Victims suffer from hot fevers and eventually suffer from hallucinations. Damage is 1d3 points of both Wisdom and Constitution loss. Every time a victim suffers 2 or more points of Wisdom loss due to this disease, it must make another Constitution save or suffer from hallucinations (treat as per Confusion effect).

- **Filth Fever:** The disease spreads towards the limbs and poisons the blood. Victims suffer from a hot fever that let them very weak and profusely sweating. Damage is 1d3 points of both Dexterity and Constitution loss.

- **Mindfire:** Victims feel like their brain is burning, and suffer from stupor. An infection of the brain, this disease causes 1d4 points of Intelligence loss.

- **Red Ache:** The skin of the infected victims turns red, bloated and warm. Damage is 1d6 points of Strength loss.

- **Shakes:** The disease causes uncontrollable tremors in all muscles. Damage is 1d8 points of Dexterity loss.

- **Slimy Doom:** Victims turn into infectious goop from the inside out; they suffer from intense pain and weakness. The disease attacks and dissolves the muscles and tissues, causing 1d6 points of Constitution loss and forcing a second save upon damage to not lose one permanent point of Constitution.

137. CONTINGENCY

Evocation

Level: Gry 6	Range: Personal
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to place another spell upon himself so that the latter spell comes into effect under some condition he dictates when casting *Contingency*. The *Contingency* spell and the companion spell are cast at the same time. Once *Contingency* has been cast, the other spell is immediately cast, though its effects are held off until the conditions set by the *Contingency* occur.

The spell to be brought into effect by the contingency must be one that affects the caster's person (e.g. *Feather fall*, *Levitate*, *Fly*, *Teleport*, etc.) and be a spell of the 5th level or lower. 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 second spell, the latter being triggered instantaneously when the prescribed circumstances occur. Note that 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 the character wants it to.

The character can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled. The spell

remains in effect until the conditions of its triggering occur, or until one day per level have elapsed, at which time it disappears.

Focus: A platinum ring with a black opal on which the companion spell is cast, and must be carried for the contingency to work. This focus must cost at least 150 gp, and is re-usable.

138. CONTINUAL DARKNESS

Evocation

Level: Blk 2, Del 3	Range: Touch
Casting Time: 10 minutes	Duration: Permanent
Save: None	Spell Resistance: No

Area: 60 feet radius, or one enclosed area of a smaller size

This spell is almost identical to *Continual Light*, except that it plunges the area of effect into a zone of magical darkness instead, as per the *Darkness 15 Feet Radius* spell.

Material Component: 100-400 gp worth of black pearl dust sprinkled on the area that is to be plunged into darkness.

139. CONTINUAL FLAME

Evocation

Level: Gry 2, Wht 3	Range: Touch
Casting Time: 1 full round	Duration: Permanent
Save: None	Spell Resistance: No

Target: One object

A flame, equivalent in brightness to a torch, springs forth from an object the caster touches. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. The duration of a continual flame is theoretically permanent, but in effect often falter and eventually extinguish 10-40 years later.

Material Component: 10-40 gp worth of ruby dust sprinkled on the item that is to carry the flame.

140. CONTINUAL HEAT

Evocation

Level: Gry 2, Nat 2, Wht 3	Range: Touch
Casting Time: 1 full round	Duration: Permanent
Save: None	Spell Resistance: No

Target: One fist-sized piece of igneous rock touched

This spell enchants a piece of igneous rock to unlock some of the heat that went into its creation, warming the surrounding area through convection. When a fist-sized chunk of such rock is subjected to this spell, it glows red-hot and radiates heat sufficient to warm a 20-cubic foot area to 70°F. If the rock is touched directly, it causes 1d4 points of fire damage per round of contact (Dexterity save for half). The duration of a continual flame is theoretically permanent, but in effect often falter and eventually extinguish 10-40 years later.

Focus: A fist-sized piece of igneous rock.

141. CONTINUAL LIGHT

Evocation

Level: Del 3, Gry 2, Wht 3	Range: Touch
Casting Time: 10 minutes	Duration: Permanent
Save: None	Spell Resistance: No

Area: 60 feet radius, or one enclosed area of a smaller size

This spell illuminates an enclosed area with a light that has no obvious source. It is as bright as full daylight and lasts until negated by magical darkness or by a *Dispel Magic* spell. Creatures that are adversely affected by sunlight are likewise affected when in an area illuminated by a *Continual Light* spell. This spell can only be cast in an enclosed area, such as a chapel or corridor; it cannot be cast on a creature or an object, and then carried away. This spell is normally permanent but nonetheless fades away when the area it is cast in, eventually falls in ruins.

Material Component: 100-400 gp worth of diamond dust sprinkled on the area that is to be illuminated.

142. CONTROL BODY

Enchantment/Charm [Mind-affecting]

Level: Psi 2	Range: 20 feet/level
Casting Time: 2 segments	Duration: Conc. up to 1 round/level
Save: Wisdom negates	Spell Resistance: No

Target: One humanoid of Medium-size or smaller

This power enables the caster to control the actions of any humanoid that is Medium-size or smaller. The caster has only rudimentary control over the subject's limbs however. He can make the subject stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult, and casting spells or operating magical items is not possible. The caster can force the subject to engage in combat, but clumsily: use the Caster's BtH + the subject's Strength modifier, and apply a -4 penalty to attack rolls; the subject also gets no Dexterity modifier to AC.

Control Body requires mental contact with the subject, so if the latter is protected against mental intrusion, this power fails. The subject gets an initial Wisdom saving throw to resist this control, and those forced to take actions against their nature receive one new saving throw with a +2 bonus. The caster needs to see the subject to control it. While the subject's body is under control, the subject's mind is not, hence can attempt to manifest psionic powers or spell-like abilities if it succeeds a Wisdom saving throw.

143. CONTROL TEMPERATURE

Transmutation/Alteration

Level: Nat 4	Range: 0
Casting Time: 6 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Area: 30 feet diameter sphere

This spell enables the caster to change the general temperature in the local area. The effect is instantaneous. The caster can choose any normal atmosphere temperature, from a fierce, tundra winter

cold, to an insufferable, desert summer heat. If the spell is cast on water (in a pool or at sea), it can bring it to freezing or boiling temperatures. Note however, that this new temperature is purely magical in origin, and that it doesn't disperse out of the area of effect, and is not affected by the normal temperature outside. Note also, that the spell doesn't affect other substances and items in the area, though those would slowly be brought to the new temperature, given enough time.

144. CONTROL UNDEAD

Necromancy

Level: Blk 7	Range: 60 feet
Casting Time: 7 segments	Duration: Conc. + 1 round/level
Save: See text	Spell Resistance: Yes

Targets: 2 HD of undead per level, in a 30 feet diameter area

This spell enables the caster to command undead creatures for a short period of time. The caster must command the creatures by voice. Telepathic communication is not possible, but the undead understand the caster no matter what language she speaks. Even if vocal communication is impossible the controlled undead do not attack the caster. At the end of the spell, the controlled undead revert to their normal behavior, and intelligent undead remember that the caster controlled them. Only undead of more than three hit-dice are allowed a Charisma saving throw to negate the spell's effects. The caster can affect a maximum of 2 hit-dice of undead per level, whether they succeed their saving throw or not.

145. CONTROL WEATHER

Transmutation/Alteration

Level: Gry 6, Nat 7, Wht 7	Range: Two miles
Casting Time: 10 minutes	Duration: 4d12 hours (see text)
Save: None	Spell Resistance: No

Area: Two-mile-radius circle, centered on the caster (see text)

This spell enables the caster to change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the GM. The caster can call forth a weather appropriate to the climate and season of the area he is in.

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

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather. When the caster selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as the caster left it for the duration, or until he designates a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

146. CONTROL WINDS

Transmutation/Alteration

Level: Nat 5	Range: 40 feet/level
Casting Time: 7 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: 40 feet per level radius centered on the caster

This spell alters wind force in the area surrounding the caster. It can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or the caster chooses to alter his handiwork, which requires concentration. The caster may create an «eye» of calm air up to 80 feet in diameter at the center of the area if he so desires, and he may choose to limit the effect to any circular area less than the spell's full range.

• **Wind Direction:** The caster may choose one of four basic wind patterns to function over the spell's area: A downdraft blows from the center outward in equal strength in all directions. An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center. A rotation causes the winds to circle the center in clockwise or counterclockwise fashion. A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

• **Wind Force:** For every three levels, the caster can increase or decrease wind force by one level of strength. Each round, a creature in the wind must make a Strength save or suffer the effect. Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

147. CORPSE READING

Divination

Level: Gry 3, Psi 3	Range: Touch
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: Wisdom negates	Spell Resistance: No

Target: One dead creature

The caster may ask questions to a corpse she touches. This spell doesn't let her actually speak to the person whose soul has departed, however. It instead draws on the imprinted knowledge stored in the corpse. The body retains the imprint of the soul and the memories (the knowledge that the creature had while alive) that once inhabited it, which the spell enables to read.

The caster thus asks her questions aloud, and then seems to be possessed by the corpse's former voice and personality that answers through her mouth, as she lets the soul's imprint flow through her consciousness. The caster may ask one question per two 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 and ethics were very different from the caster's, she must succeed a Wisdom saving throw or be stunned for 1d4 rounds and end the spell. If the corpse has been already subject to *Corpse Reading* or *Speak with Dead* within the past week, the new spell fails. This spell can be cast 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. This spell does not affect a corpse that has been turned into an undead creature.

Corpse Reading provides similar results to a *Speak with Dead* spell, but is totally different in the way it works.

148. CORUSCATING LURE

Conjuration/Summoning

Level: Blk 9	Range: 10 feet, then 1d6 miles
Casting Time: 10 minutes	Duration: See text
Save: See text	Spell Resistance: Yes

Target(s): One type of creatures, or one specific individual

This spell creates a glowing sign that will attract a species of creature or a specific individual, as designated by the caster.

Upon casting, a glowing and coruscating diagram of energy appears, hanging immobile in the air at a spot designated by the caster, within 10 feet. Only the caster and the designated target(s) can see it, as well as creatures using a *True Seeing* spell. The target can be a single specific individual, or all creatures of a same type or specie (e.g. all ghouls, all humans, all wyverns, etc.). As soon as the sign appears, if they are within range (roll 1d6 miles when the spell is cast), they will see it no matter what (even if they are blind or in an enclosed area), and will feel an irresistible urge to go after it. There is no saving throw to resist this spell, but if the targets succeed a Wisdom save, they will be aware of the urge and may communicate to others about their need to reach "the light," otherwise they move in a trance-like state. The targets will head toward the sign as fast as possible, by the shortest route they find, but won't put their lives in obvious danger to do so. Then, the last 10 feet before reaching the sign they will lose all caution, and might jump into a pit, magical gate, etc., in order to get to it.

As soon as a target reaches (i.e. can touch) the sign, it disappears, and the target (if still alive) awakens from the trance-like state, wondering what it does there. Other targets who might be on their way toward the sign, also awaken. Only those who succeeded their Wisdom save, remember having run after "the light." In any case, the spell must be cast at night, and will end at dawn if no target reached it before.

Material Component: A bit of a creature's body (e.g. bone, lock of hair, nail, bit of flesh, etc.), that is consumed during the spell's casting, and that will attract the single creature from whom it was harvested, or all creatures of the same specie.



149. CREATE FOOD AND WATER

Conjuration/Summoning

Level: Wht 3	Range: 10 feet
Casting Time: 10 minutes	Duration: 24 hours; see text
Save: None	Spell Resistance: No

Effect: Food+water to sustain 3 humans or 1 horse/level for a day

This spell brings into existence a very simple food (typically a gruel or bread-like substance) that is 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 rain water, and it doesn't go bad as the food does.

150. CREATE UNDEAD

Necromancy [Evil]

Level: Blk 5	Range: 10 feet
Casting Time: 1 hour	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One corpse

This spell of necromancy is different from *Animate Dead*, in that the undead created is not just a mindless automaton, but an evil spirit imprisoned into an animated corpse. The caster can virtually create any kind of undead that has a maximum number of hit-dice equal to half her level. When the spell's casting is completed, the corpse gets an evil spirit from the netherworld bound into it, or the caster may combine *Create Undead* with *Reincarnation* to bind the soul of a recently deceased individual into the corpse. Created undead are not automatically under the control of their animator. They must succeed a Charisma saving throw to have free will, getting a -4 penalty to the save if the caster is herself an undead (such as a lich). If it is failed, the undead is under control of the caster. A caster can have no more hit-dice of undead thus created under her control, than she has levels (however, if the caster is herself an undead, she can control twice the number of hit-dice).

Material Components: The caster must have a remain of the undead to be created, such as a bone from a ghoul or some of the essence of a ghost kept into a sealed container (which might require appropriate magic to gather). In addition, the target corpse must get a black pearl of at least 50 gp per hit-die into its body.

151. CREATE WATER (Reversible: DESTROY WATER)

Conjuration/Summoning [Water]

Level: Nat 2, Wht 1	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: Up to 2 gallons of water per level

This spell generates wholesome, drinkable water, just like clean rain water. 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 even filling many small receptacles). If the spell were

to be used against a creature (splashing it), the target is allowed a Dexterity saving throw for half damage (if any) or to avoid a torch being extinguished. If water would damage the target, the maximum damage it could deal would be of 1d6 per two caster levels.

Reverse: The reverse of that spell, *Destroy Water*, makes a body of water lose up to 2 gallons of water per caster level.

Note: This spell cannot create or destroy water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

152. CREEPING DOOM

Conjuration/Summoning

Level: Nat 7	Range: 30 ft. / 100 ft. (see text)
Casting Time: 1 full round	Duration: 1 round/level
Save: None	Spell Resistance: No

Effect: 1,000 insects that fill a 10-foot-radius spread

The caster calls forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes. This carpet-like mass swarms in an area 20 feet in diameter. Upon the caster's command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction he commands. Each vermin in the *Creeping Doom* effect automatically bites a creature for 1 point of damage and then disappears. Each creature takes enough damage to kill it, destroying that number of vermin in the process. These attacks are non-magical, so creatures immune to non-magical weapons are safe.

If there aren't enough vermin to kill all the creatures in the spell's area of effect, damage is distributed among the survivors equally.

If *Creeping Doom* travels more than 100 feet away from the caster, it loses 50 of its number for each additional 10 feet it travels. Anything that would deter or destroy normal insects is effective against these insects.

153. CRIMSON MIST

Necromancy [Evil]

Level: Blk 2	Range: 30 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Area: 15 foot-radius centered on target

This spell turns fresh blood into an obscuring mist of the foulest sort. The spell must be cast on a bleeding wound, be it from a cadaver (one that died less than one hour ago), or a living creature (i.e. that was successfully hit with slashing or piercing weapons a few rounds before, and didn't get healing in the meantime). However, to cast the spell against a living creature, the caster must succeed a ranged touch attack roll. Then, the spell creates an obscuring bloody mist of a 15 feet radius centered on the target and moving with it. The blood mist has three effects:

1. It obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more

visible (attackers can't use sight to locate them). Note that if the target is a living creature, it is likewise hindered against opponents.

2. It draws on the target's blood to create the mist, thus inflicting 1 points of damage (from blood drain) per round. There is no saving throw against this, but casting a *Cure Wounds* spell that entirely heals the target, would stop the effect and end the *Crimson Mist* in 1d4 rounds.

3. The bloody mist is likely to attract hungry predators such as bloodthirsty fiends, large felines, trolls, wolves, etc. If there is any such predator nearby, that could smell the blood, it will come and attack (or devour) the target if it can.

A moderate wind (11+ mph) disperses the bloody mist in 4 rounds; a strong wind (21+ mph) in 1 round. However, the spell still draws the target's blood until end of duration. A fire spell burns away the mist in the explosive or fiery spell's area (and cauterizes the target's bleeding wounds). The spell does not function underwater.

154. CURE BLINDNESS/DEAFNESS (Reversible: CAUSE BLINDNESS/DEAFNESS)

Abjuration

Level: Nat 3, Wht 3	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: Con. negates (reverse)	Spell Resistance: Yes

Target: One living creature

This spell allows the caster to cure most forms of blindness or deafness (caster's choice) afflictions or diseases, whether the effect is normal or magical in origin. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. This spell cancels the effects of its reverse variant, without taking into account the level of its caster.

Reverse: The reverse of that spell, *Cause Blindness/Deafness*, impairs a creature's vision or hearing, inflicting the victim with permanent blindness or deafness at the caster's choice. The victim is however entitled a Constitution saving throw to negate it. Damage to the eyes or ears is subtle and cannot be cured with a *Cure Wounds* spell. Note that *Cause Blindness/Deafness* afflict organs, and thus wouldn't affect a creature's supernatural perception ability not relying on physical eyes and ears.

155. CURE CRITICAL WOUNDS (Reversible: CAUSE CRITICAL WOUNDS)

Conjuration/Summoning

Level: Nat 6, Wht 5	Range: Touch
Casting Time: 8 segments	Duration: Instantaneous
Save: Constitution half (reverse)	Spell Resistance: Yes

Target: One living creature

Cure Critical Wounds is identical to the *Cure Light Wounds* spell, but more potent: it cures 5d8 points of damage +2 points per caster level, and can mend and repair broken bones. It otherwise similarly harms undead (who get a Constitution save for half damage), and its reverse version (*Cause Critical Wounds*) will similarly damage living creatures.

156. CURE DISEASE (Reversible: CAUSE DISEASE)

Abjuration

Level: Nat 3, Psi 4, Wht 3	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: Con. negates (reverse)	Spell Resistance: Yes

Target: One living creature

By means of this spell, the caster may cure most diseases by laying hands upon the afflicted creature. The spell also kills parasites, including green slime and others. Note that certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Cure Disease instantaneously ends the target's affliction, but doesn't necessarily bring the recipient back to physical fitness immediately. The recipient could still be weak, and the spell doesn't bring back hit-points or lost ability scores points. As such, depending upon the nature of the disease, full recovery may require as little time as a few minutes, or as long as a week. Also, since the spell's duration is instantaneous, it does not prevent of being infected again after a new exposure to the same disease at a later date.

Cure Diseases counters and dispels all infections caused by the reverse of this spell, by *Cause Disease* (the black magic spell) and *Contagion*, without taking into account the level of their casters.

Reverse: The reverse of that spell, *Cause Disease*, afflicts a creature with an infection that will manifest within 1d6 x 10 minutes, unless it makes a successful Constitution saving throw. Thereafter the disease inflicts 1d6 points of damage and the loss of one point of Strength every hour, until the victim is reduced to 10% of his or her original hit points and strength. Until the disease is cured or runs its course, the afflicted person will not be able to naturally recover either strength or hit points over and above 10%. The disease normally runs its course in 1d6 days, provided the character stays quiet and is taken care of. If not (e.g. the character is travelling in some unforgiving environment, such as cold winter or hot desert), at the end of the 1d6 days the character must pass another Constitution save: if failed he or she dies; if successful the character remains alive but still diseased. Other creatures coming in direct contact with the victim might (at GM's discretion) catch the disease if they fail a Constitution save at +4.

157. CURE LIGHT WOUNDS (Reversible: CAUSE LIGHT WOUNDS)

Conjuration/Summoning

Level: Nat 2, Psi 3, Wht 1	Range: Touch
Casting Time: 5 segments	Duration: Instantaneous
Save: Constitution half (reverse)	Spell Resistance: Yes

Target: One living creature

When laying her hand upon a living creature, the character channels positive energy that cures 1d8 points of damage +1 point per two caster levels. *Cure Light Wounds* only repairs wounds to the flesh (cuts, bruises, etc.) and internal organs (such as caused by poison) but doesn't mend broken bones. Since undead are powered by negative energy, this spell deals damage to them instead of curing

their wounds. An undead creature can attempt a Constitution save to take half damage. Trying to cast this spell in melee combat may prove difficult, as the target is moving, dodging, etc. In such case the caster needs to succeed a melee touch attack, with a +4 bonus to hit if the target is willing to get the cure.

Reverse: The reverse of this spell, *Cause Light Wounds*, channels negative energy that inflicts 1d8 + 1 per two caster levels of damage (bruises, cuts, etc. to the flesh) to a living creature. Targets are entitled a Constitution save to take half damage.

158. CURE SERIOUS WOUNDS (Reversible: CAUSE SERIOUS WOUNDS)

Conjuration/Summoning

Level: Nat 4, Psi 5, Wht 4	Range: Touch
Casting Time: 7 segments	Duration: Instantaneous
Save: Constitution half (reverse)	Spell Resistance: Yes
Target: One living creature	

Cure Serious Wounds is identical to *Cure Light Wounds*, but more potent: it cures 3d8 points of damage +1 point per caster level, and can mend and repair broken bones. It otherwise similarly harms undead (who get a Constitution save for half dmg), and its reverse version (*Cause Serious Wounds*) similarly damages living creatures.



159. DANCING LIGHTS

Evocation

Level: Del 1, Gry 1	Range: 100 feet + 10 feet/level
Casting Time: 1 segment	Duration: 3 + 2/level rounds
Save: None	Spell Resistance: No

Effect: Up to four illusionary lights, all within a 10-foot-radius area

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape (that might look like a ghost or fire spirit). The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet a round. A light winks out if the distance between the caster and light exceeds the spell's range.

When the spell is used as an illusion of a ghost or of will'o'wisps, it allows a Wisdom saving throw for disbelief, provided onlookers are within 30 feet of the lights. Those who directly interact with the lights (touching them, etc.), get another save with a +4 bonus. If they fail, they would typically remain wary of them, and thus be distracted from what happens nearby. In dark dungeons and ruins, the GM may have onlookers make some Morale check or retreat, but the spell is not powerful enough to induce fear effects.

160. DANGER SENSE

Divination

Level: Psi 3	Range: Personal
Casting Time: 3 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: Caster

This power enables the caster to intuitively perceive potential threats a few seconds in the future. He doesn't know what will happen, but instinctively reacts to danger before it occurs. As such, the caster gains a +4 bonus for not being surprised (i.e. he cannot be surprised unless opponents at least get a +3 bonus to their surprise rolls). He also gains a +4 bonus on saving throws to avoid traps, and a +4 bonus to AC against attacks by traps.

161. DARKNESS 15' RADIUS

Evocation

Level: Blk 1, Del 1, Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: 10 minutes/level (D)
Save: See text	Spell Resistance: Yes

Area: 15 feet radius globe

This spell creates an area of darkness with a 15-foot radius (30 feet diameter globe). Not even creatures that can normally see in the dark can see in an area shrouded in magical darkness. Normal lights do not work, nor do light spells of a lower level. *Darkness* counters or dispels any light spell of equal or lower level; and *Continual Light* cancels it, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells are not affected by *Darkness 15' Radius*.

The spell can be cast on an area, object, or creature. If it is cast on a creature, the target must succeed a Dexterity saving throw. If it is failed, the darkness is centered on the creature. If it is successful, the darkness occurs, but as if cast on an area, so the target can go out of it. If the spell is cast on a small object, the darkness radiates out of it to a 15-foot radius. If the object is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

162. DARK ONE'S LUCK

Enchantment/Charm

Level: Blk 1	Range: See text
Casting Time: 1 full round	Duration: 2d4 + 1/level rounds
Save: See text	Spell Resistance: No

Target: Caster and another humanoid within 20 feet

This spell grants luck to the caster at the expense of someone else within 20 feet. Both the caster and the target must be engaged in a similar activity (such as the caster and target both playing cards, but not necessarily against each other). The target must make a Charisma saving throw. If it is failed, the caster gets a bonus of 1d4 + 1/level on his relevant skill checks (such as Gambling skill if playing cards), while the target suffers the same number as a penalty on the same skill checks. Note that if the target doesn't engage

in the same (or similar) activities as the caster, the latter doesn't get any such luck bonus.

Whether the bonus to his checks was useful to the caster or not, there is a 10% chance that the target loses much because of his bad luck, and starts a fight. In any case, the target isn't aware of the magic at work, though a *Detect Magic* or *True Seeing* spell would reveal the caster and target being linked by the same magical aura.

163. DEATH BLOSSOMS

Necromancy [evil]

Level: Blk 2	Range: 30 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: Strength negates	Spell Resistance: Yes

Target: One living creature

This revolting spell infects a victim with clinging necromantic pollen that springs to horrible life the instant blood is spilled upon it. The pollen is, for all intents and purposes, invisible, with only a small chill on the victim's skin signifying its presence. Should a pollen-contaminated victim come into contact with blood, his own or someone else's, during the duration of the spell, the spores absorb the blood and instantly put down roots, blossoming into black with red-veined roses in the course of a single round. The hapless victim suffers 1d4 + 1/level points of initial damage and must attempt a Strength save. If he fails, vines and roots force themselves beneath his skin and begin to entwine in and around his veins, dealing an additional 1d4 points of damage on the following round and making sudden movement or exertion both painful and potentially deadly. The victim may take a single move or standard action each round safely, but suffers an automatic 1d4 points of damage if he attempts actions beyond that.

If a victim is slain while infected with *Death Blossoms*, 1d4 blood red, quivering bulbous fruits spontaneously ripen on the vine. When eaten, each fruit heals 1d4 points of damage (excess points are gained as temporary hit points that fade at the rate of one per round). *Death Blossoms* spores and flowers are instantly destroyed if the victim suffers 5 or more points of fire or cold based damage.

164. DEATH DOOR

Necromancy

Level: Wht 3	Range: Touch
Casting Time: 5 segments	Duration: 1 hour/level
Save: None (harmless)	Spell Resistance: Yes

Target: One living creature

This spell allows the caster to touch anyone whose hit points have been reduced to -1 to -9, and bring them temporarily to 0 (thus remaining unconscious, but no longer losing 1 hp per round). Once this is done, other healing magic can then be employed such as *Cure Wounds* spells, potions of extra healing, etc. The effect will last for 1 hour per level of the caster; if the subject is not healed in some way by the end of that time, he will begin to bleed again and lose 1 hp per round.

Note that where a *Cure-Light-Wounds* spell could also be cast to bring back a character to zero or better hit-points, there is however

a main difference with this spell. Simply put, *Death Door* dispenses with the requirement of spending several days resting and getting care, being unable to do anything strenuous during that time, when one has been so wounded as to be on the verge of dying (i.e.: has reached negative hit-points). The only other magic that dispenses with such a time of rest for negative hit-points characters, is the 6th level *Heal* spell.

165. DEATH FOG

Conjuration/Summoning

Level: Blk 5, Del 6	Range: 150 feet
Casting Time: 1 full round	Duration: 1d4 + 1/level rounds
Save: None	Spell Resistance: Yes

Effect: Fog spreading in a 30 feet radius, 20 feet high area

This spell summons a dense bank of billowing fog from the darkest reaches of the Plane of Shadows, spreading out from the point the caster designates. The fog obscures all sight (including infravision/darkvision) beyond 5 feet. A creature within 5 feet is difficult to discern (attacks suffer a -2 penalty to hit), and creatures farther away cannot be spotted. The fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and damage rolls suffer a -2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into the fog is slowed, so that each 10 feet of vapor that the creature or objects passes through reduces falling damage by 1d6. The fog can only be blown away by the strongest of winds; a severe wind of 31+ mph will disperse it in 1d4 rounds, but a *Gust-of-wind* spell will not affect *Death Fog*. Lastly, the fog is highly acidic; it will kill grass and flowers in but 2 rounds, bushes in 4 rounds, saplings in 8 rounds, and large trees in 16 rounds. Animals and other creatures will take increasing amounts of damage each round they are exposed to its mists: 1 hp in the first round, 2 hp in the second, 4 hp in the third, and 8 hp per round thereafter.

166. DEATH KNELL

Necromancy [Evil]

Level: Blk 2	Range: Touch
Casting Time: 4 segments	Duration: See text
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This spell enables the caster to rob a creature's life-force to his own benefit. This spell must be cast on a creature that is dying, when its life-force is already leaving the body and can thus be stolen by the caster. This spell has no effect on a creature in good (or relatively good) health. So, upon casting this *Death Knell*, the caster touches a living creature at -1 hit points or lower (zero hp within 1d4 rounds for monsters, when GMs don't apply negative hit-points to them). If the target fails its saving throw, it dies, and the caster gains 1d8 temporary hit points and a +2 bonus to Strength. Additionally, the caster's effective spellcasting level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant the character access to more spells however.) These effects last for 10 minutes per HD of the target creature.

167. DEATH SPELL

Necromancy [evil]

Level: Blk 6, Gry 6	Range: 10 feet/level
Casting Time: 6 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Area: 5 x 5 feet per level

This horrid spell is extremely powerful, but also difficult and dangerous to cast. The difficulty comes from the material component requirement, and the danger (for the spellcaster) of being corrupted by the spell.

In the area of effect the spell slays 4d20 HD of creatures (e.g. with a total of 15 HD one could kill three 5 HD creatures or fifteen 1 HD creatures). Creatures of the lowest hit dice are affected first, and fractional "kills" (where insufficient points remain completely to slay the creature) have no effect. Creatures of 9 or higher hit dice are not affected.

Death Spell allows a Constitution saving throw to negate the effect entirely, unless the caster uses the dreaded material component, in which case there is no save.

Material Component: The heart of a powerful fiend or undead, of no less than 8 HD, that has been reduced to the size and aspect of a black pearl, through alchemical processes. Doing this generally first requires having a suitable heart, takes 1d4 days of work plus 3d10 gp worth of alchemical compounds, and succeeding an Alchemy check at DC20. The "black pearl" thus obtained strongly radiates of magic and evil. It must be crushed upon casting, releasing a cloud of black eerie fumes; the caster must succeed an Intelligence saving throw upon casting to control the fumes, or they might affect random targets within range (including allies of the caster). It has been said that such black pearls can sometimes be obtained on the black market for no less than 1000 gp.

Special: Due to its nature, casting this spell with the "black pearl" turns the caster one step toward the Chaos alignment. It also has corrupting effects if such rules are used in the campaign.

168. DECOMPOSE

Necromancy

Level: Blk 2, Nat 2	Range: Touch
Casting Time: 2 segments	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Target: One corpse

The spell instantly turns a non-animated corpse touched by the caster into a fine dust. The former corpse can thus no longer be magically animated or otherwise become undead (such spells as *Animate Dead*, *Create Undead* or *Raise Dead* have no effect upon the dust that formerly was a corpse affected by *Decompose*). This spell doesn't interfere with *Resurrection* however. A non-animated corpse gets no saving throw. The spell has no effect on living matter.

If the spell is cast upon a skeleton, zombie, ghoul or other corpse that has been raised as undead, the target must make a Constitution save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 1d4 + 1/level points of damage. If the spell inflicts enough damage to destroy the undead corpse, the corpse

turns into a fine dust and can no longer be animated or raised again as detailed above. If the spell does not inflict enough damage to destroy the undead corpse, the spell has no further effect.

169. DEEPOCKETS

Transmutation/Alteration

Level: Gry 2	Range: Touch
Casting Time: 10 minutes	Duration: 1 day (24 hours)
Save: None	Spell Resistance: No

Target: One garment

This spell allows a special garment to hold more than it could normally carry. The spell requires a high quality gown or robe (of at least 50 gp value) fashioned to contain at least 10 pockets. Each pocket leads to an extra dimensional space, allowing the garment to hold a total of 100 pounds, 5 cubic feet in volume evenly divided among each pocket. The garment weighs 1 pound per 10 pounds of items held.

If the duration expires or is successfully dispelled, all material magically appears outside the garment and falls to the ground. The caster can also empty all pockets with a single command.

Focus: The prepared garment.

170. DELAYED BLAST FIREBALL

Evocation [Fire]

Level: Gry 7	Range: 180 feet
Casting Time: 7 segments	Duration: Up to 5 rounds (see text)
Save: Dexterity half	Spell Resistance: Yes

Area: 20-foot-radius spread

This spell operates like a *Fireball* spell, except that its fiery explosion also deals concussion damage due to the blast's sudden pressure, and it doesn't need to detonate when the spell is cast, but up to 5 rounds later, at caster's option.

The spell deals 1d6 points of fire damage per level (as per the *Fireball* spell), plus 6d6 of bludgeoning damage (concussion effect), to all creatures in the area of effect. A successful Dexterity saving throw halves both of them. The caster determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead travels the distance from the caster and can detonate immediately (the same round as the spell was cast) if he desires, or he can choose to delay the burst for up to 5 rounds. The caster chooses the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below). If the bead impacts upon a material body or solid barrier prior to attaining the prescribed range, it bursts into the fireball at that point (an early impact results in an early detonation). If the caster chooses 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 (range increment 10 feet). If the creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it. If the caster attempts to send the bead through a narrow passage, he must «hit» the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. 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 explosion may continue beyond the barrier if the area permits; otherwise it stops at the barrier.

171. DELUDE

Illusion

Level: Del 3	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level
Save: See text	Spell Resistance: See text

Target: One creature or object (up to a 10-foot cube in size)

This spell disguises one of the subject's aspects with regard to divination spell of the 4th level or lower, that could read or detect the subject, such as *Detect* spells (evil, magic, lie, etc.), *ESP* (*Detect Thoughts*) or *Know Alignment*. For all the spell's duration, the subject will appear as determined by the caster when the spell was cast. For example, the caster may indicate that an evil subject appears as being of good/Law alignment to divination spells (such as *Detect Evil* or *Know Alignment*). He could likewise make the subject appear as having a magical aura or having none, whether this is actually the case or not. This spell can even give a set of false thoughts to any user of *ESP*, though these thoughts will be perpetually the same for all the spell's duration.

Users of divination spells get no saving throw against *Delude*. However, this spell only provides false information to such spells, and does not hide nor disguises the subject's behavior, aspect, etc., when observed normally. *Delude* may give a false Law-alignment's appearance to a Chaos-aligned subject, but it doesn't disguise the subject's behavior, nor fools a creature's senses and discernment when it observes the subject's behavior.

If the caster tries to cast the spell on an unwilling subject, the latter is entitled a Charisma saving throw to negate it, and SR/MR is then effective against the spell.

172. DEMAND

Enchantment/Charm [Mind-Affecting]

Level: Blk 8, Gry 8	Range: See text
Casting Time: 10 minutes	Duration: 1 round (see text)
Save: Charisma partial	Spell Resistance: Yes

Target: One creature

This spell enables the caster to contact a particular creature with whom he is familiar, and sends a short message of twenty-five words or less to the subject. The subject recognizes the caster if it knows him. It can answer in a like manner immediately. Creatures with Intelligence scores as low as 1 can understand the message, though the subject's ability to react is limited normally by its intelligence. The message can also contain a suggestion, which the subject does its best to carry out. A suggestion recommends a course of activity (limited to a sentence or two), and must be worded in such a manner as to make the activity sound reasonable. The suggested course of activity can continue for 1 hour/level of the

caster. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A successful Charisma save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the creature'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 comes, the message is understood but the suggestion is ineffective.

If the creature in question is not on the same plane of existence as the character is, there is a 50% chance that the message does not arrive. (Local conditions on other planes may worsen this chance considerably, at the option of the GM.)

173. DEMONBANE

Transmutation [Good]

Level: Wht 4	Range: Touch
Casting Time: 1 full round	Duration: 1 round/level
Save: Charisma negates (harmless)	Spell Resistance: Yes

Target: One creature

Holy power fills the recipient of the spell, enabling him to more easily battle demons, devils, and other fiends from the lower planes. Against evil outsiders, the subject gains a +2 bonus to attack and damage rolls. His attacks are furthermore treated as if the subject was wielding a +2 weapon for purposes of immunity against non-magical (and lesser magical) weapons. Then, when attacked by such creatures, the subject gets a +2 bonus to AC, and when targeted by spells, spell-like effects, or supernatural abilities from evil outsiders, the subject gets a +2 bonus to his saving throws if applicable.

174. DEMONIC STEED

Conjuration/Summoning

Level: Blk 3	Range: See text
Casting Time: 1 full round	Duration: 1 night
Save: None	Spell Resistance: No

Effect: Summons a Nightmare or like creature to serve as mount

This spell summons a Nightmare (i.e. a fiendish, flying horse from the lower planes), or another similar type of mount at GM's discretion. The spell can only be cast outdoors at night, and the demonic steed will serve the caster until dawn. At sunrise it will disappear, returning to its nether-realms. The demonic steed will use all of its abilities on behalf of the caster as ordered, except that it does not attack, and only fights in self-defense.

This spell is dangerous to use however. There is a 5% chance per summoning, that at some point the demonic steed will try to bring the caster into the lower planes with it, and abandons him there to his (doomed) fate.

Focus: A miniature of a horse sculpted in obsidian, costing at least 50 gp. This miniature is engraved with foul and hellish symbols.

175. DEMON'S STRENGTH

Conjuration/Summoning [Evil]

Level: Blk 1	Range: 20 feet
Casting Time: 1 full round	Duration: 2d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Target: One living creature

The spell imbues the recipient with demonic power, granting him a 18 strength (+3 modifier), or +1d4 bonus strength points if he already has a 18 score. Unfortunately, this spell actually channels unholy energy from the lower planes, requiring the recipient to make a Wisdom saving throw. If the save is successful and the subject is evil or neutral, he remains in control of himself and can operate normally with the added strength. However, if the save is successful and the subject is of Law alignment, the spell's effects are entirely negated. On a failed saving throw, the subject becomes enraged and attacks the nearest creature, whether friend or foe, until one of them dies or the spell ends. Then, when the spell ends, the subject must succeed two other saving throws to not suffer from the following consequences: On a failed Constitution saving throw, the subject gets 1d4 points of damage (1d8 if of Law alignment) from having been possessed by unholy energies. On a failed Charisma save the subject's alignment turns one step closer to Chaos.

176. DEMORALIZE

Enchantment/Charm [Mind-affecting]

Level: Del 2	Range: 20 feet/level
Casting Time: 3 segments	Duration: 3 + 1/level rounds
Save: Charisma negates	Spell Resistance: Yes

Targets: All living creatures in a 15 feet radius area

This spell will induce utter pessimism in the targets, so they suffer a -1 penalty on all their saving throws, attack rolls, and skill checks. Then, if the caster also tells the targets (who must be able to hear and understand him for this being effective) about how they cannot succeed, but are doomed to fail and suffer, etc., they will be forced a Morale check to abandon and retreat, and will otherwise suffer double penalty (i.e. -2), so long as the caster continues to verbally discourage them, being unable to do anything else in the meantime but walk or do simple movements. If the caster is hurt or ceases his verbal abuse, the penalty gets back to -1.

177. DETECT BALANCE

Divination

Level: Nat 1	Range: 60 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One area or subject per round

This spell reveals if a creature, object or location strays from, or fits within, the intrinsic order of nature. This spell will discern if a creature has the behavior of an extremist rather than being driven mostly by normal instincts and needs (i.e. if the creature is either of the Law or Chaos alignment, without specifying it). Then, the spell is truly useful in being able to tell if a creature, object or location is

perfectly natural, or was altered in some way by magic or technology. For example, a creature rendered much more aggressive or placid than normal through the use of magical items (potions, amulets, spells) or technological devices (drugs, implanted chips, etc.) would be revealed by the spell for being out of balance. The spell would likewise detect a naturally giant animal as fitting with the natural order, but one enlarged through magic would not. If the caster was studying a normal wolf, it would be shown as being in tune with the "balance of nature," but a werewolf would be somewhat out of balance, and a shark polymorphed into a wolf by magic, or a robot replicating a wolf, would definitely appear to be out of balance. The same idea would apply to a building having been created through technological means (i.e. advanced concrete, etc.) and made to outwardly look exactly like an outcropping of rock. The spell would reveal it to be non-natural.

The amount of information revealed depends on how long the caster studies a particular area or subject. The spell remains in effect for ten minutes per caster level, or until the caster has studied ten subjects, whichever comes first. The caster chooses which subject to probe for some possible imbalance; this takes at least one full round, intently observing the subject, doing nothing else. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. In studying a subject longer, the caster gets additional information:

1st Round: Whether creature, object or location is totally natural or not.

2nd Round: Level of imbalance if any.

3rd Round: Whether imbalance is magical or technological in origin.

178. DETECT CHARM

(Reversible: UNDETECTABLE CHARM)

Divination

Level: Psi 2, Wht 2	Range: 60 feet
Casting Time: 1 full round	Duration: See text
Save: Charisma negates	Spell Resistance: No

Target: One creature per round

This spell lets the caster discern if a creature is under influence of a mind-affecting spell, such as *Charm Person*, *Suggestion*, etc. The spell remains in effect for 10 minutes per level, or until the caster has probed 10 creatures, whichever comes first. The caster chooses which creature to probe for some possible magical influence; this takes 1 full round, intently observing the creature, doing nothing else. The GM secretly rolls a Charisma save for the creature probed (the save is automatic, the target doesn't notice the caster peering at her, nor feels any magical intrusion). If the save succeeds, the caster discerns nothing but doesn't know if it is due to a lack of magical influence or because the creature resisted the probing. If the save fails, the caster will notice any magical influence that would be at work; the caster needs to succeed an Arcane Lore check (DC=15 + influencing spell level), to also determine what type of influence (spell) it is. If there is multiple influences at work, the DC to detect them is 15 + all the influencing spell levels added together.

Reverse: The reverse of this spell, *Undetectable Charm*, shields a creature from any magical detection for one hour per caster level. To cast *Undetectable Charm*, the caster must touch the target.

179. DETECT CHAOS (EVIL)

(Reversible: DETECT LAW (GOOD))

Divination

Level: Gry 2, Psi 2, Wht 1	Range: 60 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One area or subject per round

This spell lets the caster sense the presence of Chaos (or at least evil of a supernatural nature). The amount of information revealed depends on how long she studies a particular area or subject. The spell remains in effect for ten minutes per caster level, or until the caster has studied ten subjects, whichever comes first. The caster chooses which subject to probe for some possible evil; this takes at least 1 full round, intently observing the subject, doing nothing else. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Also note that animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. In studying a subject longer, the caster gets additional information:

1st Round: Presence or absence of evil.

2nd Round: Number of Chaos/evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. (See below for the power level of a Chaos/evil aura.)

3rd Round: The power and location of each aura.

Aura Power: An evil aura's strength depends on the type and HD of creature, class, etc.

Faint: 1 HD extraplanar creature or warlock, 2 HD (or less) undead, 5 HD (or less) other monster, 1st-2nd level evil spell.

Moderate: 2-4 HD extraplanar creature or warlock, 3-7 HD undead, 6-10 HD other evil monster, 3rd-4th level evil spell.

Strong: 5-10 HD extraplanar creature or warlock, 8-12 HD undead, 11-15 HD other evil monster, 5th-6th level evil spell.

Overwhelming: 11+ HD extraplanar creature or warlock, 13+ HD undead, 16+ HD other evil monster, 7th-9th level evil spell.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *Detect Evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Faint -> 1d6 rounds; Moderate -> 1d6 turns; Strong -> 1d6 hours; Overwhelming -> 1d6 days.

Reversible: The spell *Detect Law (Good)* works the same, but toward Law (or at least goodness of a supernatural nature) auras.

180. DETECT ILLUSION

Divination

Level: Del 1, Gry 3	Range: 60 feet
Casting Time: 1 full round	Duration: Up 10 minutes/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell lets the caster see any illusion for what it truly is. For the spell to remain in effect, the caster must do nothing else but

concentrate and walk at half speed, looking around for potential illusions. When he notices one, he can make its true form visible to any observer simply by touching the observer and pointing to the illusion. The caster can thus reveal illusions to others up to once per level per casting.

181. DETECT INTERDIMENSIONAL PASSAGE

Divination

Level: Blk 1	Range: 60 feet
Casting Time: 1 full round	Duration: Up 10 minutes/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell enables the caster to see any interdimensional (or interplanetary - interstellar) gate for what it is, rather than a mere alignment of standing stones, strange doorway, whatever. For the spell to remain in effect, the caster must do nothing else but concentrate and walk at half speed, looking around for potential gates (be they activated or not). When he notices one, he must concentrate on it longer to gain further information:

1st Round: Whether a passage/structure/etc., the caster observes, is a magical gate or not.

2nd Round: General aspects of the gate, including if it has an aura or alignment (e.g. a gate leading into Hell would strongly reek of evil), if it can open whenever activated or only at particular times, if it is dependant upon astronomical configurations, if it is inter-dimensional or interplanetary, etc. All pertinent information is given by the GM.

3rd Round: What lies on the other side of the gate, even if the gate isn't opened. Note however that sometimes, seeing it might be so alien, horrendous or astounding, that the caster will have to succeed a Wisdom saving throw or be stunned for 1d4 rounds, with the side effect that it prematurely ends the spell (for losing concentration).

Note: Each round, the caster can turn to detect magical gates in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Focus: A special lens made of a pure crystal, and set into a platinum frame set with mystical symbols, costing no less than 100 gp.

182. DETECT INVISIBILITY

Divination

Level: Del 1, Gry 2, Psi 1	Range: 60 feet
Casting Time: 2 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell lets the caster see any objects or beings that are invisible, as well as any that are astral or ethereal (i.e. in the border ethereal), as if they were normally visible. The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures who are simply hiding, disguised, or merely hard to see.

183. DETECT LIE

Divination

Level: Psi 3, Wht 4	Range: 60 feet
Casting Time: 7 segments	Duration: Up to 2 rounds/level
Save: Charisma negates	Spell Resistance: Yes

Targets: One creature per level within a 15 feet radius area

This spell lets the caster know when the target tells lies. Each round, the caster concentrates on one subject, who must be in range. If the subject doesn't try to appear convincing, or tries to but fails a Charisma saving throw, the caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, doesn't uncover unintentional inaccuracies, or necessarily reveals evasions. Each round, the caster may concentrate on a different subject.

184. DETECT LIFE

Divination

Level: Psi 2, Wht 2	Range: 60 feet
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Target: One area or subject per round

This spell will detect even the faintest signs of life in any creature, both of animal and vegetative nature. Only a single corpse or creature can be targeted by the spell each round. This spell will reveal life in those affected by spells such as *Feign Death*, as well as more ordinary coma, paralysis, suspended animation, those who are travelling on the astral or ethereal planes, etc. It will likewise indicate whether an animated creature is an undead or indeed a living being. If a corpse or undead is ridden with maggots and other such infestation, the spell will also enable the caster to see and discern it. Lastly, provided the caster concentrates for two rounds rather than but one, the spell will detect life auras behind material that may hide or cover the creature or plant scanned. For example: the caster could determine if the creature inside the full-plate armor, wood coffin, or behind the heavy tapestry is living or not.

185. DETECT MAGIC

Divination

Level: Blk 1, Del 2, Gry 1, Nat 1, Psi 2, Wht 1	Range: 60 feet
Casting Time: 1 full round	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell lets the caster see magical auras. The amount of information revealed depends on how long he studies a particular area or subject. The spell remains in effect for three rounds per caster level, or until the caster has studied ten subjects, whichever comes first. The caster chooses which subject to probe for some possible magic; this takes at least 1 full round, intently observing the subject, doing nothing else. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Also note that extraplanar creatures are not magical in themselves, but if they are summoned, the conjuration spell

registers. In studying a subject longer, the caster gets additional information:

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the caster can make an Arcane Lore skill check to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.) Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's level or an item's caster level. If an aura falls into more than one category, *Detect Magic* indicates the stronger of the two.

Faint: 1st-3rd level spell; 6th caster level or lower magic item.

Moderate: 4th-6th level spell; 7th-9th caster level magic item.

Strong: 7th-8th level spell; 10th-12th caster level magic item.

Overwhelming: 9th+ deity level spell; 13th+ caster level magic item (artifact).

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *Detect Magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Faint -> 1d6 rounds; Moderate -> 1d6 turns; Strong -> 1d6 hours; Overwhelming -> 1d6 days.

186. DETECT POISON

Divination

Level: Blk 2, Nat 1, Psi 2, Wht 1	Range: 30 feet
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Area or Target: One creature, one object, or a 5-foot cube

This spell lets the caster determine whether a creature, object, or area has been poisoned or is poisonous. He may check a new creature, object or portion of an area each round the spell remains in effect. The caster can also determine the exact type of poison with a Poison skill check at DC 20. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

187. DETECT SECRET DOORS

Divination

Level: Gry 1, Wht 1	Range: 30 feet
Casting Time: 1 full round	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell enables the caster to detect secret doors, compartments, caches, and so forth. It only reveals passages, doors, openings, etc., that were specifically constructed to escape detection; it doesn't reveal normal doors that would be hidden by some illusion spells, or

couldn't be detected because of darkness for example. The amount of information revealed depends on how long the caster studies 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 an aura is outside the caster's line of sight, then he discerns its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by the caster. Each round, he can turn to detect secret doors in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

188. DETECT SNARES AND PITS

Divination

Level: Nat 1	Range: 60 feet
Casting Time: 3 segments	Duration: Up to 10 minutes/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell enables the caster to detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. It can likewise detect certain natural hazards: quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall), but no other potentially dangerous conditions. *Detect Snares and Pits* doesn't detect complex traps, including trapdoor traps, and doesn't detect magical traps (except those that operate by pit, deadfall, or snaring; see the spell *Snare* p.330). It also doesn't detect those that have been rendered safe or inactive.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside the caster's line of sight, then he discerns its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the caster can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt blocks it.

189. DETECT UNDEAD

Divination

Level: Blk 1, Wht 1	Range: 60 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: Quarter circle from the caster to the extreme of the range

This spell lets the caster see the peculiar aura that surrounds undead creatures. The amount of information revealed depends on how long he studies a particular area or subject. The caster chooses which subject to probe for some possible undead; this takes at least 1 full round, intently observing the subject, doing nothing else. Each round, the caster can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.



1st Round: Presence or absence of undead auras.

2nd Round: Number of different undead auras and the power of the strongest aura present.

3rd Round: The strength and location of each undead aura. If an aura is outside the caster's line of sight, then he discerns its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

Faint: 1 HD.

Moderate: 2 to 4 HD.

Strong: 5 to 10 HD.

Overwhelming: 11 or more HD.

Lingering Aura: An undead aura lingers after its original source disappeared. If *Detect Undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Faint -> 1d6 rounds; Moderate -> 1d6 turns; Strong -> 1d6 hours; Overwhelming -> 1d6 days.

190. DIG

Evocation

Level: Gry 4	Range: 60 feet
Casting Time: 4 segments	Duration: 1 round/level
Save: See text	Spell Resistance: No

Area: One cube of 3 x 3 x 3 feet, per level

This spell allows the caster to excavate an amount of earth, sand, or mud per round equal to the area of effect. Each round the caster can choose to expand the current hole or dig a new one. The material is evenly scattered around the pit. After 20 feet of earth is dug, there's a 15% chance the pit collapses, checked every additional 5 feet beyond 20. Check for sand after 10 feet of digging, mud after 5 feet, and quicksand fills in as quickly as it's dug.

Any creature within 1 foot of the edge of a pit must roll a Dexterity saving throw or fall in. Creatures moving directly towards the pit must also save or fall in. Creatures caught in a collapsing pit must succeed a Strength save or become buried; a successful save means they keep their bodies above the rapidly filling earth. Tunneling is possible as long as space is available. For incredibly narrow and deep tunnels, the chance for collapse is doubled and safe tunneling distance halved unless construction is braced or supported.

The spell can damage earth elemental creatures or creatures made from earth, rock, or clay. A single casting of this spell damages such creatures, dealing 4d6 points of damage (Strength save for half).

191. DIMENSIONAL ANCHOR

Abjuration

Level: Gry 4, Wht 4	Range: 150 feet
Casting Time: 1 segment	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Target: One creature or object

To successfully cast the spell, the character must make a ranged touch attack to hit the target. Any creature or object hit is covered with a field that completely blocks extra-dimensional travel. Forms of movement barred by the dimensional anchor include *Astral Projection*, *Blink*, *Dimension Door*, *Ethereal Jaunt*, *Etherealness*, *Gate*, *Maze*, *Plane Shift*, *Shadow Walk*, *Teleport*, and similar spell-like or psionic abilities. It prevents the use of a gate or teleportation circle for the duration of the spell. The *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 perceptions or attack forms. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

192. DIMENSION DOOR

Conjuration/Summoning

Level: Gry 4	Range: 60 feet/level
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster and touched objects or other touched willing creatures weighing up to 50 lb. per level

This spell enables the caster to instantly transfer from his current location to any other spot within range. The caster always arrives at exactly the spot desired; whether by simply visualizing the area or by stating direction. After using this spell, the caster can't take any other actions until next round. If the caster arrives in a place that is already occupied by a solid body, the caster is expelled into the nearest open space, suffering 1d8 points of damage in the process.

193. DISASTROUS ENDEAVOR

Enchantment/Charm

Level: Blk 8	Range: See text
Casting Time: 1 hour	Duration: See text
Save: None	Spell Resistance: No

Effect: See text

This spell greatly improves the chances of a particular endeavor (e.g. building a temple, crossing the ocean on a sailing ship, leading a caravan across a desert, etc.) to go terribly wrong. As such, any chances of something detrimental to happen (e.g. becoming lost, encountering foes, suffering inclement weather, etc.) are doubled. In addition, all skill checks pertaining to bringing this endeavor to completion (e.g. various Engineering and Stonemasonry skill checks necessary to build a temple), suffer a -4 penalty to the roll. Lastly, each day, some random item, machine, material, etc., necessary to bringing this endeavor to completion (e.g. a crane to build the temple, a ship's sails or mast, etc.) will have to make an item saving throw vs. crushing blow, or inexplicably break.

The caster must know about, and designate the endeavor to be affected by *Disastrous Endeavor*, but needs not be near it to cast the spell. Instead, the spell is cast upon a special focus that then will be hidden on something central to this endeavor (e.g. amidst the temple's foundations, on the ship that will cross the ocean, in the cargo that the caravan will transport, etc.). The focus will have to be placed there before one day per caster level has elapsed, or the spell is ruined. Then, the spell remains active until the endeavor is completed (e.g. temple is finished, ship reaches its intended destination, etc.), or until it utterly fails, or until the focus is found and destroyed.

Focus: A small item engraved with occult symbols, and bearing a short description (and name if any) of the endeavor to be thus cursed. This item could be anything, though it is often a clay or wooden tablet, but must be of black color.

194. DISINTEGRATE

Transmutation/Alteration

Level: Gry 6	Range: 60 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Target: One creature or object

The caster gestures towards the target which is engulfed into a brilliant flash of light, accompanied by a low booming sound of implosion, leaving behind only a trace of fine dust. The spell can affect any creature or object, even matter or energy of a magical nature but not a *Globe of Invulnerability* or an *Anti-magic Shell* spell. Non-living objects and matter are entitled a saving throw vs. Disintegration to negate the spell's effects. Up to a 10-foot cube of nonliving matter can be affected, so the spell disintegrates only part of any very large object or structure targeted. A creature or object that makes a successful Constitution save is only partially affected. It takes 5d6 points of damage instead of disintegrating.

Only the one creature or object struck can be affected (that is, the spell affects only one target per casting). If a creature is targeted, all the objects it is wearing are individually entitled a saving throw vs. Disintegration to not be also destroyed. If the spell targets a table, mount, etc., upon which a creature is standing, the latter is not affected by the spell (but is affected by the consequences of the table, mount, etc., suddenly disappearing).

195. DISMISSAL

Abjuration

Level: Blk 5, Gry 5	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: Charisma negates; see text	Spell Resistance: Yes

Target: One extraplanar creature

A simple variant of *Abjure*, the spell *Dismissal* is used to force an extraplanar creature back to its proper plane if it fails a Charisma saving throw. In some cases the creature may wish to be sent back to its own plane, hence the spell automatically works. 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. Note that compared to *Abjure*, the spell *Dismissal* is more

straightforward, but limited to banishing extraplanar beings, it cannot forbid them to come back later.

196. DISPEL EVIL (CHAOS)

(Reversible: *Dispel Good (Law)*)

Abjuration

Level: Wht 5	Range: Touch
Casting Time: 8 segments	Duration: 1 round/level
Save: See text	Spell Resistance: See text

Target: The caster and a touched evil (i.e. Chaos aligned) creature from another plane; or the caster and an enchantment or evil spell on a touched creature or object.

The caster calls upon the celestials in the name of all that is pure and good, and a shimmering, white, holy energy surrounds him. The power that suffuses the caster has three effects:

1. The caster gains a +7 bonus to AC against attacks by evil creatures (i.e. aligned to Chaos).
2. On making a successful melee touch attack against an evil extra-planar creature (typically a demon), the caster can choose to drive that creature back to its home plane. The creature negates the effects with a Charisma save (SR/MR applies). This use discharges and ends the spell.
3. With a touch, the caster can automatically dispel any one enchantment cast by a Chaos creature or any one evil spell. Exception: spells that can't be dispelled by *Dispel Magic* also can't be dispelled by *Dispel Evil*. Saving throws and SR/MR do not apply to this effect. This use discharges and ends the spell.

Reverse: This spell exists in a variant aimed against good/law. It is identical, but operates against the opposite alignment.

197. DISPEL EXHAUSTION

Illusion [Mind-affecting]

Level: Del 4	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: See text	Spell Resistance: Yes

Targets: One living creature per three levels

Dispel Exhaustion is an illusion of *Cure Wounds* spell that restores vigor and hit-points, but is potentially risky. When the spell is cast, the subjects recover 1d4 hit-points per caster level (up to their normal maximum). They must however make a Wisdom saving throw for disbelief. If it is successful, the illusion of healing remains for but 1 round/level, or until they perform any strenuous activity (including combat), whichever comes first, at which time they realize they weren't healed. If the save is failed, the illusory hit-points function for all intents and purposes as if they were real. Illusory hit points are the first to be subtracted if a subject sustains damage. At the end of the spell's duration, the remaining illusory hit points disappear. At this time, the subject must make a Constitution saving throw. If it is failed, he falls onto the ground completely exhausted and unable to move for 1d6 x 10 minutes. Furthermore, if the save roll was a natural 1 on the die, the subject permanently loses one Constitution point (for having cannibalized his inner health to push himself beyond the limit).

Note: Any spell-caster who knows and uses this spell regularly, cannot be fooled by it, and thus is immune to its effects. A same individual cannot benefit from this spell more than once per day (the second time, the spell automatically fails). Also, at GM's discretion, anytime a character gets this spell from the same caster, he gets a +2 cumulative bonus to his Wisdom saving throws to disbelieve it.

Material Component: Real medicinal herbs and balms worth 1d4 gp, that are applied to the subject. These don't do any good to the subject in themselves, as they are in fact consumed by the spell's casting. The caster could also use a magical potion of healing, which likewise would be consumed by the spell rather than affect the subject. In this case, the Wisdom saving throws is made with a -4 penalty.

198. DISPEL ILLUSION

Abjuration

Level: Del 3, Gry 4	Range: 120 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Area or Target: One spellcaster, creature, or object; or a 30-foot-radius burst

Dispel Illusion has a base chance of 50% to permanently negate illusory magic; both the magical properties of items and the ongoing effects of certain spells. That is, the caster must roll 1d20 + 1 per caster level against a DC of 11 + the illusion's caster level (though the spell will automatically negate the caster's own illusions if it is used for this purpose or if the caster has previously created an illusion into the same area). All illusion spell effects and relevant items within the stated area of effect are subject to dispelling. Any illusion spells in the process of being cast in the spell's area of effect will be lost, and any ongoing illusory spell effects (such as *Invisibility*) will be dispelled.

199. DISPEL MAGIC

Abjuration

Level: Blk 3, Gry 3, Nat 4, Wht 3	Range: 60 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Area or Target: One spellcaster, creature, or object; or a 20-foot-radius burst

Dispel Magic has a base chance of 50% to permanently negate magic; both the magical properties of potions and the ongoing effects of certain spells. That is, the caster must roll 1d20 + 1 per caster level against a DC of 11 + the spell's caster level (though the spell will automatically negate the caster's own spells if it is used for this purpose or if the caster has previously cast a spell into the same area). All spell effects and relevant items within the stated area of effect are subject to dispelling. Permanent magical items are not disenchanting by the spell, with the exception of potions, which are treated as 9th level for purposes of resolution. However, even a permanently enchanted item must make a saving throw or become non-operational for 1d4 rounds. Any spells in the process of being cast in the spell's area of effect will be lost, and any ongoing spell effects (such as *Invisibility*) will be dispelled.

200. DISTANCE DISTORTION

Transmutation/Alteration

Level: Gry 5	Range: 60 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: An area of up to ten 10-foot cubes

This spell merges an area on the prime material plane with an extra-dimensional space, so this area will either hold more or less expanse than its outer size should allow. The caster can affect an area of up to 10 ten-foot cubes (i.e. ten times 10 x 10 x 10 feet). He can either double or halve the distance contained in this area, in either direction he chooses (height, length, or width, or two or three of them). This spell can be made permanent, with the *Permanency* spell.

For example, a caster could want to cast this spell inside a house 20 ft. wide, 40 ft. long, and 10 ft. high; so inside it would remain 20 ft. wide and 10 ft. high, but now become 80 ft. long. If the caster could then cast *Permanency* on it, and build a wall and a secret door in the middle of the room, nobody would notice that a second room of the same volume exists on the far wall, and that it doesn't exceed the house's boundaries.

When outside observers can look into the area affected by the spell, they see everything in it to be strangely distorted. For example, if only height was affected, humanoids inside the area would appear like thin elongated giants, or thick shriveled midgets, depending on whether height was doubled or halved. Those inside the area see everything as normal however, whether inside or outside; only objects or creatures crossing the boundaries look strangely distorted.

201. DISTURBING VISIONS

Conjuration/Summoning [Mind-Affecting]

Level: Blk 2	Range: 60 feet
Casting Time: 4 segments	Duration: 3 + 1/level rounds
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This spell summons an insubstantial, lesser spirit of evil, to invade the target's mind as a kind of temporary possession. The target is allowed a Charisma saving throw to reject the spirit, and thus send it back into the Netherworld. If the save is failed, the spirit fills its mind with nightmarish and distorted visions of reality superimposed on his normal perceptions. The target sees those around him as monsters threatening him, has sudden feelings of fear, and struggles with the madness that tries to take control of his will. As a resulting effect, creatures affected by this spell suffer and behave randomly, as indicated on the following table (roll 1d10 every round at the beginning of the victim's turn):

- 1-2. Gets a -2 penalty to all rolls, for being distracted by visions.
- 3-5. Defends against an imaginary foe.
- 6-8. Only screams in fear, oblivious of its surrounding.
- 9-10. Attacks nearest creature seen as horrid monster.

Attackers are not at any special advantage when attacking the subject. That is, a subject who is attacked automatically retaliates



against its attackers back on its next turn, probably seeing them as horrid monsters because of the spell's effects.

Protection from Evil shields a target against this spell and *Exorcise* would also be effective though its casting time is far longer than the normal duration of

Disturbing Visions. At GM's discretion, the possessing spirit could be driven away by a successful Turn Undead roll (treat as if against a 2 HD undead). A creature already possessed by a demon or other supernatural entity is also impervious to this spell. On the other hand, insane or psychotic subjects (such as depraved cultists and most evil humanoids such as orcs and trolls), suffer a -2 penalty to their saving throw, and against them the spell has double duration. Creatures without a mind (such as undead or constructs) as well as extra-planar beings (demons or celestials) are immune to such lesser possessions.

202. DIVINATION

Divination

Level: Wht 4	Range: Personal
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

The *Divination* spell can provide the character 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. In all cases, the GM controls what information the character receives. Note that if the caster's 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. If the caster has the Astrology skill, he may also spend 10 more minutes studying the sky and his astrological charts, and will add his Astrology skill roll to the base percentage chance. The GM can also adjust the chances if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination, and yield the same answer each time.

203. DIVINE LANTERN

Conjuration/Summoning [Law/Good]

Level: Wht 5	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: No

Effect: A glowing, stationary lantern

This spell brings into existence an otherworldly magical lantern radiating a protective illumination. In its everlasting light, which is equal to that of a normal lantern (30-foot radius), all non-evil creatures are under effect of a *Protection from Evil* spell, while evil creatures feel uneasy and are at a -1 penalty to all their attack rolls, saving throws and skill checks. The lantern can float in midair or rest upon a surface, but once created it does not move. It is not a physical object, just a manifestation of divine light and energy. As such, it cannot be damaged, although it can be extinguished (with appropriate magic, but not by conventional means). The caster (and those who learn the specific command word unique to each lantern) can douse the light with a word, returning the light upon command whenever desired.

The normal duration for a divine lantern is of one hour per caster level. However, when cast in a consecrated temple of the caster's faith, during a ceremony taking 1 hour and requiring at least three priests of the caster's faith attending him, plus 100 gp of incense and other religious components, the lantern can be made permanent (although it can still be destroyed by appropriate magic). Many temples are protected by one or more divine lanterns.

204. DOLOR

Enchantment/Charm

Level: Blk 4, Gry 5	Range: 30 feet
Casting Time: 3 rounds (see text)	Duration: See text
Save: None	Spell Resistance: See text

Target: One extra-planar creature

This spell is generally used in conjunction with spells that conjure extra-planar creatures, as it submits them to suffering in order to extract a service from them. *Dolor* hurts a fiend until it agrees to serve the caster for a limited time or perform a mission on his behalf.

To cast the spell, the caster must be in the targeted fiend's presence. During the first round, when the caster speaks the first words of the scroll in front of the fiend (i.e. at this time, casting time is 7 seg), it is immediately held in place (unless its magic resistance allows it to escape this effect). Then, during the second round, and whether its magic resistance protects it against the hold effect, the words of the scroll cause considerable pain to the fiend. It suffers a -2 penalty to all dice rolls, and must succeed a Charisma saving throw (magic resistance doesn't apply) or agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual. If the fiend succeeds the save, and it is not held, it may try to do something (such as attack the caster), but with the aforementioned penalty. During the third round, the penalty worsens to -4 and the fiend must again make the same Charisma saving throw.

Afterwards the spell's effect ceases, but if the fiend agreed to perform a task for the caster in exchange for relief, he is bound by the

spell's magic to thereafter comply and do what was agreed upon (as per a *Geas* spell, incurring further agony and eventually death if not complying).

Focus: A scroll upon which arcane and occult symbols are inscribed, using a special ink made of dragon blood and powdered gold, as well as a specially treated parchment through alchemical processes (Alchemy skill check at DC 20). All of this costing no less than 250 gp., and taking a full day to create.

205. DOMINATION

Enchantment/Charm [Mind-Affecting]

Level: Blk 5, Gry 5	Range: 120 feet
Casting Time: 5 segments	Duration: 1 day/level
Save: Charisma negates	Spell Resistance: Yes

Target: One humanoid of Medium-size or smaller

This spell enables the caster to control the actions of any humanoid that is medium-size or smaller. The caster establishes a telepathic link with the subject's mind. If a common language is shared, the caster can generally force the subject to perform as he desires, within the limits of his abilities. If no common language is shared, the caster can communicate only basic commands, such as «Come here,» «Go there,» «Fight,» and «Stand still.» The caster otherwise knows what the subject is experiencing, but does not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. 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 the caster and the subject are on the same plane. The caster doesn't need to see the subject to control it.

Protection From Evil or similar spells can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *Domination* or dispel it.

206. DOORWAY TO HELL

Conjuration/Summoning [Evil]

Level: Blk 5	Range: 5 feet
Casting Time: 10 minutes	Duration: 1 round/level
Save: None	Spell Resistance: No

Effect: A magical door leading to hell

This spell transforms a special mirror into a doorway of balefire and brimstone, enabling the caster to peer into some infernal landscape instead of seeing the normal reflection in the mirror. Each round the spell remains in effect, there is a 5% chance per caster level that a random devil or hellish fiend will be seen by the caster. This creature is determined by the GM (by default roll 1d12+2 to obtain the creature's total HD, then select a monster that has this number of HD). The caster may let it pass, and wait for another creature, or he may call the creature and try to bargain with it, or may cast an appropriate spell at the creature in order to control it. If the caster succeeds, the creature is summoned and comes from the infernal

landscape through the mirror in front of the caster. Only one creature may be summoned per casting, and the spell doesn't provide the means to coerce and control the creature.

Attempting to cast the spell on the same mirror more than once per week can have disastrous effects: each time it is cast without a full week having elapsed since the last casting, there is a 10% chance the mirror will shatter, and while doing so drags the caster into the lower plane he was peering at. The caster is however entitled a Strength saving throw to avoid being dragged into Hell.

Focus: A large ornate mirror no less than 5 feet tall and 3 feet wide, which frame is made of electrum, engraved with infernal symbols, and inlaid with black gems and such. Such a mirror must be made specifically for casting the spell, and costs no less than 500 gp.

Material Component: A pint of fresh blood mixed with sulfur that is splashed onto the mirror upon casting the spell. The blood is immediately absorbed into the mirror, and then the normal reflection is replaced by an image of a hellish landscape, with a red mist (the blood) floating behind. The red mist is what attracts nearby fiends to come to the gate.

207. DOWSING

Divination

Level: Nat 1	Range: Personal
Casting Time: 1 full round	Duration: Up to 1 hour/level
Save: None	Spell Resistance: No

Effect: Find a nearby presence of otherwise unseen water

The spell has two forms. First, it can detect the nearest potable water on the surface, if it lies within 300 ft. Then, the caster can also search for subterranean water within 30 ft. The caster holds the fork of the stick in his two hands. The stick twists to point at the nearest water within the spell's range (assuming there is any water). The spell lasts as long as the caster concentrates upon finding water, up to one hour per level, which he can do while walking.

Focus: A forked stick.

208. DREAM

(Reverse: NIGHTMARE)

Illusion [Mind-Affecting]

Level: Blk 4, Del 5	Range: Unlimited; see text
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: Yes

Target: One living creature

With this spell the caster, or a messenger he touches, can send a phantasmal message to others in the form of a dream. At the beginning of the spell, the caster must name the target of the spell, or identify it by some title that leaves no doubt as to its identity. The messenger then enters a trance, appears in the intended target's dream, and delivers the message. The message can be of any length, and the target remembers it perfectly upon waking.

The communication is one-way only. The target cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the target. Once the message is

delivered, the messenger's mind returns instantly to his body. The duration of the spell is the time required for the messenger to enter the target's dream and deliver the message.

If the target 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 target goes to sleep, then enter the target's dream and deliver the message as normal. The messenger is unaware of his own surroundings or the activities around him while in the trance. He is defenseless, both physically and mentally (always fails any saving throw, for example) while in the trance. If the messenger is disturbed during the trance, the messenger awakens, and the spell ends. Creatures who don't sleep or dream cannot be contacted by this spell.

Reverse: *Nightmare* operates as per the *Dream* spell, except that it enables the caster to send a hideous and unsettling phantasmal vision to a specific creature whom he names or otherwise specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. It leaves the subject tired out and unable to regain spells for the next 24 hours. *Dispel Evil* cast on the target while the caster is entering his dreams dispels the nightmare and stuns the caster for 1d4 hours. While the caster is stunned, he can't act, loses any Dexterity bonus to AC, and attackers get a +2 bonus against him.

209. DREAM TRAVEL

Transmutation/Alteration [Mind-affecting]

Level: Blk 4, Psi 2, Wht 3	Range: Touch
Casting Time: 1d10 rounds	Duration: 1 hour/level
Save: Wisdom negates	Spell Resistance: Yes

Targets: Up to one creature per level

Through this spell, the caster and any creature touched are drawn into the astral plane of dreams usually known as the "Dreamland". The caster can take more than one creature along (subject to the level limit), but all must be touching each other. At low levels, the caster and his allies may only travel to the Dreamland in spiritual form, leaving their body sleeping in the material plane. Then, at 9th level, the caster gains the option of physically entering the land of dreams, leaving nothing behind.

The caster and his allies unfortunately cannot bring their equipment in the world of dreams. A dreamer will only have 1d6 pieces of equipment (armor and weapons included), that may be totally different from what they have in the real world, as determined by the GM. In some cases, when a dreamer possesses a magical item to which he is much attached, this magical item will accompany him in his travel. If this item would ever be destroyed or lost in the Dreamland, it still continues to exist normally in the prime material plane, but will never accompany the character again in the Dreamland.

A traveler who dies in the Dreamland, doesn't die but rather awakes in the normal world. A caster whose body is killed while he is traveling in the Dreamland, may continue to live there forever rather than have his spirit leave the mortal world and reach the outer planes of the afterlife.

Any creatures touched by the caster when *Dream Travel* is cast also make the transition to the borders of unconscious thought. They may opt to follow the caster, wander off into a random location

of the Dreamland, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned). Creatures unwilling to accompany the caster into Dreamland receive a Wisdom save, negating the effect if successful.

210. DUO-DIMENSION

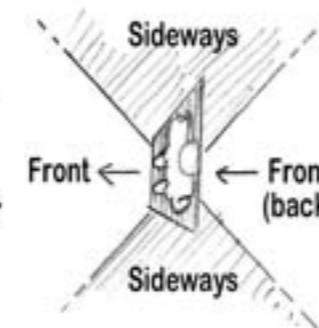
Transmutation/Alteration

Level: Gry 7	Range: Personal
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Target: Caster

By means of this spell, the caster reduces herself to a two-dimensional sheet with no third dimension. As such, she can fit through the thinnest of spaces provided they are large enough to accommodate her remaining two dimensions. While two-dimensional, the caster can move, cast spells, and otherwise act normally. However, at any time she can choose to turn sideways to a subject, and thus totally escape attacks and detection (she effectively becomes invisible and immune to all forms of attack). Note that the caster likewise cannot see and affect subjects for whom she is sideways. Conversely, if she is attacked from the front or the back, the caster takes three times normal damage. The caster can change side only once per round, but she can change side and make a primary action (such as casting a spell) during the same round.

This weird spell doesn't simply turn the caster into a two dimensional sheet. *Duo-Dimension* is in fact an ethereal spell that mostly puts the caster on the (border) ethereal plane, with a part of her connected to the prime material plane. This is what lets her being either front or sideways but never at an angle as would be the case with a sheet of paper. The caster must choose a subject in relation to whom being front or sideways, and the others will perceive her



according to their location in relation to that subject (see schema thereafter). In the meantime, the caster is vulnerable to ethereal creatures (attacks deal normal damage), yet is unaware of them and cannot interact with them. Note that a purely random encounter with an aggressive ethereal creature is likely to not exceed a 1% chance.

211. DUST DEVIL

Conjuration/Summoning

Level: Blk 2, Wht 2	Range: 100 feet
Casting Time: 1 full round	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Effect: 5X4 feet whirlwind

This spell summons a very minor air elemental, appearing as a whirlwind in the shape of a 5 feet tall cone, with a 4 feet diameter at its top. The dust devil has 2d8 HD, AC=16, Attack: 1 slam effect for 1d4 pts of dmg, and a speed of 60. It is barely sentient with no

real intelligence, and must be directed by the caster. This whirlwind will scatter away light objects (such as tree leaves, sheets of paper, etc.), and disperse sand and dust, creating a 10 feet cloud around itself. Such a cloud may blind a creature inside it, if it fails a Constitution save. The dust devil is powerful enough to keep gas clouds and gaseous creatures at bay, and to deflect missiles and thrown weapons of small size (arrows, thrown daggers, etc., but not hurled rocks). The dust devil however, is vulnerable to air elemental creatures who will dissipate it with a single successful hit. Likewise, it is subject to *Dispel Evil*, *Protection from Evil*, and other like spells.

At higher levels, the caster may summon a tougher dust devil: at 7th level, the whirlwind is 3d8 HD and does 1d6 of dmg; and at 11th level, it has 4d8 HD and does 1d8 of dmg.



212. EARTHQUAKE

Transmutation/Alteration

Level: Nat 7, Wht 7	Range: 180 feet
Casting Time: 10 minutes	Duration: 1 full round
Save: See text	Spell Resistance: No

Area: 5 feet per level radius

This spell provokes an intense but highly localized tremor that rips the ground. It knocks creatures down, collapses structures, opens cracks in the ground, and more. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must succeed a Constitution saving throw or lose any spells they try to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The exact effects depend on the terrain and its features:

- **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 allowed). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area, yet still below the falling debris.

- **Cliff:** They crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff. Any creature in the path sustains 8d6 points of damage (Dexterity save for half allowed).

- **Open Ground:** All creatures standing in the area must make Dexterity saving throw or fall down. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Dexterity save to avoid the fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

- **Structure:** Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Dexterity save for half allowed).

- **River, Lake, or Marsh:** Fissures open underneath the water, draining it away from that area and forming muddy ground. Soggy

marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Creatures must succeed 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, thus possibly drowning those caught in the mud.

213. ECTOPLASM

Conjuration/Summoning

Level: Psi 1	Range: 30 feet
Casting Time: 1d4 rounds	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Effect: One manifested, solid ectoplasm

This power enables the caster to manifest on the prime material plane a creature that in fact doesn't exist but is simply coalesced from a kind of astral substance. This solidified ectoplasm can then attack the caster's enemies, or at least impress people around and operate like an illusion could. It appears where the caster designates and acts immediately, on his turn. It attacks the caster's opponents to the best of its ability. The caster can mentally direct it to attack particular enemies, or to perform anything else, but it always requires a primary action and concentration. The ectoplasm dissipates when the power (i.e. spell) ends.

Ectoplasm statistics: AC = 10 + caster's level. Hit-points = 2 per caster level. Same BtH and saving throws as the caster. Damage: 1d4 at 1st level, 1d6 at 3rd level, 1d8 at 5th level, 1d10 at 7th level, 1d12 at 9th level, 2d6 at 11th level, and 2d8 at 13th level. As a kind of construct, the ectoplasm is immune to energy level drain, poison and mind-affecting magic. The ectoplasm can have any form the caster wishes, though it may not be too detailed nor impersonate a living person. However, it can have wings and fly.

214. ELIXIR OF VOID TRAVEL

Transmutation/Alteration

Level: Blk 5	Range: Touch
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: One humanoid dose per level

This spell represents the final stage when manufacturing the strange golden elixir that permits a humanoid to survive in the void of space. Creating the elixir requires 50 gp worth of various substances per dose, 1d6 days of work, and a successful Alchemy skill check at DC 20. Upon completion, the elixir must be poured into a perfectly sealed container made of gold, costing 100 gp per dose it can contain (the focus). The spell is cast at that moment. As long as the elixir is kept in its sealed container, the magic remains. However, once it is opened, it must be drunk within 5 minutes or it evaporates. Once drunk, a single dose is effective for 1 hour per caster level. It puts the consumer into a kind of stupor where he suffers a -2 penalty to all attack and damage rolls, saving throws and skill checks, but also makes him impervious to the rigors of the void of space (i.e. utter cold, lack of breathable air, depressurization, and solar/cosmic radiation). Each time one casts this spell, he must succeed a Constitution save or lose 1 point of constitution.

215. EMOTION

Enchantment/Charm [Mind-Affecting]

Level: Del 4, Psi 4	Range: 90 feet
Casting Time: 4 segments	Duration: 2 rounds/level
Save: Wisdom negates	Spell Resistance: Yes

Targets: All living creatures within a 15-foot radius

This spell arouses a single emotion of the caster's choice in the subjects. When casting *Emotion*, choose any one of the following emotions to influence the targets:

- **Despair:** The subjects suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion (despair)* dispels *Emotion (hope)*.
- **Fear:** The subjects flee from the caster whenever they are in sight of him. *Emotion (fear)* dispels *Emotion (rage)*.
- **Friendship:** The subjects react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. *Emotion (friendship)* dispels *Emotion (hate)*.
- **Hate:** The subjects react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). *Emotion (hate)* dispels *Emotion (friendship)*.
- **Hope:** The subjects gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion (hope)* dispels *Emotion (despair)*.
- **Rage:** The subjects gain a +2 bonus to attack and damage rolls, and saves, but also a -1 penalty to AC. They are compelled to fight heedless of danger. *Emotion (rage)* does not stack with berserk rage or with itself. *Emotion (rage)* dispels *Emotion (fear)*.

216. EMPATHY

Divination

Level: Psi 1	Range: 30 feet
Casting Time: 1 segment	Duration: up to 1 round/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power enables the caster to detect the surface emotions of any creature she can see that is in range. The caster can sense basic needs, drives, and emotions.

217. ENCHANT AN ITEM

Conjuration/Summoning

Level: Blk 6, Gry 6, Wht 6	Range: Touch
Casting Time: 3d4 hours	Duration: See text
Save: None	Spell Resistance: No

Target: One masterwork, non-magical object

This spell enables the caster to imbue an object with magical powers. *Enchant An Item* must be cast at the beginning of the long and delicate process during which all the necessary steps will be

conducted, and then at the end to finalize the object and render it permanent. However, this spell alone cannot create a magical item; it only represents the arcane framework upon which will be set the item's actual magical powers.

Creating a magical item is a horribly complicated art, not a science. No blueprint or formula can ever exist, from which the caster would be able to recreate a specific type of magical item, given enough time, materials, and spells. Instead, due to the mystical and irrational nature of magic, as well as numerous factors such as where and when the object is created, and by whom, the process to create a new magical item is but unique. This will be discussed between player and GM, and may be vastly different one time to the next. For example, the item may cost a lot of money or not, may cost Constitution points or XP or nothing like that, and could require to adventure in exotic locations to gather special material. Similarly, the time required to create the item may vary from a few days to several weeks, depending on many factors and the power of the item created. The only thing that remains constant, is that the caster must cast *Enchant An Item* at the beginning and the end of the creation. Then, in between, the caster must be able to cast the appropriate spells related to the object's powers. Yet, before beginning the creation, the caster will have to know what to do, and this will take a lot of research...

Material Components: At least 150 gp worth of various alchemical substances and items.

218. ENCHANTED WEAPON

Enchantment/Charm

Level: Gry 4	Range: Touch
Casting Time: 10 minutes	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: One or more weapons

This spell allows the caster to lay an enchantment on a weapon so it acquires magical properties. One normal melee weapon, two small weapons, or one missile (arrow, bullets, etc.) per caster level, can be affected by the spell. This spell however cannot be cast on a natural weapon, such as an animal's claws for example. The spell gives a +1 bonus to attack and damage rolls to mundane weapons, but this bonus increases to +2 if the weapon is of masterwork quality. The spell can also improve a magical weapon, including one enchanted by this spell, by a +1 bonus, but cannot improve it beyond +3. It is possible to apply the *Permanency* spell to *Enchanted Weapon* in order to create a true magical weapon (though greater magical weapons with special powers and higher bonuses require a much more complex creation procedure with the *Enchant an Item* spell).

Material Components: 5 gp worth of powdered silver, and 25 gp worth of various alchemical components.



219. ENDURE COLD / ENDURE HEAT

Abjuration

Level: Nat 1, Wht 1	Range: Touch
Casting Time: 1 full round	Duration: 24 hours
Save: None (harmless)	Spell Resistance: Yes

Target: One creature

A creature protected by this spell suffers no harm from being in a hot or cold environment (depending on which version of the spell is cast). It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Constitution saves. The creature's equipment is likewise protected.

Endure Cold / Heat 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. In fact, if the recipient of the spell is affected by supernatural heat or cold (such as that produced by spells or breath weapons), *Endure Cold / Heat* absorbs the first 10 points of damage and is then dispelled. It is likewise dispelled if *Resist Fire* or *Resist Cold* is cast upon the recipient of the spell.

220. ENERGY DRAIN

Necromancy [Evil]

Level: Blk 9, Gry 9	Range: 60 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: Constitution half	Spell Resistance: Yes

Target: One living creature

This spell opens a channel between the caster, the Negative energy plane, and a living creature. The caster must make a ranged touch attack to hit his target with an arc of dark, crackling energy. If the attack succeeds, the target is drained of 2d4 hit-dice or experience levels. It is however entitled to a Constitution saving throw to reduce the loss by half. In any case, for each level drained, the caster regains 1d6 hit-points (as per a *Vampiric Touch* spell). The level drain is permanent, unless negated by a *Restoration* spell. A creature entirely drained of its hit-dice or levels by this spell, dies and immediately becomes a zombie under control of the caster.

If the spell is used against an undead creature, it grants it 2d4 x5 temporary hit points for 1 hour, instead of the above effects.

221. ENERVATION

Necromancy [Evil]

Level: Blk 4	Range: 30 feet
Casting Time: 4 segments	Duration: 1d4 + 1/level hours
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

Enervation is a weaker version of the spell *Energy Drain* (see above). The caster must make a ranged touch attack to hit his target with an arc of dark, crackling energy. If the attack succeeds, the target is drained of 1d4 hit-dice or experience levels. It is however entitled to a Constitution saving throw to negate the loss. In any case, for each level drained, the caster regains 1d4 hit-points (as per a *Vampiric Touch* spell). The level drain is not permanent however,

and the lost hit-dice and levels return at the rate of one per turn (10 minutes) once the spell ends. A creature entirely drained of its hit-dice or levels by this spell, dies if it fails another Constitution saving throw, or if it succeeds it, falls helpless and comatose to the ground until the spell ends.

If the spell is used against an undead creature, it grants it 2d6 temporary hit points for 1 hour, instead of the above draining effects (to which they are immune).

222. ENLARGE (Reversible: REDUCE)

Transmutation/Alteration

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 10 minutes/level
Save: Constitution negates	Spell Resistance: Yes

Target: One creature, or one object of up to 10 cubic feet per level in volume

This spell causes instant growth of a creature or object, increasing both size and weight. The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases by approximately the cube of the size increase, as shown below.

All equipment worn or carried by a creature is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials; the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 bonus to Strength.

Height Increase	Weight Increase
+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)

Reverse: *Reduce* causes instant diminution of a creature or object by up to 10% per caster level, to a maximum reduction of 50%, as shown below. Strength decreases with size. For every 20% of reduction, a creature's Strength score suffers a -1 reduction, to a minimum score of 1. A reduced object shrinks only as long as the object itself is not damaged.

Height Decrease	Weight Decrease
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

Note that multiple magical effects that increase or reduce size do not stack. *Enlarge* counters and dispels *Reduce* (and vice versa).

223. ENRAGE ANIMAL

Enchantment/Charm [Mind-affecting]

Level: Blk 1, Nat 1	Range: 30 feet
Casting Time: 1 segment	Duration: 1d6 + 1/level rounds
Save: Wisdom negates	Spell Resistance: Yes

Target: One normal animal

This spell suddenly enrages an animal, making it attack the nearest creature within 10 feet. If the creature closest to the animal is its master, rider, etc., it will attack the next closest creature instead. If there is no other creature available, it will attack its master, rider, etc. The animal attacks with blind rage (yet doesn't get any special bonuses) until the spell ends, at which time it reverts to its normal behavior.

The animal gets a Wisdom saving throw to negate the spell's effect, but the following cumulative modifiers apply: a wild predatory animal (wolf, tiger, etc.) gets a -2 penalty to the save; an animal attacking a different specie than its own, also gets a -2 penalty to the save, but only provided it isn't obviously more powerful and dangerous; a domesticated animal gets a +2 bonus to the save if the only creature to attack is its master, rider, etc.; the animal also gets a +2 bonus if the master, rider, etc., has special skills and abilities in handling animals (such as rangers or druids); lastly, animals naturally fear undead and fire, so get a +4 bonus to the save against them.

224. ENSNAREMENT

Conjuration/Summoning [see text]

Level: Blk 6, Gry 6	Range: 20 feet
Casting Time: 10 minutes	Duration: Instantaneous
Save: Charisma negates	Spell Resistance: Yes

Targets: Up to 16 HD of extra-planar creatures in a 15 ft. rad area

Casting this spell attempts a dangerous act: to lure one or more creatures from another plane to a specifically prepared trap, which must lie within the spell's range. The caster may call a single creature of up to 16 HD or a number of creatures of the same type whose HD total no more than 16. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the caster must draw a pentagram, though it's generally advised to engrave it in a stone floor, cast it with precious metals, and enchant it so as to prevent magical escape (i.e. through *Teleport*, dimensional travel spells and the like). Then, the type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must make a Charisma saving throw. If it succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (magic resistance does not keep the creature from being called). The creature can escape from a simply drawn circle with a successful SR/MR roll, dimensional travel, or a successful Charisma save. It can try each method once per day. If it breaks loose, the target creature can flee or attack the caster. For this reason, it's preferable to use a specially enchanted circle.

If the creature does not break free of the trap, the caster can keep it bound for as long as he dares. He may attempt to compel the

creature to perform a service by describing the service and perhaps offering some sort of reward. The caster makes a Persuasion skill check at DC = 10 + creature's HD. The GM then assigns a bonus to this skill check, based on the service and reward, from 0 to +6. If the caster fails his check, the creature refuses service. If the caster rolls a natural 1 on his check, the creature breaks free of the binding and can escape or attack the caster.

If multiple creatures are called, each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid the caster. New offers, bribes, and the like can be made or the old ones re-offered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some other spell. Impossible or unreasonable demands are never agreed to.

Once the requested service is completed, the bound creature needs only so inform the caster to be instantly sent back whence it came. The creature might later seek revenge. If the caster assigns some open-ended task that the creature cannot complete through its own actions (such as «Wait here» or «Defend this area against attack»), the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Material Components: Five special candles made of alchemical component (and including mystical substances such as dragon blood or demon ichor), costing no less than 20 gp each (and requiring a DC 15 Alchemy skill check to create).

Magic Circle: Creating a permanent magical pentagram that will prevent escape, requires to be able to create magical items, and is a long and difficult process. It involves casting a *Magic Circle* spell, focused inward, plus a *Dimensional Anchor* spell.



225. ENTANGLE

Transmutation

Level: Nat 1	Range: 100 feet
Casting Time: 3 segments	Duration: 2d4 + 2/level rounds
Save: Dexterity partial	Spell Resistance: No

Targets: Plants in a 40-foot-radius area

This spell animates plants and makes grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area of effect or those that enter it, holding them fast and causing them to become entangled. All creatures inside the area of effect, or those entering it, are allowed a Dexterity saving throw each round the spell is in effect, to avoid being entangled. However, even if they succeed the saving throw, they still can only move at half speed through the area. Those who fail their saving throw become entangled and unable to move. They can nonetheless attempt a Strength saving throw to break free and subsequently move at half their normal speed, by using a full-round action. Each round, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants. GMs might impose bonuses or penalties to the save at they see fit.

226. ENTHRALL

Enchantment/Charm [Mind-Affecting]

Level: Wht 2	Range: 90 ft. radius around caster
Casting Time: 1 full round	Duration: Up to 1 hour
Save: Wisdom negates	Spell Resistance: Yes

Targets: Any number of creatures

If the caster has the attention of a group of creatures, she can use this spell to hold them spellbound. To cast the spell, the magic-user must speak or sing without interruption for 1 full round. Thereafter, those affected give her their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to the caster's gets a +4 bonus on the saving throw.

A creature with 4 or more HD or a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as the caster speaks or sings, to a maximum of 1 hour. Those enthralled by her words take no action while she speaks or sings 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 effect ends (but the 1d3-round delay still applies) if the caster loses concentration or does anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward the caster, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group. The heckling ends the spell if this check result beats the caster's Charisma 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 toward the caster. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

227. ERASE

Transmutation/Alteration

Level: Gry 1	Range: 10 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: See text	Spell Resistance: No

Target: One scroll or two pages

This spell removes writings of either magical or mundane nature from a scroll or from up to two pages of paper, parchment, or similar surfaces. It removes explosive runes, glyphs of warding, sepia snake sigils, and arcane marks, but it does not remove illusory script or symbols. Non-magical writings are automatically erased if the caster touches them and no one else is holding them. Otherwise, the chance is 50% + 5% per level. Magical writings must be touched, and the caster must succeed an Intelligence saving throw. If the caster fails to erase *Explosive Runes*, a *Glyph of Warding*, or a *Sepia Snake Sigil*, he accidentally activates them instead.

228. ESP (DETECT THOUGHTS)

Divination [Mind-Affecting]

Level: Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: 1d6 + 1/level rounds
Save: Charisma negates	Spell Resistance: No

Area: Quarter circle from the character to the extreme of range

This spell allows the caster to overhear the surface thoughts of any thinking being in the spell's radial area of effect. Each round, the caster can turn to detect thoughts in a new area. The caster need not be able to see the creature whose thoughts he is reading; the spell can be used to listen beyond a closed door. The spell cannot penetrate more than two feet of stone or more than two inches of any metal, and it is foiled by even a thin sheet of lead.

The amount of information revealed depends on how long the caster studies 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 mental strength of each (i.e. mental strength refers to the rating of animal intelligence, semi-intelligence, etc. up to genius and supra-genius intelligence).

3rd Round: Surface thoughts of any mind in the area. A target's Charisma save prevents the caster from reading its thoughts, and the caster must cast the spell again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that the character can pick up.

229. ETHEREALNESS

Transmutation

Level: Blk 6, Gry 6, Wht 6	Range: Touch (see text)
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: Yes

Targets: Caster plus up to 6 creatures touched

This spell lets the caster and up to six other creatures joined by linked hands (along with their equipment) to become ethereal. They enter a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane (see p.164).

Once ethereal, the subjects need not stay together. When they are in the border ethereal, the creatures that remain on the prime material plane cannot interact with the subjects in any way (combat, communication, touch, perceptions, etc.). Their presence may only be detected by *True Seeing* or spells designed to peer into the ethereal. The subjects themselves cannot interact in any way with anything in the prime material plane. They could however observe what happens in it, but not so easily as it appears to them hazy, indistinct and colorless (any Detection skill check would be made with a -8 penalty).

When the spell expires, two things can happen to an affected creature. If the creature is still in the border ethereal, it returns to the material plane of existence. Note that a character who becomes material while inside a solid object (such as a stone wall), is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet that he traveled. If the character is in the deep ethereal

when the spell ends, nothing happens. However, he will have to cast the spell again (or use other appropriate magical mean) to re-enter the border ethereal and then emerge in the physical world. If he cannot do so, he remains stranded in the deep ethereal until something happens to him.



230. EXACTION

Conjuration/Summoning

Level: Wht 7	Range: 10 feet
Casting Time: 1 hour	Duration: See text
Save: See text	Spell Resistance: Yes

Target: One extra-planar creature

This spell allows the caster to exact some service from a powerful extra-planar entity such as a celestial, demon, genie, etc. Entities of semi (or higher) divine status, such as demigods and arch-devils for example, are immune to the effect of *Exaction*. Then, the target creature should preferably be of the same alignment (or close) to that of the caster, or the latter may face unpleasant consequences. For example, dealing with a fiend for selfish objectives might turn a caster to Chaos alignment; or the price for a celestial performing a service could be to convert to the Law alignment.

A lot of research usually needs to be done in preparation to casting *Exaction*. The caster must know which individual creature he intends to summon, know its personal name (or better: its true name), and very important: have something appropriate to compel a promise of service from this creature. This could be anything as

determined by the GM, provided the caster finds about it. For examples: The creature might direly want a certain object, and provided the caster has it, would exchange it for a service; The creature has a terrible secret that the caster knows, and he won't reveal it in exchange for a service; The creature is indebted, but the caster can discharge it of its debt in exchange for a service; etc.

When the spell is cast, the GM must first roll the creature's magical resistance (if any). A successful check indicates that nothing happens. The creature probably ignores the caster, not feeling compelled or concerned in any way by what he proposes. It could well be that what the caster believed would compel the entity, is in fact a false or useless information, or that it may have been true but is no longer relevant. A failed SR/MR check indicates that the creature is successfully summoned. Celestials usually descend from the sky in a flash of golden light, while fiends are typically spawned from the ground in a cloud of darkness. The entity feels compelled or concerned enough by the caster to come and inquiry. However, before the entity agrees to comply, a discussion between the two must occur, at the end of which the entity must roll a saving throw. Various circumstances (such as the nature of the task requested, pertinence of the caster's arguments, special magical items he may use, credible threats, etc.) may grant a bonus or impose a penalty to the entity's save. With fiends, a caster should better be protected by a *Protection from Evil* spell or stand within a magic circle, for if the save succeeds, the creature won't be constrained by the spell and might attack the caster in retaliation. If the save fails however, the creature will be bound to perform as per the agreement.

The service might be anything the creature may actually achieve. For example, a Hezrou demon could be sent laying waste upon a castle and slay all its inhabitants. Or a guardian daemon would have to guard the caster's treasure so long as the caster is alive. Then, once the service is complete, the creature will instantly be transported to the vicinity of the caster, who must immediately provide the promised reward or formally cancel the debt previously owed by the creature. If the caster fails to do so, the entity will either exact a service of its own from the caster (if in a merciful mood) or simply attack, and will also enjoy immunity to any and all spells cast by the (traitorous) caster. In case of the guardian daemon, the agreement would be cancelled if the caster failed to keep a certain secret for example, which would immediately release the creature and bring him in front of the (traitorous) caster.

Material Component: *Exaction* requires a parchment upon which is written the name of the entity, as well as the nature of the bargain to be made with it (details of the debt to be cancelled, secret not revealed, reward to be granted, etc.).

231. EXORCISE

Abjuration

Level: Wht 4	Range: 10 feet
Casting Time: 1+ turns (see text)	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One creature or object

This spell will dispel the possession of some person or object by a supernatural entity such as a devil or demon. It will also remove curses, charms, and supernatural control by magical items such as intelligent swords. Once the spell has begun, it cannot be interrupted; if it is, the whole thing must be begun anew. The base chance

of success can either be determined by the GM, based on the precise circumstances in the game, or it can be determined with the following guidelines:

- Victim is evil and willing to be possessed: base 10% chance.
- Victim is evil but unwillingly possessed: base 20% chance.
- Victim is neutral (and unwillingly possessed): base 30%.
- Victim is good (and unwillingly possessed): base 40%.
- Victim is good, and religiously devout (and unwillingly possessed): base 50%.
- For each level or hit-die of difference between the caster and the possessing spirit: 5% bonus or penalty.
- Exorcism taking place in a corrupt location (consecrated to evil, etc.): -20% penalty.
- Exorcism taking place in a consecrated temple of the caster: +10% bonus.
- Use of a religious relic as an additional focus: +1% to +50% bonus, depending on the nature of the relic in question.

Every ten minutes during the exorcism, the caster rolls percentile dice to determine success; if his roll is less than the modified chance of success, the spell has been effective and the possessing creature is driven out. If not, another ten minutes must go by before another check is made. A roll of 95-100% is a total failure however.

Material Component: A vial of holy water (which is used up).

235. EXPLOSIVE RUNES

Abjuration

Level: Gry 3	Range: Touch
Casting Time: 10 minutes	Duration: See text
Save: See text	Spell Resistance: Yes

Target: One object weighing no more than 10 lb.

The caster traces cryptic runes upon a book, map, scroll, tablet or similar object bearing written information. The runes detonate when read, dealing 6d6 points of damage. Anyone next to the runes (i.e. who are close enough to read them, but not more than 5 feet away) takes this damage with no saving throw. Others within 10 feet of the runes take half damage if they succeed a Dexterity saving throw. The object on which the runes were written also takes the damage (no saving throw), usually destroying it if it is a book, scroll, tablet, etc..

The caster and any characters he specifically instructs can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Others can remove them

with a successful *Dispel Magic* or *Erase* spell. However, attempting to dispel or erase the runes and failing to do so triggers the explosion. This spell remains in effect until someone triggers it, after which it is ended (i.e. the duration is permanent until the runes explode, at which time the duration is instantaneous).



232. EXTENSION 1

Transmutation/Alteration

Level: Gry 4	Range: See text
Casting Time: 4 segments	Duration: See text
Save: None	Spell Resistance: No

Target: See text

Extension 1 increases the duration of 1d4 of the caster's spells. It can affect the spell cast the previous round, if any, and/or the spells cast the following rounds, up to a maximum of 1d4 spells. These spells must be of the 1st to 3rd level, and be within 30 feet of the caster. Each spell has its duration extended by half (i.e. +50%). Spells with a duration of "Instantaneous" or "Permanent" are not affected. A complete round (or more) without spellcasting between *Extension* and other spells, puts an end to it.

Alternately, the caster may use *Extension* to lengthen a single spell of another magic-user he is touching, provided he casts *Extension* for this purpose during the same round the other magic-user casts his spell.

233. EXTENSION 2

Transmutation/Alteration

Level: Gry 5	Range: See text
Casting Time: 5 segments	Duration: See text
Save: None	Spell Resistance: No

Target: See text

Extension 2 operates exactly as per *Extension 1*, except that it affects 1d4+1 spells (of 1st to 4th level), doubling their duration.

234. EXTENSION 3

Transmutation/Alteration

Level: Gry 6	Range: See text
Casting Time: 6 segments	Duration: See text
Save: None	Spell Resistance: No

Target: See text

Extension 3 operates exactly as per *Extension 1*, except that it affects 1d4+2 spells (of 1st to 5th level), tripling their duration.

236. EYEBITE

Transmutation

Level: Gry 6	Range: 60 feet
Casting Time: 1 segment	Duration: 1 round/three levels
Save: Charisma negates	Spell Resistance: Yes

Target: Caster

The caster can meet the gaze of a creature and speak a single word to affect it with one of four magical effects: charm, fear, sicken, or sleep. The caster selects one of these four possible gaze attacks when casting the spell. He retains the gaze power for 1 round for every three levels and can use the gaze attack as a free action

each round. These effects do not affect undead creatures or extend beyond the plane the caster currently occupies. The caster is subject to the effects of a reflected gaze upon himself, and is allowed any applicable saving throw. The four versions of the spell are as follows:

• **Charm:** The subject regards the caster as a trusted friend and ally. If the creature is currently being threatened or attacked by the caster or his allies, however, he receives a +4 bonus on his saving throw.

The spell does not enable the caster to control the charmed creature as if the creature were an automaton, but the subject perceives the caster's words and actions in the most favorable way. A charmed creature never obeys suicidal or obviously harmful orders. Any act by the caster or his apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate his commands, or else be good at pantomiming.

• **Fear:** The subject flees in blind terror for 1d4 rounds. Once it stops fleeing, the creature refuses to face the caster for 10 minutes per level. If subsequently confronted by the caster, it either cowers or bolts for the nearest cover (50% chance of either).

• **Sicken:** Sudden pain and fever sweeps over the subject's body. An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it suffers a -2 penalty to attack rolls. The creature remains stricken for 10 minutes per caster level. The effects cannot be negated by a *Cure Disease* or *Heal* spell, but a *Break Enchantment*, *Remove Curse* or successful *Dispel Magic* spell is effective.

• **Sleep:** The subject falls asleep. The creature sleeps for a duration equal to the caster's level x 10 minutes, but can be slapped awake.

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (or attacking, or interacting with) the gazing caster.



237. FABRICATE

Transmutation/Alteration

Level: Gry 5	Range: 10 feet
Casting Time: See text	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Up to 10 cubic feet per level (see text)

This spell enables the caster to 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 the caster works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The caster must make an appropriate skill check to fabricate articles requiring a high degree of craftsmanship (e.g. jewelry, swords,

glass, crystal, etc.). Casting time takes 1d6 minutes per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

238. FAERIE FIRE

Evocation

Level: Del 1, Nat 1	Range: 60 feet
Casting Time: 3 segments	Duration: 4 rounds/level (D)
Save: None	Spell Resistance: No

Targets: Creatures and objects within a 10-foot-radius area

This spell makes a pale glow surround and outline the subjects, so they shed light as candles. Outlined creatures cannot hide in darkness (though a 2nd-level or higher magical darkness effect functions normally), and likewise cannot benefit from *Blur*, *Displacement*, *Invisibility*, or similar effects. The faerie fire otherwise doesn't cause any harm to the objects or creatures thus outlined, and its light is too dim to hinder undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to the caster's choice at the time of casting.

239. FALSE GOLD

Illusion

Level: Gry 2	Range: 10 feet
Casting Time: 1 full round	Duration: 1 hour/level
Save: See text	Spell Resistance: Yes

Target: 10 cubic inches per level

This spell gives the appearance of plain gold to an object (of a size 1 x 1 x 10 inches per level) or an amount of coins (150 per level). This spell is only a visual effect and doesn't change the affected object's (or coins') weight. As such, casting it on a piece of wood is unlikely to fool any sane individual, even if he otherwise failed his save. Creatures viewing the illusory gold get an Intelligence saving throw to discern its deceptive nature, if they have some reason for being dubious about it and closely study it. In this case, the material on which the spell was cast, affects the save: normal save if cast on copper or brass; +2 bonus to the save if cast on other metals; +4 bonus if cast on stone; +8 bonus if cast on ivory, wood, etc. This spell cannot be cast on living creatures, including plants. Note also that dwarves can almost smell gold, so they always get a saving throw when seeing a *False Gold* item, to which they gain a +2 bonus (in addition to their racial bonus vs. magic). Lastly, note that rubbing cold iron against a *False Gold* item has a 30% chance of dispelling the illusion altogether (this can only be attempted once on a particular spell). This chance can be reduced if the caster augments the amount of material component used.

Material Component: 1 gold piece worth of powdered gold per 150 coins or per 1 x 1 x 10 inches of object's size. This powder is sprinkled over the item (or coins) as the spell is cast. If the caster doubles the quantity of powdered gold, rubbing cold iron only has 15% chance of dispelling the illusion; then 5% if the quantity is tripled, and 1% if quadrupled.



240. FALSE LIFE

Transmutation/Alteration

Level: Blk 3	Range: 10 feet
Casting Time: 1 full round	Duration: 24 hours (D)
Save: Charisma negates (harmless)	Spell Resistance: Yes

Target: One undead creature

This spell gives a semblance of life to an undead creature. For the duration of this spell, the target looks, sounds, smells and feels exactly as it did in life. The target re-grows skin, blood and organs. While under the spell's effect, the target can eat, drink, breathe, and perform all other bodily functions. They are identical to whatever they were before death. Incorporeal undead appear solid, but do not actually gain substance. Note that this spell does not confer sentience, and semi intelligent undead are quickly revealed under close scrutiny.

Material Component: A vial of human blood drawn less than one day before casting.

241. FALSE SENSORY INPUT

Enchantment/Charm [Mind-affecting]

Level: Psi 3	Range: 120 feet
Casting Time: 3 segments	Duration: up to 1 round/level
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature

This power enables the caster to falsify one of the subject's senses in a limited manner. The subject thinks she sees, hears, smells, tastes or feels something other than what her senses actually report. The caster can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but the caster can falsify the specifics of one sensation for different specifics. The caster can switch between senses he falsifies round by round. The caster can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy magic-user who is attempting to cast a spell, the enemy must make a Wisdom saving throw or his spell is ruined.

242. FALSE VISION

Illusion

Level: Del 5	Range: 0
Casting Time: 5 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: 30-foot radius, centered on the point where the caster was when he did cast the spell

The caster and all that he desires within the spell's area of effect, become undetectable to scrying (whether by spell or magic device). Furthermore, if the caster is aware of an attempt to scry, he can create whatever image he wants, including sight and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the figment he is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

243. FASCINATE

Illusion

Level: Del 2, Psi 2	Range: 30 feet
Casting Time: 2 segments	Duration: 1 day/level (see text)
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature of less HD or levels than the caster

This spell projects a phantasmal illusion into the subject's mind, making it perceive the caster as an ideal person of sort. That is, if the subject fails a Wisdom saving throw, it becomes subjugated by the caster, and wants to follow him wherever he goes, reveling in his presence. (If the subject is currently being threatened or attacked by the caster or his allies, however, it receives a +5 bonus on its save.) For examples: A wolf will see the caster as an alpha male to be followed and obeyed; A person for whom the caster is of the appropriate race, age and gender, will fall in love with him; An orc will recognize the caster as a war-chief to be followed without question; A priest will perceive the caster as a saint; etc. Upon casting the spell, the caster has no way to determine what the subject will believe about him, yet it generally becomes quickly obvious, especially if both can communicate intelligibly.

The spell has a maximum duration of one day per level, but only if the caster behaves in a manner that doesn't contradict the subject's expectations. Each time the caster does something which disappoints the subject (regarding how *Fascinate* makes it see the caster), it is entitled a new Wisdom save, with a cumulative +1 bonus per failed save. On a successful saving throw, not only the spell ends, but the subject is horribly disappointed, feeling cheated, and thus becomes angry toward the caster (it may attack him, or avenge in some appropriate fashion). Otherwise, any act by the caster or his apparent allies that threatens the subject breaks the spell.

On the other hand, if the caster behaves in a manner appropriate with the subject's expectations, *Fascinate* operates as per the *Charm Person* spell, but more potent. That is, the caster may not control the subject as if it were an automaton, but the subject will probably do anything the caster asks, if it fits with what the subject expects of him. For examples: A predatory animal will attack some prey with the caster; An enamoured subject will pursue a love-relationship with the caster; An orc will raid and pillage some place or community (which may be other orcs); A priest will accompany the caster on a religious quest or pilgrimage; etc.

When the spell ends, the subject's fascination toward the caster wears off, but the subject doesn't realize that he was under an enchantment (though in some cases an Intelligence saving throw can be made to notice it). The subject may remain favorably inclined toward the caster, if his actions did fit the subject's expectations while it was enspelled. If he didn't, the subject will feel disappointed and have a bad opinion about the caster. Over time, this good or bad disposition will also disappear, and a few days, weeks or months later, the subject won't feel anything special toward the caster.



244. FATAL ATTRACTION

Enchantment/Charm [Mind-affecting]

Level: Psi 4	Range: 60 feet
Casting Time: 4 segments	Duration: Instantaneous
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature

This power enables the caster to plant a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within. The subject's companions, if any, may each make one Detection skill check at DC 15 on the final day of the time period to notice that the subject seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end her life and attempts to do so. If nothing better offered itself, the subject would attempt to perform a coup de grace on herself. If the subject has no weapon, she would attempt to batter herself to death on a wall or other surface. If the subject goes through with a method but fails to die, she can make another Wisdom save to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

245. FEAR

Illusion [Mind-Affecting]

Level: Del 3, Blk 4, Gry 4	Range: 0
Casting Time: 4 segments	Duration: 1 round/level
Save: Charisma negates	Spell Resistance: Yes

Area: Cone 60 feet long, 30 feet diameter at the end

An invisible cone of terror emanating from the caster's hands causes living creatures in a cone 60 feet long, with a 5 feet diameter at the base and 30 feet diameter at the end, to become panicked. Those who fail their Charisma saving throw are affected by the fear effect for 1 round per caster level. They suffer a -2 penalty on all saving throws, and flee from the caster as best they can. A panicked individual has a 50% chance to drop what he is holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers.

246. FEATHER FALL

Transmutation/Alteration

Level: Gry 1	Range: 30 feet
Casting Time: See text	Duration: 2d4 + 2/level rounds
Save: None	Spell Resistance: Yes

Target: Any free-falling objects or creatures in a 10-foot radius whose weight does not total more than 300 lb. per level

This spell is cast on falling creatures or objects, to prevent them a brutal crash on whatever lies below. The rate of falling is instantly changed to a mere 60 feet per round, with no damage incurred

upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The caster can always cast this spell quickly enough to save him if he unexpectedly falls. Casting the spell is a free action, like casting a quickened spell, but it counts toward the normal limit of casting but one spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the item does half normal damage based on weight with no bonus for the height of the drop. The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

247. FEEBLEMIND

Enchantment/Charm [Mind-Affecting]

Level: Blk 5, Gry 5, Nat 6	Range: 120 feet
Casting Time: 5 segments	Duration: Instantaneous
Save: Intelligence negates	Spell Resistance: Yes

Target: One intelligent creature

This spell makes the subject's Intelligence score drop to 1. The subject becomes like a moron, babbling incoherently and generally remaining prostrated, with the eyes staring into the void and saliva dripping from his mouth. When a *Feeblemind* spell or effect results from a confrontation with utter horrors mankind was never meant to know, the subject seems inhabited by nightmarish visions and continuously repeat nonsensical things about blasphemous realities and impending disasters. Yet, the victim of *Feeblemind* still knows who his friends are and can follow them, and is able to instinctively protect himself. The victim remains in this state until a *Heal*, *Limited Wish*, or *Wish* spell is used to cancel the effects. Creatures who can cast black magic spells or use black magic spell-like effects suffer a -4 penalty on their saving throws.

248. FEIGN DEATH

Necromancy

Level: Blk 2, Gry 3, Nat 2, Psi 3, Wht 3	Range: Touch
Casting Time: 2 segments	Duration: 10 min./level
Save: None	Spell Resistance: No

Target: One willing creature

This spell magically slows the recipient's metabolism into a state so close to death that it is impossible to distinguish the subject from a corpse by any means other than magical. The recipient can hear, smell, and think; the senses of touch and sight no longer function. Damage caused to the subject is reduced by one half, and the spell's recipient will not even know that the damage has been caused (which can be a potentially dangerous situation). A person under the influence of this spell is not subject to level draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed. The caster can remove the catalepsy at will, and the spell is subject to being dispelled. Note that emerging from the catalepsy takes one full round during which the subject can do nothing else. *Feign Death* cannot be cast on unwilling subjects.

Note that *Feign Death* could be used in combat to simulate dying, in the hope that foes will cease to attack the recipient. However, if

the recipient is not already bloodied and wounded when getting the spell, foes who are engaged in combat with him are entitled an Intelligence saving throw to notice something is strange, and probably strike the recipient a couple of times more, just in case.

249. FIENDISH FAMILIAR

Conjuration/Summoning [Evil]

Level: Blk 3	Range: Touch
Casting Time: 1 hour	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster's familiar

This spell transforms the caster's familiar (which was obtained with the *Find Familiar* spell, see p.259), into a foul, demonic creature, warping its appearance and improving its abilities.

The familiar's appearance changes, becoming something clearly fiendish, though the new aspect is left at GM and player's determination. For examples, a rat familiar could grow a human face and hands on its rat body; a black raven could just acquire malevolent, red gleaming eyes; a monkey would turn into an imp-like creature; etc. Then, the familiar's abilities improve so it now has: 2d6 HD + 1 hp per master level; AC 15; BtH as per the master; Dmg = 1d4 (as appropriate: claws for a cat, beak for a bird, poisonous touch for a toad, etc.); Saves as the master; SR 7 (30% MR); 30 feet base speed; Intelligence = 7, and the familiar understands the master's tongue (but only ravens can speak it). The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate telepathically (i.e. thoughts can be communicated). At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 15 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a "personal" spell (i.e. with a range = personal) on his familiar instead of on himself. A master and his familiar can share spells even if the spells normally do not affect animals. Lastly, the familiar still grants some bonuses and abilities to its master according to its type (see *Find Familiar* spell's table), but also provides him with its SR/MR, when he touches him.

Material Components: A brass brazier in which are burned charcoal and 100 gp worth of alchemical and magical materials.

250. FIENDISH POSSESSION (LESSER)

Conjuration/Summoning [Evil]

Level: Blk 2	Range: Personal
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Target: Caster

This spell summons an evil spirit from the lower planes to partially possess the caster in order to lend him some of its abilities. Unfortunately, the caster has little control over what fiendish abilities he will get by way of this spell, and furthermore he runs the risk of a

complete possession that is extremely dangerous. Roll a d100 on the table below to determine which ability the caster gets (if a PC uses this spell, the GM should make the roll secretly, and not tell the player immediately in case of a complete demonic possession):

Roll 1d100	Ability Gained
01-15	Demonic natural weapons
16-30	Demonic toughness
31-45	Immunity to cold and fire
46-60	Demonic aura of fear
61-70	Immunity to non-magical weapons
71-80	30% magic-resistance (or SR 7)
81-90	Demonic spell-like ability
91-95	Two abilities (roll twice again)
96-00	Complete demonic possession

- **Demonic natural weapons:** The caster's hands and forearms turn into hideous demonic claws that let him attack for 1d6 of damage, with a +2 bonus to attack and damage rolls due to strength increase.
- **Demonic toughness:** The caster's skin is covered into hideous scales that grant him a +2 bonus to AC and all saving throws against physical attacks (such as breath weapons, spells that deal damage, etc.).
- **Immunity to cold and fire:** The caster gains a +4 bonus to saving throws against cold and fire attacks, and all damage suffered is reduced by half (i.e. if a successful spell normally reduces damage by half, it is reduced to quarter by this ability).
- **Demonic aura of fear:** All creatures within 20 feet of the caster are afraid of him, being affected as per a *Fear* spell.
- **Immunity to non-magical weapons:** Only monsters of 4 hit-dice or more, or humanoid (whatever their class level) wielding magical weapons can hit the caster.
- **30% magic-resistance (or SR 7):** The caster gets a 30% MR (i.e. SR 7).
- **Demonic spell-like ability:** The caster can cast the spell *Darkness* 15' radius once per round.
- **Two abilities (roll twice again):** The first ability rolled, appears immediately, and the second one or two rounds later.
- **Complete demonic possession:** As above, except that on the fourth round the caster is entirely transformed into a fiend of similar hit-dice as the caster has levels (GM's choice of an appropriate fiend). In effect, the caster is no more, being entirely replaced by the fiend. This fiend remains on the prime material plane for 1d4 hours, acting as it wants, generally using this opportunity to lay waste all around. When the fiend leaves, the caster's body returns to normal, but dead, falling to the ground as a burned empty husk. Only a *Wish*, or *Miracle* can reverse this effect.

Note: if a non-evil caster tries to use this spell, he must succeed a Wisdom saving throw (neutral characters get a +4 bonus to the save) or the demonic entity possessing him will make him attempt to commit suicide. Even if the caster succeeds this save, his alignment nonetheless turns to Chaos.

Material Components: A vial of unholy water, and a parchment upon which the caster tells (written with his own blood) that he allows demons to use his body as a vessel for possession.

251. FIENDISH POSSESSION (GREATER)

Conjuration/Summoning [Evil]

Level: Blk 4	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell operates exactly as the lesser version (see above), except that it has a longer spell duration (10 minutes per level rather than a few rounds), and more powerful abilities:

- **Demonic natural weapons:** 2d4 of damage, with a +3 bonus to attack and damage rolls.
- **Demonic toughness:** +4 bonus to AC and saving throws against physical attacks.
- **Immunity to cold and fire:** Total immunity against cold and fire attacks, and all cold and fire damage.
- **Demonic aura of fear:** 30 feet radius, with a -2 penalty to the *Fear* spell's saving throw.
- **Immunity to non-magical weapons:** Minimum of +2 magical weapons, or monsters of 8 hit-dice or more.
- **50% magic-resistance (or SR 11).**
- **Demonic spell-like ability:** The caster can cast the spell *Dimension Door* once per round.
- **Complete demonic possession:** The fiend remains on the prime material plane for 1d4 days, rather than 1d4 hours.

252. FIENDISH REGENERATION

Conjuration/Summoning [Evil]

Level: Blk 2	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: See text	Spell Resistance: No

Target: Caster

This spell grants the caster with a supernatural regeneration of 3hp/round, but at some risk. In effect, this is not a necromancy or healing spell that regenerates the living tissue, but a summoning spell that draws on some outer planar fiend's essence. When the caster suffers damage, the fiend repairs his wounds with demonic energy. This grants the caster no special ability, but slowly gives him a fiendish appearance, like that of a Cambion or Alu-fiend. Then, when a single use of this spell has healed the caster of as many hit-points as his maximum total, the fiend is entitled to cast a *Magic-Jar* spell against him. If the caster fails his Charisma save, the fiend possesses the caster for 1d4 hours, then leave its body. At this time, if the caster fails a Constitution saving throw, he dies, and his soul is irrevocably lost to the lower planes (no resurrection is possible). Fortunately, the caster can end the spell anytime he wants. It takes 1 hour per demonic hit-point regenerated to regain a fully normal appearance.

Note: if a non-evil caster tries to use this spell, he must succeed a Wisdom saving throw or be feeble-minded, as per the spell (neutral characters get a +4 bonus to the save). Even if the caster succeeds this save, his alignment nonetheless turns to Chaos.

Material Components: As per *Fiendish Possession* spell, above.

253. FIND FAMILIAR

Conjuration/Summoning

Level: Blk 1, Gry 1	Range: 1 mile/level
Casting Time: 3d4 hours	Duration: See text
Save: See text	Spell Resistance: No

Effect: Summons and binds one familiar

This spell enables the caster to obtain a familiar: a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a loyal and devoted companion and servant to the caster. It helps the caster, obeys her orders and has special abilities of its own. The caster can only have one familiar at a time and she has little control over what sort of creature, if any, answers her call.



A familiar is a normal animal that gains new powers and becomes a supernatural beast when summoned to service by the caster. It retains the appearance of the normal animal it once was, but now has: 1 HD (d6) + 1 hp per master level; AC 7; BtH as per the master; Dmg = 1d3 (as appropriate: claws for a cat, beak for a bird, poisonous touch for a toad, etc.); Saves as the master; 30 feet base speed; Intelligence = 5, and the familiar understands the master's tongue (but only ravens can speak it). The master has an empathic link with her familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathetically. Because of the limited nature of the link, only general emotional content can be communicated. At the master's option, she may have any spell she casts on herself also affect her familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a "personal" spell on her familiar instead of on herself. A master and her familiar can share spells even if the spells normally do not affect animals. Lastly, a familiar grants some bonuses and abilities to its master according to its type (see table below) when it touches her.

d20 roll	Familiar	Special granted abilities
1	None available, wait next level or year to try spell again	
2	Bat	+3 bonus on Detection skill checks
3-5	Cat	+3 bonus on Stealth skill checks
6-7	Hawk	+3 bonus on Detection skill checks
8	Lizard	+3 bonus on Climb skill checks
9-10	Owl	+1 bonus to surprise and not be surprised
11-12	Rat	+2 bonus on Constitution saving throws
13-15	Raven ¹	+3 bonus on Arcane Lore skill checks
16	Snake ²	+3 bonus on Persuasion skill checks
17-18	Toad	+3 bonus hit points
19	Weasel	+2 bonus on Dexterity saving throws
20	Choose any one familiar above	

(1 A raven familiar can speak its master's language.)

(2 Tiny viper.)

If the familiar dies or is dismissed by its master, the master loses the same number of hit-points as his familiar (at full health), and furthermore must succeed a Constitution saving throw or permanently lose one point of Constitution. A slain or dismissed familiar cannot be replaced for a year and day. *Banishment*, *Dispel Magic* and any other similar spell has no effect on a familiar (i.e. it doesn't make it disappear).

Material Components: A brass brazier in which are burned charcoal and 100 gp worth of alchemical and magical materials.

254. FIND THE PATH

Divination

Level: Wht 6	Range: Touch
Casting Time: 3 rounds	Duration: 1d4+1 hours
Save: None	Spell Resistance: No

Target: One living creature

This spell allows the caster or the creature touched, to find the shortest, most direct physical route to a specified destination (whether the subject knows it personally or just heard about it). Note that the spell works with respect to locales, not objects or creatures within a locale. Then, this location must be on the same plane as the caster at the time of casting. As such, the subject senses the correct direction that will eventually lead her to the destination, indicating at the appropriate times the exact path to follow or physical actions to take. This divination is however keyed to the recipient, not the recipient's companions, and does not predict or allow for the actions of creatures (including guardians).

The spell frees the subject, and those with the subject, from a *Maze* spell in a single round.

255. FIND TRAPS

Divination

Level: Wht 2	Range: Caster
Casting Time: 5 segments	Duration: 30 minutes
Save: None	Spell Resistance: No

Area: 10 feet wide x 60 feet long path

This spell enables the caster to clearly see traps (whether magical or mechanical) in the area he is looking at, even if they are magically hidden, disguised or concealed by mundane means. The caster will also know if the traps are active or disarmed / inactive. The spell doesn't grant the ability to disarm them, but will otherwise let the caster know what triggers them, and what will be the resulting effects.

For purpose of this spell, a trap is a device which purpose is to suddenly capture or hurt creatures, or impart undesirable effects upon the victims, or to alert about trespassers. Natural hazards such as quicksand or a ruin about to collapse are not traps detected by this spell. A trap is a device created by someone to specifically affect other creatures in a harmful or unpleasant way (such as those found in dungeons, or hunters' snares designed to catch game).

Note that *Find Traps* lets discern traps, but doesn't let know how creatures will deal with them (i.e. wounds suffered, ease to escape, etc.) if they are triggered.

256. FINGER OF DEATH

Necromancy

Level: Blk 6, Nat 7	Range: 90 feet
Casting Time: 5 segments	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Target: One living creature

With this spell, the caster can slay any one living creature within range by pointing his index finger toward his target and pronouncing an anathema. The subject is entitled to a Constitution saving throw to survive the attack. If the save is successful, the target instead sustains 3d6 points of damage + 1 point per caster level.

257. FIREBALL

Evocation [Fire]

Level: Gry 3	Range: 120 feet
Casting Time: 3 Segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Area: 20-foot-radius spread

A *Fireball* spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The caster determines the spot within range, at which the fireball is to burst. A glowing, pea-sized bead streaks from the caster's hand and, unless it impacts upon a material body or barrier prior to attaining the prescribed range, blossoms into the fireball at that point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage, such as through an arrow slit, he must «hit» the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles (if in doubt base chance is of 3% per point of fire damage dealt) and damages / melts objects in the area (if they fail an item saving throw vs magical fire). 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.

258. FIRE CHARM

Enchantment/Charm [Mind-affecting]

Level: Gry 4	Range: 30 feet
Casting Time: 4 Segments	Duration: See text
Save: Charisma negates	Spell Resistance: Yes

Area: Variable radius around the affected fire (see text)

This spell transforms an existing fire (that must be real, not illusory) into a powerful mental snare. Any creature (but the caster) within the spell's area of effect who even so much as glances at the fire must make a Charisma saving throw or be entranced by the dancing flames. The area of effect depends on the fire's size: 15 feet radius around a simple torch; 30 feet radius around a campfire; 60 feet radius for a large fire (pyre, burning hut, etc.); and 120 feet radius for a very large fire (burning building). Affected subjects

remain transfixed by the fire, forgetting everything else, so long as the spell remains in effect, or until they are wounded or the fire is extinguished. The spell's duration also depends on the fire's size: 1 round per level for a simple torch; 2 rounds per level for a campfire; 5 minutes per level for a large fire (pyre, burning hut, etc.); and 10 minutes per level for a very large fire (burning building).

While so entranced, the subjects become very susceptible to the caster's words. If he can clearly be heard and understood, what he says to them will in effect work as a *Suggestion* spell. The subjects however gain a +2 bonus to their Wisdom save against this suggestion that will remain in effect only so long as the fire burns. On the other hand, if the character casts a *Suggestion* or *Mass-suggestion* spell on subjects entranced by the *Fire Charm*, they suffer a -4 penalty to their saving throw.

259. FIRE SEEDS

Conjuration/Summoning [Fire]

Level: Nat 6	Range: Touch
Casting Time: 1 full round/seed	Duration: 10 minutes/level
Save: Dexterity half (see text)	Spell Resistance: Yes

Targets: Up to four acorns or up to eight holly berries

This spell enables the caster to create from seeds several incendiary missiles to be used against targets. These seeds remain imbued with the spell's magic for up to 10 minutes per level, or until used, whichever comes first.

- **Acorn Grenades:** Up to four acorns may be turned into special grenade-like weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each acorn bursts upon striking any hard surface. Together, the acorns are capable of dealing 1d8 points of fire damage per caster level, divided up among the acorns as the caster wishes. The acorns also deal 1 point of splash damage per die and ignite any combustible materials within 10 feet. If a creature within the burst area makes a successful Dexterity saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

- **Holly Berry Bombs:** Up to eight holly berries may be turned into special bombs. The holly berries are usually placed by hand, being too light to make effective thrown weapons (they can be tossed only 5 feet away). They burst into flame if the caster is within 200 feet and speaks a word of command. The berries instantly ignite, causing 1d8 points of fire damage + 1 point per caster level to creatures and igniting any combustible materials within 5 feet. Creatures who successfully make Dexterity save take half damage.

260. FIRE SHIELD

Evocation [Cold or Fire]

Level: Gry 4	Range: Personal
Casting Time: 4 segments	Duration: 1 round/level (D)
Save: None	Spell Resistance: Yes

Target: Caster

This spell wreathes the caster in flame and causes damage to each creature who attacks him in melee. The flames also protect the caster from either cold-based or fire-based attacks (the caster's choice).

Any creature striking the caster with its body or handheld weapons deals normal damage, but at the same time the attacker takes twice that amount of damage. 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 a creature has spell resistance, it applies to this damage. Note that ranged and missile weapons do not endanger their users in this way.

When casting this spell, the caster appears to be immolated, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color): blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are:

- **Warm Shield:** The flames are warm to the touch. The caster takes only half damage from cold-based attacks. If that attack allows a Dexterity save for half damage, the caster takes no damage on a successful save.

- **Chill Shield:** The flames are cool to the touch. The caster takes only half damage from fire-based attacks. If that attack allows a Dexterity save for half damage, the caster takes no damage on a successful save.

261. FIRE STORM

(Reversible: FIRE QUENCH)

Evocation [Fire]

Level: Nat 7	Range: 150 feet
Casting Time: 9 segments	Duration: 1 round
Save: Dexterity half	Spell Resistance: Yes

Area: One 20 x 20 x 20 feet area per level

When this spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames deal 1d8 of fire damage per two caster levels to each creature in the area of effect. However, the spell's magic is such that the caster can exclude natural vegetation, ground cover, and plant creatures from harm, if he so desires.

Reverse: The spell's reverse: *Fire Quench*, extinguishes all normal or magical fire in the area of effect. In addition, fire elemental creatures (such as salamanders or efreeti) must succeed a Constitution saving throw or be killed (extinguished) instantly.

262. FIRE TRAP

Abjuration [Fire]

Level: Gry 4, Nat 2	Range: Touch
Casting Time: 10 minutes	Duration: Until discharged
Save: Dexterity half (see text)	Spell Resistance: Yes

Target: One object of small or medium size

Fire Trap creates a fiery explosion when an intruder opens the item that the spell wards. The fire trap can ward any closeable item. When setting the trap, the caster selects a point on the item as the spell's center. When someone other than the caster opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level. The item protected by the trap is not harmed by this explosion.

The fire trapped item cannot have a second closure or warding spell placed on it.

A *Knock* spell does not affect a fire trap in any way, because *Knock* only opens things and the fire trap in no way prevents one from opening the trapped item. An unsuccessful *Dispel Magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. «Attuning» to an individual usually involves a password that the caster can share with friends.

263. FIREWATER

Transmutation/Alteration

Level: Gry 1	Range: 20 feet
Casting Time: 3 segments	Duration: See text
Save: See text	Spell Resistance: No

Area: See text

This spell transforms an amount of water into a highly volatile and flammable liquid that spontaneously bursts into flames when exposed to air (oxygen). This burst of fire is instantaneous.

- If the spell is cast on a body of water, it affects the surface liquid, covering an area of a 3 foot diameter + 1 foot-radius per level. All creatures caught into this fire (such as swimmers whose head is above water), suffer 2d6 of fire damage, no saving throw. Creatures in a small boat, also suffer 2d6 of damage, but are entitled a Dexterity save for half damage. On the other hand, creatures under the water, or at least 10 feet above it, are not affected.

- The spell could otherwise be cast on one sealed bottle of water, per caster level. As long as the bottle remains sealed, the liquid remains firewater for up to one round per caster level. The bottle could be thrown at targets, and upon hitting them and breaking, splash them in the liquid that immediately bursts into flames. Targets must be hit with a ranged touch attack, and in some cases the bottle will break only if it fails an item save vs. crushing blow. A target soaked into the flaming liquid, suffers 2d6 of damage; but is entitled to a Dexterity save for half. Other creatures within 5 feet of the target will suffer 1d4 points of fire damage due to the splash (Dexterity save negates).

264. FLAME ARROW

Conjuration/Summoning [Fire]

Level: Gry 3	Range: 300 feet
Casting Time: 3 segments	Duration: See text
Save: See text	Spell Resistance: Yes

Effect: Up to one projectile per level, all of which must be within 10 feet of the caster at the time of casting; or one fiery bolt per two levels after the fifth.

Flame Arrow enables the caster to either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or the caster can create fiery bolts and shoot them at enemies.

• **Flaming Normal Projectiles:** When choosing this version, the caster can affect up to one projectile per level. The projectiles must all be within 10 feet of the character at the time of casting. If shot before the end of the next round, these projectiles catch fire. If they hit, they deal additional fire damage equal to the caster's level. The flaming projectiles can easily ignite flammable materials or structures. No saving throw is allowed for this version of the spell, though any resistance to fire still applies normally. Note that if the target of these arrows is immune to non-magical weapons, it is immune to the arrow's base damage (if the arrow isn't magical), but it still suffers damage from the flame.

• **Fiery Bolts:** When creating a fiery bolt, the caster must succeed at a ranged attack roll to hit. The bolt deals 4d6 points of fire damage (Constitution save halves). The caster gets one bolt at 5th level, plus an additional bolt every two levels thereafter (at 7th, 9th, etc.) If the character creates extra bolts, all must be aimed at enemies that are all within 30 feet of each other.

265. FLAME BLADE

Evocation [Fire]

Level: Nat 2	Range: Personal
Casting Time: 4 segments	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: Yes

Effect: Swordlike flame

This spell makes a 3-foot-long blade of fire spring forth from the caster's hand. The caster is automatically proficient in this magical weapon that is otherwise treated as a scimitar and deals 1d8 points of damage +1 point per two caster levels. Since the blade is immaterial, the caster's Strength modifier does not apply to attack and damage rolls. The flame blade's damage is all fire damage, and can ignite combustible materials such as parchment, straw, dry sticks, and cloth. It can harm any creature that is harmed by magical fire. Against undead and creatures especially vulnerable to fire, the flame blade gets a +2 bonus to damage rolls. Creatures protected from fire instead subtract 2 points from all damage rolls (minimum 1 point of damage), and fire creatures (elementals, salamanders, etc.) ignore it completely.

A flame blade is considered a magical weapon where creatures immune to non-magical weapons are considered. However, magic-resistance is effective against this blade, so a creature might nonetheless ignore it. The spell does not function underwater.

266. FLAME STRIKE

Conjuration/Summoning [Law/Good]

Level: Wht 5	Range: 60 feet
Casting Time: 8 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Area: Cylinder (10-foot radius, 40 feet high)

Upon casting this spell, a blazing vertical column of divine fire descends from the heavens (at least from above). Its searing flames engulf an area 20 ft in diameter, as set by the caster. Each normal creature caught within the flames will suffer 6d8 points of damage, while undead and fiends (extraplanar creatures from the lower planes such as demons) will suffer 9d8 of damage. All victims get

a Dexterity save for half damage, but undead and fiends suffer a -2 penalty to their saving throw and magic resistance check. Half the damage is fire damage; the other half results from divine power and is therefore not subject to being reduced by magic or abilities that confer protection from fire.

Since this spell calls upon celestial powers (rather than elemental evocation), when using it for unjust causes or evil purposes, the caster risks (GM's determination) to have the spell strike him instead of his intended victims.

267. FLAME WALK

Transmutation/Alteration

Level: Wht 3	Range: Touch
Casting Time: 5 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: Yes

Targets: One or more creatures

Flame Walk is a special variant of the *Resist Fire* spell. It was primarily designed to walk on molten lava without sinking and without burning. So long as the recipients of the spell keep walking, they do not suffer damage, only discomfort from the extreme heat. However, if they stop and remain on the same spot for more than one round, their feet and legs will begin to burn and they will suffer 1d6 of fire damage on the first round, and 2d6 of damage per round thereafter, despite *Flame Walk* otherwise provides the same benefits as a *Resist Fire* spell. Note that if a character loses benefit of the spell's protection while treading on a lava pool or river, it's normally an instant death without saving throw. In addition, the unfortunate character's corpse would be reduced to ashes, and then nothing, in but a few minutes (no *Raise Dead* would be possible thereafter with the corpse disappeared). The caster is able to protect one man-sized creature per level of experience above the 4th (treat horses as four humans, and halflings/gnomes/etc. as half a human).

268. FLAMING SPHERE

Evocation [Fire]

Level: Gry 2	Range: 90 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: Dexterity negates	Spell Resistance: Yes

Effect: 3-foot-radius sphere of fire

This spell creates a burning globe of fire that rolls in whichever direction the caster points, and burns those it strikes. The sphere moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Dexterity save.) The flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch.

The sphere moves as long as the caster actively directs it (a primary action for the caster); 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. The sphere winks out if it exceeds the spell's range.

269. FLESH COMBUSTION

Evocation [Evil]

Level: Blk 3	Range: 60 feet
Casting Time: 3 segments	Duration: 1 round/level
Save: Constitution half	Spell Resistance: Yes

Targets: One creature per level, within a 30 feet diameter area

This spell sets aflame the targets' flesh with an appalling green fire that only burns the living tissue, not their equipment. Each target suffers 1d6 point of damage per round the spell is in effect, with a Constitution saving throw for half. The pain suffered also imposes the victims a -2 penalty to all attack and damage rolls, skill checks and saving throws if they failed their save. The green fire is purely magical in origin, and cannot be extinguished by water, cold, or any other method able to affect fire. Note however, that as a side consequence, while *Flesh Combustion* is in effect, the victims are considered to be under a *Resist Cold* spell effect if they are subject to cold attacks.

270. FLOATING DISK

Evocation

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: 3-foot-diameter disk of force

This spell enables the caster to create a slightly concave, circular plane of force that follows him about and carries loads for him. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster at a rate of no more than his normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the caster. The disk winks out of existence when the spell duration expires. The disk also winks out if the caster moves beyond range (by such means as a *Teleport* spell) or tries to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

271. FLY

Transmutation/Alteration

Level: Gry 3	Range: Touch
Casting Time: 3 segments	Duration: 10 minutes/level
Save: None (harmless)	Spell Resistance: Yes

Target: One creature

This spell enables a subject to fly with a speed of 18" (45 feet); or 12" (30 feet) if the subject wears medium or heavy armor or load. This flying isn't like that of a bird, but a levitating effect with which the subject wills where he wants to go and doesn't need to move arms or legs. The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the *Fly* spell requires as much concentration as walking, so

the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject drops 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. Since dispelling a spell effectively ends it, the subject also falls in this way if the *Fly* spell is dispelled.

272. FOG CLOUD

Evocation

Level: Del 2	Range: 60 feet
Casting Time: 2 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Fog that spreads in a 30-foot radius, 20 feet high

This spell creates a bank of fog that billows out from the point the caster designates. It is stationary, but if the caster concentrates on moving it (doing nothing else than walk at but half pace), it can be moved in any direction at a maximum base speed of 10 feet. The fog obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them). 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.

Note otherwise that a *Fog Cloud* visually resembles almost exactly as a *Cloudkill* spell. As such, creatures who already experienced the horror of a *Cloudkill* spell, will be unwilling to enter it, unless they succeed an Intelligence saving throw.

273. FORBIDDANCE

Abjuration

Level: Wht 6	Range: 0
Casting Time: See text	Duration: See text
Save: See text	Spell Resistance: Yes

Area: 5 feet radius per level, or a building

This spell prevents creatures whose alignments are different from the character's from entering the area. Additionally, the spell seals the area against all planar travel into it, including *Dimension Door*, *Teleportation*, *Plane Shift*, astral travel, ethereal travel, and all summoning spells. At the caster's option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR/MR applies). Otherwise, the effect on those entering the warded area is based on their alignment relative to the character's.

• **Alignments identical:** No effect. The creature may enter freely (albeit not by planar travel).

• **Alignments different with respect to Law/Chaos:** The creature is hedged out and takes 3d6 points of damage. A successful Charisma save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the forbidden area (future saving throws likewise fail). Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success. *Dispel Magic* cannot dispel the forbiddance effect unless the dispeller's level is at least as high as the caster's level.

Forbiddance can be cast in two ways. When the spell is cast on a mundane location (such as a shelter where spend the night), it doesn't require costly material components, takes only six rounds to cast, and has a duration of one day (24 hours). However, it could also be cast on a consecrated location (typically a temple, or some part of a temple), and be made permanent. This takes a 1 hour long ceremony, and costly material components.

Material Components: For making the spell permanent on some consecrated location, it requires at least 500 gp per 60-foot cube, worth of engraved holy wards and symbols on the walls, that are inlaid with platinum and gems, etc. If a password lock is desired, the cost of these components increases to 1,500 gp per 60-foot cube.

274. FORCECAGE

Evocation

Level: Gry 7	Range: 90 feet
Casting Time: 4 segments	Duration: 2 hours/level
Save: See text	Spell Resistance: See text

Effect: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (the caster's choice). Creatures within the area are caught and contained unless they are too big to fit inside or can pass through the slits in the barred cage. All spells and breath weapons can pass through the gaps in the bars. *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. The forcecage is impervious to *Dispel Magic*, but it is vulnerable to a *Disintegrate* spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

The barred cage is a 20-foot cube with bands of force for bars. The bands are a half-inch wide, with half-inch gaps between the bars. Then, the cell is a 10-foot cube with no way in and no way out. Solid walls of force form its six sides. Air also won't pass across the cube, so an air-breather could die from lack of oxygen

Forcecage normally allows a Dexterity save to avoid (i.e. dodge aside) being imprisoned by the spell, and magic resistance is effective against it. However, if the caster spends a diamond worth at least 500 gp (which is consumed by the spell's casting), *Forcecage* then grants no save and no spell resistance.

275. FORGET

Enchantment/Charm [Mind-affecting]

Level: Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: Instantaneous
Save: Wisdom negates	Spell Resistance: Yes

Targets: Up to 4 creatures within a 20 feet diameter area

This spell affects the targets' memory, enabling the caster to make them forget some events. The caster chooses which creatures will

be affected in the area of effect of the spell. If he targets only one creature, the latter suffers a -2 penalty on its saving throw. If two creatures are targeted, they suffer a -1 penalty on their saves. If three or four are targeted, the saves are normal. This spell can be cast in two ways, as chosen by the caster upon casting:

- **Immediate Memories:** The subjects forget all that happened one round/minute per caster level prior to casting this spell.

- **Selected Memories:** The subjects forget a specific event they are remembering when the spell is cast. This must be a short event no longer than one minute per caster level in length, or but a part of a longer event. The caster typically recalls them about the thing to be forgotten, and then, provided the subjects indeed think about it, they will forget (if they also fail their save). If the subjects aren't recalling something from their memory when this spell is cast, the spell only makes them forget what they are currently thinking about. Note that if the caster wants to be sure about what the subjects will forget when he casts this version of the spell, he should be better able to read their minds.

Forget cannot negate the effects and demands of mind-affecting spells such as *Charm*, *Suggestion*, *Geas*, or *Quest*, but will make the subject forget in what circumstances such spells were cast (and who did cast them). The spells *Heal*, *Restoration*, *Limited Wish*, or *Wish* will restore lost memories caused by *Forget* only if they are specifically used to that purpose.

276. FOUL RESURRECTION

Necromancy [Evil]

Level: Blk 5	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: See text	Spell Resistance: No

Target: One recently dead person

This spell enables the caster to bring back to life a creature, but as a kind of living zombie. The spell can only be cast upon humanoids who were dead for less than one day per caster level. The sorcerer has two options:

- **Thrall:** The subject comes back to life, with his former personality, memories, and abilities, but as a broken thrall to the caster. The subject has one level less than before his death, and has lost 1 point of Constitution for each day he was dead, as well as 1d4 points of Charisma. Furthermore, the subject has no more will of his own, appearing almost apathetic, and obeying the caster's every wishes and orders (even to the point of committing suicide). If the subject is ordered to fight on the caster's behalf (or simply in self defense), he suffers a -2 penalty to his attack and damage rolls, saving throws and skill checks. Such a thrall cannot prepare and cast spells.

- **Possessed:** The subject is possessed by an evil spirit, that is not under control of the caster, but can cooperate with him if it involves furthering an evil scheme. The subject apparently has all the memories and voice it has before. He also gains the abilities the subject had before his death (including spell-casting), but two levels lower. However, the possessed subject's personality is different and rather unpleasant. His close former family, friends and acquaintances will notice that he isn't the same. In fact, detection spells would reveal his evil intents and alien thoughts.

Material Component: A pint of troll blood that is poured into the

subject's cadaver, for the Thrall version, and a bit of fiend remain for the Possessed version.

277. FREE ACTION

Abjuration

Level: Nat 4, Wht 4	Range: Touch
Casting Time: 7 segments	Duration: 10 minutes/level
Save: None (harmless)	Spell Resistance: Yes

Target: One creature

This spell enables the caster or a creature she touches to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *Slow*, and *Web*. The subject automatically succeeds on any saving throw or ability check made to escape a grappling or constriction.

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 welded in the hand rather than hurled. *Free Action* also grants a +10 bonus to any check or save made to escape quicksands, mud or snow.

278. FREEZING SPHERE

Evocation [Cold]

Level: Gry 6	Range: See text
Casting Time: 6 segments	Duration: See text
Save: See text	Spell Resistance: Yes

Effect: See text

Freezing Sphere is a multipurpose spell. The caster can choose any one of the following three versions upon casting:

- **Frigid Sphere:** A tiny sphere of freezing matter streaks from the caster's fingertips to up to a range of 180 feet to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per level. This ice lasts for 1 round per level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed a Strength saving throw to do so.

- **Cold Ray:** A ray of cold springs from the caster's hand to a range of 30 feet. The caster must succeed at a ranged touch attack to hit his target. The ray instantaneously deals 1d6 points of cold damage per level (no save).

- **Globe of Cold:** The caster creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenade-like weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Dexterity saving throws for half damage. If the caster does not hurl the globe, it bursts on its own after 1 round per level. The caster can command the globe to burst sooner if he wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

279. FRIENDS

Enchantment/Charm [Mind-affecting]

Level: Gry 1	Range: Personal
Casting Time: 1 segment	Duration: 10 minutes/level
Save: Wisdom negates	Spell Resistance: Yes

Area: 10 feet + 10 feet per level radius

This spell enables the caster to instantly become a trusted friend and leader whose advice is held in high esteem. Those who fail their saving throw will see the caster as having 2d4 more points of Charisma than he actually does, and will desire to ingratiate themselves with him and give him aid and friendship. Note that this effect is less powerful than that of a *Charm Person* spell. As such, to convince these creatures to do something that would actually be at odds with their ethics, cost them a lot, or put them in danger, the caster must succeed a Persuasion skill check (DC at GM's discretion). This spell only affects living creatures with higher than animal Intelligence; then, those who have more than two HD/levels above the caster, get a +3 bonus to their saving throw. Those who fail their save will see the caster as having 1d4 points of charisma less than he actually does, and will distrust and dislike him.

280. FUMBLE

Enchantment/Charm

Level: Gry 4	Range: 120 feet
Casting Time: 4 segments	Duration: 1 round/level
Save: Dexterity partial (see text)	Spell Resistance: Yes

Targets: One creature per 2 levels, within a 30 feet diameter area

This spell causes intense clumsiness in the affected creatures. Attempting to run will result in their immediate fall to a prone position, and anything held in hand (or claw, etc.) will be dropped. This will persist until the end of spell duration, effectively preventing them to do anything. A successful Dexterity saving throw allows the affected creatures to act as if under the influence of a *Slow* spell in order to avoid the spell's full effects.



281. GATE

Conjuration/Summoning

Level: Blk 7, Gry 9, Wht 7	Range: 30 feet
Casting Time: 5 rounds	Duration: 1 round/level
Save: None	Spell Resistance: No

Effect: Creates/opens a doorway to another plane or planet

This spell allows the caster to open up a doorway to another planet or plane of existence, with the intention of bringing forth its mighty dweller, normally a being of divine stature. Something will most definitely come through the gate, but the reaction the caster will receive upon disturbing it, is dependent on the circumstances.

This spell cannot be cast anywhere at the caster's whim. *Gate* requires a special focus in the form of a large arch of stone, circle of black marble columns, etc., which will have to be created if it doesn't already exist. Since this structure (focus) requires to have a specific shape and orientation, and must be built with special materials, it will always be usable for but the single destination and being it pertains to. Then, the caster must know the true name of the creature he is attempting to summon, or the creature might choose not to step through the gate into the material plane. For example, summoning Hastur from the Lake of Hali on Aldebaran, won't necessarily bring the hideous god from its dark dwelling. However, a being of some kind will respond the summon as sent by Hastur, like a byakhee for instance. Casting this spell can be risky, for the caster has no control over the summoned creature unless proper precautions are taken, such as a *Protection from Evil* spell, the drawing of appropriate magical circles, etc. Entities summoned from distant planets or dimensions, particularly those with individual true names of their own, can be powerful and irascible.

Note otherwise, that *Gate* may also be used to step into the mighty being's realm rather than calling it forth. In fact, the gate opens precisely at the point on the destination plane that the character desires. Note that 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.

A gate cannot be opened to another point on the same world; the spell works only for interplanar (or interplanetary) travel.

282. GAZE REFLECTION

Transmutation/Alteration

Level: Del 1	Range: Personal
Casting Time: 1 segment	Duration: 2d4 + 1/level rounds
Save: None	Spell Resistance: No
Target: Caster	

This spell alters the caster's eyes so they appear mirror-like, though this doesn't affect their ability to see in any way. This mirror effect immunizes the caster from attacks, abilities or spells that operate when making eye contact with a creature. In addition, the attack, ability or spell is reflected back to the sender, who must make a saving throw (if any) against it or suffer its effects. Examples include the gaze attack of a basilisk or umber hulk, the *Eyebite* spell, etc. However, *Gaze Reflection* is useless against supernatural abilities or spells which effects stem from the victim watching something, like becoming blind (or even dying) if looking a nymph.

283. GEAS

Enchantment/Charm [Mind-Affecting]

Level: Gry 6	Range: Touch
Casting Time: 4 segments	Duration: See text
Save: None	Spell Resistance: Yes
Target: One living creature	

A *Geas* is a magical compulsion placed upon an intelligent creature to perform, or refrain from performing, some task set by the caster. The creature must be able to understand the caster. While the geas cannot compel suicide or its equivalent, it can cause almost any

other course of activity. The geased subject must follow the given instructions until the geas is completed, no matter how long it takes. If the subject avoids or is prevented from performing the task, it will sicken and die. Note however that a clever subject could subvert some instructions (e.g. using loopholes, following the instructions to the letter but not to the spirit, etc.) without ill effect.

If the subject is prevented from obeying the geas for a whole day, he automatically suffers 2d6 points of damage each day he does not attempt to follow the geas. (These hit-points are lost during the night following that day, so the subject awakes weakened in the morning.) Additionally, each such day the subject must succeed a Constitution saving throw or sicken. A sickened subject moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He also heals damage at half his normal rate and cannot benefit from any magical healing. After 2d4 days refusing to obey the geas, the subject (if still alive) must succeed a Constitution saving throw or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the subject attempts to resume the geas.

A geas (and all penalties) can be ended by the spells *Break Enchantment*, *Limited Wish* or *Wish*. However, *Dispel Magic* and *Remove Curse* don't affect a *Geas*.

284. GENESIS

Transmutation/Alteration

Level: Blk 9, Gry 9	Range: 180 feet (see text)
Casting Time: 1 full week	Duration: Instantaneous
Save: None	Spell Resistance: No
Effect: Creates a demiplane in the Astral or Ethereal plane	

This is the dweomer some rare archmages use to create their own world, a finite plane with limited access: a demiplane. Demiplanes created by this spell are very small, very minor planes. They can be created in either the Astral or Ethereal Plane. The spell creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding substance. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once the demiplane is created, the caster can travel to it using *Teleportation*, or some kind of permanent gate that he arranges for separately.

The caster determines the environment within the demiplane when he casts *Genesis*, reflecting most any desire he can visualize. The caster determines factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life (including vegetation) however, nor can it create constructions (such as buildings, roads, wells, dungeons, and so forth). Such features would have to be added later by some other means (be it magic or mundane construction work). Also, the caster cannot create lingering magical effects with this spell; they would have to be added separately if desired. Similarly, *Genesis* cannot create a demiplane out of exotic material, such as silver or uranium; the plane created is limited to stone and dirt. *Genesis* can't manipulate time on the demiplane; it remains the same as on the Material Plane. Once the demiplane reaches 180 feet in radius, the archmage can

cast the spell again to gradually add another 180 feet of radius to it, and so on. Note however, that casting *Genesis* is taxing, and cannot be done more than once per year without risking to permanently lose 1 Constitution point, if the caster fails a Constitution save.

Material Components: Air, stone, and water directly taken by the caster in the relevant elemental planes, plus 10,000 gp worth of special alchemical compounds.

285. GENTLE REPOSE

Necromancy

Level: Blk 2, Wht 2	Range: Touch
Casting Time: 1 full round	Duration: One day/level
Save: None	Spell Resistance: No
Target: One corpse, or piece of flesh, of up to 100 lb. per level	

This spell preserves the remains of a dead creature so that it doesn't decay. Doing so effectively extends the time limit on raising that creature from the dead (see *Raise Dead* spell). Days spent under the influence of *Gentle Repose* don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

Note that the spell also works on severed body parts, and could likewise preserve meat from rotting.

286. GHOULISH CURSE

Necromancy [Evil]

Level: Blk 4	Range: Touch
Casting Time: 4 segments	Duration: Instantaneous
Save: Constitution negates	Spell Resistance: Yes
Target: One living humanoid	

Ghouls may be created from those slain by many different means, but the process of their creation via a curse upon the living is a dark secret only the vilest of sorcerers know. Through the use of this awful spell, the caster may bring a terrible curse to his enemies, for by his touch alone he may set into motion a dread transformation that will ultimately result in both their death and subsequent rising as ghouls.

A subject may only be affected by this spell through touch, though such contact may be light enough so he fails to recognize the action for what it is. At this point, the victim will transform into a ghoul in a number of days equal to his character level. During these days, he will physically change, becoming ever more ghoul-like as his skin sinks and begins to rot, his eyes pull back and glow, and his demeanor becomes more feral and bestial. At the end of this time, he finally dies and immediately rises as a ghoul of Chaotic alignment.

At the moment of touch the target must make a Constitution saving throw, though a willing subject (who would have to be insane or totally corrupt) may willingly accept it. If successful, nothing happens. If the save fails however, the character will slowly begin the transformation which may only then be cancelled if the victim receives a *Break Enchantment*, *Remove Curse*, *Limited Wish* or *Wish* spell. The victim not only physically transforms, but becomes aggressive, craves for fresh meat and begins to shun daylight. Each

day the victim is entitled a Wisdom saving throw to realize that something wrong is happening to him, though he won't realize that he is turning into a ghoul, just that he is suffering from some kind of madness or disease.

Material Component: Dirt from an ancient grave.

287. GHOUL TOUCH

Necromancy

Level: Blk 2	Range: Touch
Casting Time: 2 segments	Duration: 1d6+2 rounds
Save: Constitution negates	Spell Resistance: Yes
Target: One living humanoid	

Imbuing the caster with negative energy, this spell allows him to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius (excluding the caster) must make a Constitution save or suffer a -2 penalty to all attack and damage rolls, saving throws, and skill checks until the spell ends.

288. GIANT INSECT

(Reversible: SHRINK INSECT)

Transmutation/Alteration

Level: Nat 4, Wht 4	Range: 30 feet
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes
Targets: Up to three insects, within a 30 feet diameter area	

This spell causes normal insects (not arachnids or other insect-like creatures) to grow to giant size. The total number of hit dice that can be created depends on the level of the caster: At 7th level, the caster can get up to 9 HD of giant insects, with none of them bigger than 3 HD; then at 10th level, up to 12 HD of giant insects no bigger than 4 HD each; and at 13th level, up to 15 HD of giant insects no bigger than 5 HD each. Only one type of insect can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. Thus, a 11th level caster could create three 4 HD giant flies, or six giant ants of 2 HD, etc. If the insect created has a matching entry in some appropriate monster compendium, that monster statistics should be used. Otherwise use the following statistics:

- **1d8 HD:** AC 12 (AC 8); BtH +0; Dmg 1d4; S= 16.
- **2d8 HD:** AC 13 (AC 7); BtH +1; Dmg 1d6; S= 15.
- **3d8 HD:** AC 14 (AC 6); BtH +2; Dmg 1d8; S= 14.
- **4d8 HD:** AC 15 (AC 5); BtH +3; Dmg 1d10; S= 13.
- **5d8 HD:** AC 16 (AC 4); BtH +4; Dmg 1d12; S= 12.

Any giant insects created by this spell do not attempt to harm the caster, but his control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the insects to understand. Unless commanded to do otherwise, the giant insects attack whoever or whatever is near them.

Reverse: The reverse of the spell, *Shrink Insect*, will shrink otherwise giant insects to smaller size, reducing them by 1 HD for every 3 levels of the caster, to a maximum of 6 HD (1 h.p. is the lowest such a creature can be reduced to). As with the other version of the spell, damage done is proportional to the hit-dice total.

289. GILLS

Transmutation/Alteration

Level: Blk 1, Gry 1, Nat 1, Wht 1	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: See text	Spell Resistance: Yes

Targets: Up to one living creature per level

The transmuted creatures affected by this spell gain fishlike gills on their necks or chests. They can thus breathe water freely, but suffer the effects of drowning when exposed to air. This spell may only be cast on willing subjects. The caster can affect up to one creature per level, but this divides the duration evenly among all the creatures touched.

290. GLASS-BRITTLE

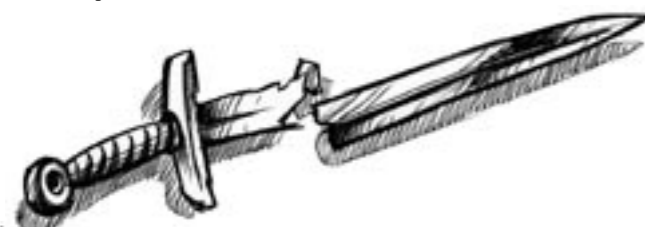
Transmutation/Alteration

Level: Gry 9	Range: Touch
Casting Time: 9 segments	Duration: 10-40 minutes
Save: None	Spell Resistance: No

Target: One metal object

This spell alters the properties of any kind of mineral (i.e. metal and stone), so it becomes rigid and brittle like some fragile glass for 1d4 turns. This spell affects one touched object, of a maximum size and weight equivalent to one 10-foot cube (i.e. 10 x 10 x 10 feet side) of the material. When the object is made of several touching parts (such as an armor or machine), all the parts in contact are affected. If the object is larger, only one portion of it is affected, spreading from where the caster touched it. Non-magical objects don't get any saving throw, but creatures of stone or metal (constructs, elements, etc.) get a normal saving throw, and magical items get an item saving throw vs. disintegration, with a +1 bonus per plus of the item. Then, artifacts and relics are immune to this spell.

Anytime an object affected by this spell is hit or strikes against something (such as successfully attacking with a brittle weapon, hitting an armored target whose armor is brittle, striking against a brittle wall, etc.), the object affected by *Glass Brittle* must succeed an appropriate item saving throw (i.e. vs. fall or crushing blow) or be entirely smashed to bits. If this is but a part of a creature (golem, etc.), it loses an appropriate percentage number of hit-point; for example, if half of a golem is thus smashed to bits, it loses 50% of its base hit-points.



291. GLASS-EYE

Transmutation/Alteration

Level: Gry 6	Range: Touch
Casting Time: 1 full round	Duration: 1d6 hours
Save: See text	Spell Resistance: No

Target: Touched non-living material

This spell makes an amount of inert, non-living material transparent. The caster can choose to be the only one for which the material becomes transparent, or that any onlooker will be able to see through it. In the latter case, he can also choose to make the material transparent from but one side (the caster's side), or from both sides. The spell can affect a surface of up to 3 feet in diameter, as determined by the caster. The spell can otherwise make transparent a maximum depth of 4 inches of metal, 3 feet of stone, and 6 feet of wood or other such substances (leather, rope, etc.). Only exceptional materials (gold, adamantite, etc.), or those of a magical nature, get a saving throw (item save vs. time-decay).

292. GLASTEEL

Transmutation/Alteration

Level: Gry 8	Range: Touch
Casting Time: 8 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: A glasteel object weighing up to 5 lb. per level

Glasteel is a magical substance created from normal, nonmagical crystal and glass. Glasteel is as strong, heavy, and resistant to fire as steel, but retains the transparency of the original material. Spells that affect metal or glass (such as *Shatter* and *Rusting Grasp*) do not function on glasteel (but *Glass-Brittle* remains effective). Using this spell with *Fabricate* or a glass-related Craft skill check, the caster can fashion glass or crystal items that function as steel items. Thus, glass plate armor and glass swords can be created that are as durable as their normal, steel counterparts.

293. GLITTERDUST

Conjuration/Summoning

Level: Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: 3 + 1/level rounds
Save: Wisdom negates	Spell Resistance: Yes

Area: 10-foot radius spread

This spell creates a cloud of glittering golden particles that cover everyone and everything in the area, blinding creatures and visibly outlining invisible things. This blindness lasts for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a -4 penalty to attack rolls and cannot locate opponents by sight, loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most skill checks relying on agility and perceptions.

Material Component: One gold-piece worth of powdered gold.

294. GLOBE OF INVULNERABILITY (MINOR)

Abjuration

Level: Gry 4	Range: 0
Casting Time: 4 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Area: 10-foot-radius spherical emanation, centered on the caster

This spell brings into being an immobile, faintly shimmering magical sphere that surrounds the caster and excludes all spell effects of up to 3rd level. The area or 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. This includes spell-like abilities and spells or spell-like effects from devices. 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. The globe can be brought down by a targeted *Dispel Magic* spell, but not by an area *Dispel Magic*. The caster 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.

295. GLOBE OF INVULNERABILITY (MAJOR)

Abjuration

Level: Gry 6	Range: 0
Casting Time: 6 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: No

Area: 10-foot-radius spherical emanation, centered on the caster

This spell is a more powerful version of *Minor Globe of Invulnerability*. It operates exactly the same except that it has a longer casting time and duration, and protects against spells of up to 4th level.

296. GLYPH OF WARDING

Abjuration

Level: Wht 3	Range: Touch
Casting Time: 10 minutes	Duration: Until discharged
Save: See text	Spell Resistance: Yes

Area or Target: One object, or up to 5 square feet per level

With this spell, a caster can inscribe almost invisible signs and sigils on some object (typically a chest) or area (typically a doorway, small bridge, etc.), to harm the first non-authorized creature that will pass across it.

The caster sets the conditions of the ward upon inscribing the glyphs. Typically, any creature violating the warded area without speaking a pass phrase (which the character sets when casting the spell) is subject to the magic it stores. Glyphs can also be set according to creature species (hence a mere rat won't trigger the glyphs), or with respect to the caster's religion (so anyone openly wearing a consecrated holy symbol of his faith won't trigger the glyph). They however cannot be set according to class, HD, 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.

The glyph can be placed to conform to any shape up to the limitations of the character's total square footage. When the spell is completed, the glyph becomes nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *Polymorph*, and *Non-detection* spells can fool a glyph. *Read Magic* allows a character to identify a *Glyph of Warding* with a successful Arcane Lore skill check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

- **Blast Glyph:** A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder. This damage is acid, cold, fire, or electricity (caster's choice, made at time of casting). Those affected can make a Dexterity saving throw to take but half damage.

- **Spell Glyph:** The caster can store any harmful spell of up to 3rd level that he has access to. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal.

297. GOLEM

Transmutation/Alteration

Level: Gry 5, Wht 5	Range: Touch
Casting Time: 1 hour	Duration: Permanent
Save: None	Spell Resistance: No

Effect: Creates one golem

This spell enables the caster to create an animated, semi-sentient statue called a golem.

To create a golem, the caster must fashion an appropriate statue from scratch, using clay, stone or wood as the base material. If the caster has little talent for sculpting, he can be aided by a skilled artisan, but himself must remain present at all times, working on the more mystical aspects of the procedure. The time necessary for creating the golem depends on its size and base material (see below). The caster and helper (if any) must labor at least 8 hours a day each day in a specially prepared laboratory or workshop. The chamber is similar to an alchemist's laboratory, and costs 500 gp to establish. At the end of each day, the creator must cast this spell over the work he has conducted that day. When not working on the spell and the construct, the creator must rest, and can perform no other activities except eating, sleeping or talking. If the creator misses a day, the process fails and must be started again. Any money spent is lost, but Constitution spent is not. The golem's body can be reused if the process fails, as can the laboratory. Completing the process with the final spell casting on the final day drains one point of Constitution from the creator permanently.

The time and costs required to create a golem are dependant on its size and the material used. At GM's discretion, see the relevant creature's description, or follow the guidelines below:

- **Clay Golem** (medium-size): 15 days and 1400 gp to create. 8 HD (d8); AC 13; BtH: +8; Dmg: 3d8; S: 15; Mvt: 6" (15 feet);

- **Clay Golem** (large-size): 25 days and 2000 gp to create. 11 HD (d10); AC 13; BtH: +11; Dmg: 3d10; S: 15; Mvt: 10" (25 feet);

Both require +1 weapons to hit; and are immune to all spells except spells that specifically affect earth and stone.

- **Stone Golem** (medium-size): 40 days and 2000 gp to create. 11 HD (d8); AC 15; BtH: +11; Dmg: 3d6; S: 15; Mvt: 4" (10 feet);

- **Stone Golem** (large-size): 60 days and 3000 gp to create. 14 HD (d10); AC 15; BtH: +14; Dmg: 3d8; S: 15; Mvt: 8" (20 feet);

Both require +2 weapons to hit; and are immune to all spells except spells that specifically affect earth and stone.

- **Wood Golem** (medium-size): 10 days and 1000 gp to create. 5 HD (d8); AC 11; BtH: +5; Dmg: 3d4; S: 15; Mvt: 8" (20 feet);

- **Wood Golem** (large-size): 15 days and 1400 gp to create. 8 HD (d10); AC 11; BtH: +8; Dmg: 3d6; S: 15; Mvt: 12" (30 feet);

Both require +1 weapons to hit; and are immune to all spells except fire spells and those that specifically affect wood.

298. GOODBERRY

Transmutation/Alteration

Level: Nat 2	Range: Touch
Casting Time: 1 full round	Duration: 24 hours
Save: None	Spell Resistance: Yes

Targets: 2d4 fresh berries (or other similar fruits)

Casting *Goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. The caster can immediately discern which berries are affected. Each enchanted berry nourishes a creature as if it were a normal meal for a Medium-size 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.

Material Components: A handful of freshly picked berries.

Finding them in the first place may take time, even though at GM's discretion, other forest fruits could be used when no berry exists in the area. Finding appropriate fruits for 1d4 spells takes: 1 hour in a forest the character well knows; 1d3 hours in similar forests of the same climate and continent; 1d6 hours in very different forests and climates.

299. GRAFTED IDENTITY

Necromancy

Level: Blk 3	Range: Touch
Casting Time: 1 full round	Duration: 3 hours/level
Save: Strength negates (harmless)	Spell Resistance: Yes

Target: One living humanoid

Through this spell, the caster can give a subject (the caster or another person) the full semblance of a recently deceased individual. Using the peeled off face of a dead person, and placing it on

the subject's own visage, the caster grants the subject with a perfect visual disguise of that person, in addition to his voice and intonation, tics, mannerisms and so on. The subject gains a +10 bonus to any Disguise check to impersonate the former owner of the face, for the duration of the spell. Note however, that only the face is perfect; the body, race, gender, then the knowledge and personality of the person whose identity is imitated, is not conveyed by the spell. At any time the spell can be dispelled by the subject by removing the skin from his own visage.

Material Component: The skin from the face of the slain individual to be imitated. The skin must be peeled off and placed over the face of the target of this spell. The skin must be in good condition (not rotten); that is, the individual must have been dead for less than one day per level of the sorcerer casting this spell.

300. GREASE

Conjuration/summoning

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 2d4 + 1/level rounds
Save: See text	Spell Resistance: No

Area or Target: One object or a 10 feet square

This spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Dexterity save or fall. This save is repeated each round that the creature remains within the area. A creature can walk within or through the area of *Grease* at half normal speed with a successful Dexterity saving throw. Failure means it can't move that round, while failure by 5 or more means it falls.

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 grants the user a Dexterity save 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 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Note that this grease is not flammable.

301. GRIM FURY

Necromancy [Evil]

Level: Blk 1	Range: 5 feet/level
Casting Time: 1 segment	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Target: Caster

Grim Fury exteriorizes the hateful animus of the caster and directs it against his foes. Upon casting, and until the end of the spell's duration, a wispy and smoky double of the caster emerges from his body, and furiously attacks enemies within range. The double moves at the same base speed as the caster. It is insubstantial, thus can fly, move across material objects (but not a *Wall of Force*), and cannot be destroyed (though it is subject to *Dispel Magic* as normal). The double cannot do anything but attack living creatures

with its incorporeal claws (it cannot use the claws to wield objects). Since the claws are incorporeal however, they only need to make touch attacks to successfully hit creatures, as they aren't hindered by physical armor.

The double can make one attack per round, with a damage commensurate to the caster's malevolence: 1d6 if neutral, 2d4 if Chaos aligned. In addition, when facing hated foes (e.g. racial enemies, priests of an enemy religion, etc.), the caster gets a +1 bonus to attack and damage rolls. However, the caster's Strength modifier doesn't apply to the double's attacks. Then, these attacks can only affect normal, living creatures; they are ineffective against constructs, undead, and extraplanar beings such as demons or celestials.

When in this state, the caster is in a blind rage, obsessed by lashing his claws at enemies. He isn't aware of what happens around his body (which is considered helpless), and cannot decide to prematurely end the spell to do something else. Yet, if the caster is hit (i.e. wounded), he can either choose to immediately end the spell, or turn his grim double toward those who attacked him.



302. GRISLY BLOODY GREASE

Necromancy [Evil]

Level: Blk 2	Range: 60 feet
Casting Time: 4 segments	Duration: See text
Save: See text	Spell Resistance: No

Area: 15 feet-radius burst

This particularly awful spell, targets a corpse and makes it explode into a bloody and greasy organic matter mixed with disgusting bits of sticky flesh. The corpse is completely destroyed in the process, while all objects and creatures in a 15 feet radius are coated with the odious substance, no save. Thereafter, for 1 round per caster level, the creatures in the area of effect must suffer a -2 penalty to all attack rolls, a -4 penalty to physical skill checks (such as Acrobatics and Climb), and a -50% penalty to their base speed, if they don't want to slip and fall or lose their weapons, due to the greasy effect of the substance. If they try to act normally, these creatures must make a Dexterity saving throw each round, or fall prone onto the ground, lose their weapons, etc. But there is more! The major effect of this disgusting coating, is to attract undead. All undead in the vicinity that can smell it (at GM's determination) will rush toward the area and relentlessly attack the coated creatures, in a furious frenzy

of hunger, gaining a +1 bonus to their attack and damage rolls as long as the spell is in effect, or the coating has not been removed by some appropriate method (use of a *Cleanse* spell, immersing in hot water, etc.). Afterward, the undead lose the frenzy and act normally, probably still attacking the creatures.

Material Component: A relatively fresh (dead for less than a week) animal or humanoid corpse on which to cast the spell.

303. GUARDS AND WARDS

Abjuration

Level: Gry 6	Range: 0 (see text)
Casting Time: 30 minutes	Duration: 2 hours/level
Save: None	Spell Resistance: See text

Area: Up to 200 square feet per level

This spell is primarily used to defend a stronghold. The ward protects 200 square feet per level. The warded area can be up to 20 feet high, and shaped as the caster desires. He can thus ward several stories of a stronghold by dividing the area among them; he must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects in the warded area:

- **Fog:** Fog fills all corridors, obscuring all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them). Spell resistance: No.
- **Wizard Locks:** All doors in the warded area are wizard-locked (see spell p.357). Spell resistance: No.
- **Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the *Web* spell (p.354), except that they re-grow in 10 minutes if they are burned or torn away while the *Guards and Wards* spell lasts. Spell resistance: Yes.
- **Confusion:** Where there are choices in direction, such as a corridor intersection or side passage, a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. Spell resistance: Yes.
- **Lost Doors:** One door per caster level is covered by an illusion to appear as if it were a plain wall. Spell resistance: No.

In addition, the caster can place one of the five following magical effects of his choice:

- **Dancing lights** in four corridors. The caster can designate a simple program that causes the lights to repeat as long as the *Guards and Wards* spell lasts. (See spell p.254)
- **A Magic Mouth** in two places. (See spell p.293)
- **A Stinking Cloud** in two places. The vapors appear in the places the caster designates; they return within 10 minutes if dispersed by wind while the *Guards and Wards* spell lasts. (See spell p.335)
- **A Gust of Wind** in one corridor or room. (See spell p.272)
- **A Suggestion** in one place. The caster selects an area up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. (See spell p.337)

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 *Morgane's Magical Disjunction* destroys the entire guards and wards effect.

304. GUST OF WIND

Evocation

Level: Gry 3	Range: 10 feet/level
Casting Time: 3 segments	Duration: 1 round
Save: See text	Spell Resistance: Yes

Effect: Gust of wind (10 feet wide, 10 feet high) emanating out from the character to the extreme of the range

The *Gust of Wind* spell is sometimes nicknamed "the cloud dragon's breath," for it creates a sudden and powerful stream of air that will batter everything in its path. When casting the spell, the magic-user must forcefully blow out his breath, which turns into a strong blast of air moving in the direction the character is facing.

The force of this gust automatically extinguishes small fires (torches, candles, camp-fires, etc.), and has a 10% chance per caster level of extinguishing large fires or protected flames (such as those of lanterns); if not, these flames will nonetheless dance wildly during the blast. Then, all creatures and objects of less than 20 lbs. per caster level will be blown away out of the spell's range, suffering damage in the process. Creatures suffer 1d6 per two caster levels of battering and falling damage (Strength save for half), while objects are torn away and destroyed if they fail a save vs. crushing blow. Heavier objects and creatures will be merely thrown to the ground, suffering but 1d6 of damage (Strength save negates). Then, really huge creatures (such as giants) will be just slowed to half movement. A *Gust of Wind* can otherwise do anything a sudden, strong blast of wind would be expected to do.



305. HALLOW

(Reverse: UNHALLOW)

Evocation [Law/Good]

Level: Wht 5	Range: Touch
Casting Time: 1d6 + 1 hours	Duration: Permanent
Save: None	Spell Resistance: See text

Area: 10-feet per level radius emanating from the touched point

Hallow can only be cast on a formerly consecrated ground (i.e. with the *Ceremony* spell), and makes a particular religious site, building, or structure into a holy site protected by divine powers. This has three major effects:

1) The entire area itself is under a permanent *Protection from Evil* spell. The protection extends to all Law-aligned creatures who are within it. Yet, Law-aligned extra planar beings are immune to this effect. Spell resistance is also effective against it, enabling a creature to overcome this protection and enter the warded area.

2) All characters of Law alignment who can turn undead are treated as if they were three levels higher, when making such attempts.

3) The caster may choose to fix a single spell effect to the hallowed site. He may designate whether the effect applies to all creatures, creatures who share the character's faith or alignment, or creatures who adhere to another faith or alignment. Spell effects that may be tied to a hallowed site include *Aid*, *Cause or Remove Fear*, *Detect Evil or Good*, *Detect Lies*, *Detect Magic*, *Dimensional Anchor*, *Dispel Magic*, *Endure Heat-Cold*, *Invisibility Purge*, *Negative Plane Protection*, *Resist Cold or Fire*, *Silence*, *Tongues*, and *Zone of Truth*. Spell resistance might apply to these spells' effects (see these spells' descriptions for details).

Hallow is permanent, but might not remain in effect forever. If the warded area is desecrated, the spell effects are cancelled. Then, if the warded area falls in disuse, with spirituality or religion no longer attended or furthered in it, there is a 1% cumulative chance per year that the spell effects will wane and finally disappear.

Reverse: *Unhallow* operates as per *Hallow*, except that it protects from Law rather than Chaos, with Chaos-aligned extra planar creatures being immune to this effect. Then, Turn Undead attempts are made at three levels lower, except for evil characters affiliated to the site who control undead as if they were three levels higher.

Material Components: 500 gp worth rare incenses and other holy materials, plus 4 vials of holy water (unholy for *Unhallow*).

306. HALLUCINATORY FOREST

(Reverse: DISPEL HALLUCINATORY FOREST)

Illusion

Level: Nat 4	Range: 120 feet
Casting Time: 6 segments	Duration: Permanent
Save: See text	Spell Resistance: Yes

Area: One 30-foot cube per level

This spell allows the caster to create a perfect illusion of a wooded area, covering one square per level of the caster 120 feet on a side (thus, a 7th level caster could create the illusion of a forest consisting of seven 120-foot squares), though he may choose to create a smaller forest. The illusion is easily and automatically seen for what it is by sylvan creatures such as centaurs, green dragons, treants, etc. The forest will remain forever, unless dispelled by the reverse of the spell, *Dispel Hallucinatory Forest*, or a *Dispel Magic* spell.

Reverse: *Dispel Hallucinatory Forest* functions like *Dispel Magic*, except that it only affects a *Hallucinatory Forest* spell, and that if the caster of the latter was of a lesser level, success is automatic.

307. HALLUCINATORY IMAGE 1

Illusion

Level: Del 1, Gry 3	Range: 60 feet
Casting Time: 3 segments	Duration: Conc. + 1d4 rounds
Save: Intelligence disbelief	Spell Resistance: No

Effect: Illusion that cannot extend beyond 4 + 1/level 10-ft. cubes

This spell creates a tri-dimensional image of an object, creature or force (or several) in the area of effect, as visualized by the caster.

This hologram has no mass/weight, nor solidity, hence cannot directly harm a creature; it can only fool the senses. This hologram must also fill a volume; the caster cannot create a two-dimensional image that would give the believable illusion of depth. For example, it's not possible to create on the floor the believable illusion of a pit full of stakes; the caster would only create a picture of such, like a photography applied to a surface, nothing more.

The hallucinatory image remains in existence so long as the caster concentrates on it. While doing so, he cannot do anything else but walk at a slow pace (half-speed). The caster can move the image within the limits of the size of the effect, and can make it respond to events. If the caster stops concentrating, the image remains immobile for a few rounds more, then dissipates into nothingness.

If the caster uses an appropriate focus to manifest the hallucinatory image, the illusion is perfect and the viewer doesn't get an automatic saving throw to disbelieve it. Without focus, the illusion is flawed, and thus grants an Intelligence saving throw to see it for what it really is. Then, a creature is allowed a saving throw as soon as it notes something incoherent about it. For example, a silent object is totally credible, but an explosion is not likely to be believed if it creates no sound (common sense should apply to determine this). Lastly, a hallucinatory image doesn't have any consistency, so if someone touches it, he will pass through it as there is nothing, automatically revealing its illusory nature. If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Hallucinatory image 1 creates a purely visual illusion, without sound, smell, texture, or temperature.

Focus: A painted clay miniature of the object or creature to manifest, in which is integrated a little bit of that object or creature (such as a bear's tooth to make a hallucinatory image of a bear).

308. HALLUCINATORY IMAGE 2

Illusion

Level: Del 2	Range: 90 feet
Casting Time: 4 segments	Duration: Conc. + 1d6 rounds
Save: Intelligence disbelief	Spell Resistance: No

Effect: Illusion that cannot extend beyond 4 + 1/level 10-ft. cubes

This spell works exactly as *Hallucinatory Image 1*, except that the illusion includes visual and sounds effects, but not smell, texture, or temperature. Understandable speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion.

309. HALLUCINATORY IMAGE 3

Illusion

Level: Del 3	Range: 120 feet
Casting Time: 5 segments	Duration: Conc. + 1d8 rounds
Save: Intelligence disbelief	Spell Resistance: No

Effect: Illusion that cannot extend beyond 4 + 1/level 10-ft. cubes

This spell works exactly as *Hallucinatory Image 2*, except that the illusion includes visual, thermal, olfactory and sounds effects. Understandable speech still cannot be created, but clanking noises,

rumblings, and other such sounds can be incorporated into the illusion. Thermal effects cannot deal damage, melt snow, or even truly warm a creature.

310. HALLUCINATORY TERRAIN

Illusion

Level: Del 3, Gry 4	Range: 120 feet
Casting Time: 10 minutes	Duration: 2 hours/level
Save: Intelligence disbelief	Spell Resistance: No

Area: One 30-foot cube per level

This spell allows the caster to hide the actual nature of a given piece of territory, substituting whatever sort of terrain she wishes. By means of this spell, a hill could be made to appear as a lake, a forest as a field, a road as a stream, a cliff as a gentle grade, etc. The area effected by the spell is of 30' x 30' square per level. It will last until a *Dispel Magic* or *Dispel Illusion* spell is cast on the area, or until the area itself is entered by an intelligent creature.

311. HALT UNDEAD

Necromancy

Level: Blk 3	Range: 60 feet
Casting Time: 5 segments	Duration: 1d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Targets: Up to three undead, within a 30 feet diameter area

This spell renders up to three undead creatures immobile. Non-intelligent undead (e.g. skeletons or zombies) get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

312. HAMMER OF WITCHES

Evocation

Level: Wht 4	Range: 60 feet
Casting Time: 4 segments	Duration: Instantaneous
Save: Charisma half	Spell Resistance: Yes

Area: 20 feet radius burst

The *Hammer of Witches* spell is normally found in the *Malleus Maleficarum*, a treatise about supernatural creatures of evil, and how to combat them. This book having been written by an almost insane fanatic, it focuses its hate of sorcery and evil on female sorceresses (witches), that the author believes to be the source of all supernatural misery afflicting mankind. As a result, the spell is more powerful against its intended targets if they are of female gender.

The spell deals 1d8 points of damage per two caster levels to supernatural creatures and spellcasters, and staggers them for 1d6 rounds. A staggered creature can take only partial actions (e.g. it can only move, or only attack, not both; if it has two attacks per round, it can only make one). A successful Charisma saving throw reduces the damage by half and negates the staggering effect. The spell deals only half damage against normal creatures who don't

cast spells but have magical items or slightly supernatural abilities (such as granted by special talents), and they are not staggered. They can reduce the damage by half again with a successful Charisma save. In any case however, if the targets are female, they suffer a -2 penalty to their saving throws against this spell, and suffer a +1 point of damage per die.

313. HASTE

Transmutation/Alteration

Level: Gry 3	Range: 60 feet
Casting Time: 3 segments	Duration: 3 + 1/level rounds
Save: None (see text)	Spell Resistance: No

Target: One creature per level in a 40 x 40 feet area

This spell imbues up to one creature per caster level with preternatural speed, enabling them to move and act more quickly than normal. All the targeted creatures must be within a 40'x40' area, and creatures closest to the caster will be affected first by the spell if the caster's level is not sufficient to affect all of the creatures in the area. Furthermore, a creature must be willing to get the spell's effect, or it simply doesn't operate on that creature.

Creatures affected by *Haste* double their base movement rate (i.e. if a subject's base speed is normally of 30 feet, he will move at 60 feet for the duration of the spell). They gain a +4 bonus to initiative, a +4 bonus to AC (due to fast dodging), and one additional attack per round. Lastly, they can jump one and a half times as far as normal. However, spellcasters affected by *Haste* won't be able to cast spells twice as quickly. Unfortunately, *Haste* also takes a heavy toll on its recipients, resulting in their body aging prematurely. That is: creatures whose life expectancy is inferior to 120 years, age by one year (with no particular benefit on Intelligence or Wisdom); with a 121-250 years life expectancy, they age 1d4 years; and with a 251+ years life expectancy, they age 1d4+3 years.

The speed gained from *Haste* doesn't stack with any other magical speed increase (including another *Haste* spell). *Haste* will otherwise negate a *Slow* spell.

314. HEALING REST

Transmutation/Alteration

Level: Nat 3, Wht 2	Range: Touch
Casting Time: 10 minutes	Duration: 1 + 1 per 2 levels hours
Save: Strength negates	Spell Resistance: Yes

Target: One living creature

Healing Rest is much different from *Cure* spells that instantly restore a character's lost hit-points. This spell instead improves and accelerates natural healing. The caster must first treat the creature's wounds with a Healing skill check, during which she casts the spell. Thereafter the recipient of the *Healing Rest* will have to remain quiet if he wants the spell to take effect. Any strenuous activity will prematurely cancel the spell. For each hour the spell is in effect, the character recovers hit-points at the following rate: 1d4/hour if resting in typical rough adventuring condition (on the ground in some dungeon corridor); 1d6/hour if resting in relatively quiet and comfortable conditions (a carriage or tent in a calm forest glen); and 1d8/hour if resting in a clean comfortable bed in a quiet and secure

place (at home or in some hospital). If the caster failed her Healing skill check, the recipient of the spell recovers only half that amount of hit-points.

Note that only one *Healing Rest* can operate at once on the same character. Casting more of that spell on the same creature while it is already in effect won't augment the number of hit-points recovered.

Material Components: Traditional material used to treat wounds: herbs, poultices, bandages, etc.

315. HEAL

(Reversible: HARM)

Conjuration/Summoning

Level: Wht 6	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Target: One living creature

Heal enables the caster 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, blindness, confusion, daze or dazzle effects, deafness, any disease, exhaustion, fatigue, feeblemind spell or effects, insanity and mental illnesses, nausea, sickness, stun effects, and poison. It also cures all points of damage suffered by the target.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points. If used against an undead, *Heal* instead acts like *Harm* (see below).

Reversible: The reverse version of this spell, *Harm*, infects the target with a disease and causes the loss of all but 1d4 hit points, if a successful touch is inflicted.

316. HEAT METAL

(Reverse: CHILL METAL)

Transmutation/Alteration [Fire; rev. Cold]

Level: Nat 2	Range: 30 feet
Casting Time: 4 segments	Duration: 7 rounds
Save: See text	Spell Resistance: No

Target: Metal equipment of one creature per two levels, or 25 lb. of metal per level, all of which must be within a 30-ft. diameter circle

This spell causes items made of metal (any kind of metal) to suddenly increase in temperature before getting back to normal. If it is cast on a character's equipment (such as a chainmail armor or a sword), it makes it so hot that the character wearing (or wielding) it will take fire damage. Note the spell is not restricted to creature's equipment, but could be cast on other items, such a metal ladder for example. Circumstances may also affect the amount of burning damage suffered. A creature will take full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight. Conversely, it will take minimum damage (1 or 2 points; see table) if it's not wearing metal armor and the metal that it's carrying weighs 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 (this is also the effect

on the last round of the spell's duration). During the second (and also the next-to-last) round, the hot metal causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing, causing more damage, as shown below. Note that on the third, fourth and fifth round, a searing item made of soft metal such as gold or lead could melt, and ferrous items become softer and must make saving throws vs. crushing blow when striking, to not bend.

Round	Temperature	Damage
1st	Warm (Cold)	None
2nd	Hot (Icy)	1d4 points
3rd-5th	Searing (Freezing)	2d4 points
6th	Hot (Icy)	1d4 points
7th	Warm (Cold)	None

Unattended and non-magical metal items get no saving throw, but magical items get a save vs. magical fire. If the spell is cast on a creature's equipment, the creature is allowed a Dexterity saving throw to prevent its equipment of being affected. If the creature fails its save, any piece of magical equipment is however entitled to a save vs. magical fire. Other than that, any cold intense enough to damage a creature negates heat damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *Heat Metal* deals half damage and boils the surrounding water. Lastly *Heat Metal* counters and dispels *Chill Metal* (see below).

Reverse: *Chill Metal* operates exactly as *Heat Metal*, but makes metal items icy cold and deals freezing damage. Note that on the third, fourth and fifth round, a freezing item becomes brittle, suffering a -4 penalty to all saving throws vs. crushing blow.

317. HELLISH WEAPON

Conjuration/Summoning

Level: Blk 3	Range: 20 feet
Casting Time: 6 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

This spell infuses a weapon with demonic energies from the lower planes. The weapon is temporarily twisted and transformed, acquiring an evil aspect for all the spell's duration (e.g. the blade becomes of a blood red color, or black and dripping with smoke, while the guard and pommel get foul ornaments such as skulls and claws). The weapon becomes magical, getting a +1 bonus at 5th level, +2 at 6th level, +3 at 8th level, and +4 at 11th level. This bonus however does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, the caster can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their magic after having been shot.

The hellish weapon has a basic modicum of sentience, and will not accept a wielder of Law alignment. Whenever a Law aligned character tries to use it, he must succeed a Charisma save or hit himself for half damage instead of hitting his target (use the attack roll against the character's AC). This saving throw must be rolled each round.

318. HELPING EMISSARY

Evocation

Level: Wht 3	Range: Five miles
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: One ghostly animal



This spell creates the ghostly image of an animal, appropriate to the caster's faith (such as an owl for the goddess of wisdom) if any, that is sent to find someone within five miles. The ghostly emissary then beckons to that person and leads her to the caster if the person follows it.

When the spell is cast, the ghostly animal appears in front of the caster. The caster then specifies a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment or class. When the description is complete, the ghostly animal streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away the subject is.

Distance	Time to Locate
Up to 100 feet	1 round
100 to 1,000 feet	1d4+1 rounds
1,000 feet to 1 mile	10 minutes
1-2 miles	1 hour
2-3 miles	2 hours
3-4 miles	3 hours
4-5 miles	4 hours

Once the ghostly animal locates the subject, it beckons her to follow it. If the subject follows, the ghostly animal points in the caster's direction, leading the subject in the most direct, feasible route. The ghostly animal remains 10 feet in front of the subject, moving before her at a rate of anywhere up to 240 feet per round. Once the ghostly animal leads the subject to the caster, it disappears.

The subject is not compelled to follow the ghostly animal or act in any particular way toward the caster. If the subject chooses not to follow, the ghostly animal continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the ghostly animal disappears.

If more than one subject within a five-mile radius meets the description, the ghostly animal locates the closest creature. If that creature refuses to follow the ghostly animal, it does not seek out a second subject. If, at the end of four hours of searching, the ghostly animal has found no subject that matches the description within five miles, it returns to the caster (who understands that it didn't find anything) and disappears.

The ghostly animal has no physical form, and cannot be destroyed (though it is subject to *Dispel Magic* normally). It is invisible to anyone except the caster and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading her back to the caster. The ghostly animal does not pass through solid objects but can ooze through small cracks and slits. The ghostly animal cannot travel more than five miles from the spot it appeared when the caster did cast the spell.

319. HEMORRHAGE

Transmutation/Alteration

Level: Blk 2	Range: 30 feet
Casting Time: 3 segments	Duration: 1 round/level
Save: Constitution half	Spell Resistance: Yes

Target: One living creature

Upon completing this spell, the caster can target a single creature within range and inflict bleeding wounds deep inside the body. These wounds continue to bleed unchecked for the duration of the spell, and may ultimately render the victim unconscious or worse.

On the initial round the victim suffers 2d4 points of damage from internal wounds. This wound is accompanied by a sharp jolt of pain and continuous internal bleeding. While the spell remains in effect the target suffers an additional 1d4 point of damage each round he performs any strenuous activity, to a maximum of 10d4 total damage from this spell. A successful Constitution saving throw will halve all damage from this spell.

Because the wounds are internal, the Healing skill cannot stop the progression of this spell. However, a spell or magic item that cures the initial 2d4 points of damage fully negates the hemorrhage and no further damage is inflicted.

This spell has no effect on creatures without a circulatory system such as undead, slimes or constructs.

320. HEROES' FEAST

Evocation

Level: Wht 6	Range: 10 feet
Casting Time: 10 minutes	Duration: 1 + 12 hours (see text)
Save: None	Spell Resistance: No

Effect: Feast for one creature per level

With this spell, the caster brings forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectar-like beverage that is part of the feast. Characters who eat the food gain a +1 bonus on their attack rolls and saving throws for the next 12 hours. During this same period, they are also immune to magical fear and hopelessness. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.



321. HOLD ANIMAL

Enchantment/Charm [Mind-Affecting]

Level: Nat 3, Wht 3	Range: 90 feet
Casting Time: 5 segments	Duration: 2 rounds/level (D)
Save: Charisma negates	Spell Resistance: Yes

Targets: 1 to 4 living animals within a 60 feet diameter area

This spell functions like *Hold Person*, except that it affects animals instead of humanoids. Also, saves are affected as follows: If only one animal is targeted by this spell, it gets a -4 penalty to its saving throw; two animals get a -2 penalty; three animals get a -1 penalty; and four animals make a normal saving throw. For purpose of this spell, animals include all mammals (but not humanoids normally affected by *Hold Person*), birds and reptiles, be they of normal or giant (dire) size. Part-animal creatures such as centaurs, gnolls or lizardmen aren't affected by this spell.

322. HOLD MONSTER

Enchantment/Charm [Mind-Affecting]

Level: Gry 5, Wht 4	Range: 90 feet
Casting Time: 5 segments	Duration: 2 rounds/level (D)
Save: Charisma negates	Spell Resistance: Yes

Targets: 1 to 4 living creatures within a 60 feet diameter area

This spell functions like *Hold Person*, except that it affects any kind of living creatures, including humanoids, animals, and all sorts of monsters such as owlbears, doppelgangers, dragons, etc. Creatures from the outer planes (celestials, fiends, demons, etc.), elementals, constructs (golems, stone guardians, robots, etc.) and undead are not affected by this spell.

323. HOLD PERSON

Enchantment/Charm [Mind-Affecting]

Level: Gry 3, Wht 2	Range: 60 feet
Casting Time: 5 segments	Duration: 2 rounds/level (D)
Save: Charisma negates	Spell Resistance: Yes

Targets: 1 to 4 living humanoids within a 60 feet diameter area

This spell completely immobilizes one to four victims for the spell's duration. This spell only works on small or medium-sized humans, demi-humans and humanoids (all PC races, orcs, goblins and hobgoblins, plus other appropriate humanoid races at GM's discretion). The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. If only one person is targeted by this spell, he gets a -3 penalty to his saving throw; two persons get a -1 penalty; three or four persons make a normal saving throw. Then, each round on his turn, if a subject is attacked or under threat of immediate death, he may attempt a new saving throw to end the effect. A winged humanoid who is paralyzed by *Hold Person* cannot flap his wings and falls. A swimmer can't swim and may drown. Victims held by this spell may be attacked at twice the normal rate with an automatic hit, for maximum damage. (At GM's discretion victims could be killed at a rate of one per round, but get a Constitution saving throw to resist the killing, and if successful only get maximum weapon damage.)

324. HOLD PLANT

Enchantment/Charm [Mind-Affecting]

Level: Nat 4	Range: 90 feet
Casting Time: 8 segments	Duration: 2 rounds/level (D)
Save: Charisma negates	Spell Resistance: Yes

Targets: 1 to 4 plants within a 60 feet diameter area

This spell functions like *Hold Person*, except that it affects any kind of plants, including all plant-monsters (treants, shambling mounds, etc.), magically animated plants, or normal plants that can move on their own. The spell also affects plant-spirits or fey such as dryads.

325. HOLD PORTAL

Abjuration

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One portal, up to 20 square feet per level

This spell magically bars a door, gate, window, or shutter of wood, metal or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *Knock* spell or a successful *Dispel Magic* spell can negate the *Hold Portal*. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

326. HOLY SYMBOL

Enchantment/Charm [Mind-Affecting]

Level: Wht 2	Range: Touch
Casting Time: 10 minutes	Duration: Permanent
Save: See text	Spell Resistance: None

Target: One object

This spell consecrates an item to religious use. This is usually a holy symbol to be carried by the caster, but could be many other items, such as an altar, bible, candle, cup, etc., used in religious ceremonies. For the item to receive the spell, it must not be magical or already consecrated, and must be of the required shape and design (which depends on the caster's religion). A caster can obviously only consecrate items for his own deity/religion, never for a different (even allied) one. Nonetheless, a caster could consecrate items for other priests or followers of his deity/religion to use. A consecrated item radiates a faint aura of magic and alignment (the deity's or religion's alignment). However, an item consecrated with this spell has no other power than being usable in religious ceremonies, or for casting divine spells that require a divine focus (normally, the caster's holy symbol, hence the spell's name). It is not subject to a *Dispel Magic* spell, but could be desecrated by different means, including a *Bestow Curse* (reverse of *Remove Curse* spell p.320) cast by a caster of an opposed faith.

Note that holy symbols and consecrated items are sacred, thus cannot be made in advance and stockpiled as any other mundane commodity. Most priests usually won't carry more than two consecrated holy symbols at once. However, a temple will have as many consecrated items as is necessary to conduct religious ceremonies.

327. HOLY WORD

(Reverse: UNHOLY WORD)

Conjuration/Summoning [Law/Good]

Level: Wht 7	Range: 0 (see text)
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: See text

Area: Creatures in a 30-foot-radius spread centered on the caster

This spell lets the caster speak a divine word of pure holiness that will affect all non-good (i.e. not aligned to Law) creatures in the vicinity. Uttering the holy word has two effects: If the caster is on her home plane, the spell instantly banishes non-Law extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the holy word. Then, non-Law creatures that are native to the caster's plane, and who hear the holy word suffer the following ill effects:

Hit-Dice	Effect
Less than 4 HD	Killed, paralyzed, blinded, deafened
Less than 8 HD	Paralyzed, blinded, deafened
Less than 12 HD	Blinded, deafened
12 or more HD	Deafened

Deafened: The creature is deafened (see *Blindness/Deafness* spell p.211) for 1d4 rounds. Blinded: The creature is blinded for 2d4 rounds (same spell p.211). Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way. Killed: Living creatures die, and undead creatures are destroyed.

Reverse: *Unholy Word* operates exactly as *Holy Word*, but against non-evil (i.e. not aligned to Chaos) creatures.

328. HORRENDOUS WIZARD POSSESSION

Necromancy [Evil]

Level: Blk 7	Range: Touch
Casting Time: 10 minutes	Duration: 24 hours
Save: See text	Spell Resistance: Yes

Target: One willing humanoid

The spell summons a horrid spirit from the lower planes that formerly was an evil sorcerer, to possess a willing target for 24 hours, in a way similar to the *Magic Jar* spell. Its purpose is to transform the target into a great sorcerer with several spells at his disposal.

The target must be a willing humanoid of any class and level, but cannot be of Law alignment. Note that willingness doesn't mean that the target must know about the exact effects of the spell. However, no matter how he would have been tricked into accepting it, the target will always know that at least something evil is involved. Then, upon completion of the spell's casting the target must succeed a Charisma saving throw not to resist the spell, but to determine if he succeeds in allowing it to work on him.

Once possessed the target becomes totally unaware of what happens, being instead controlled by the evil spirit. As such, during the spell's duration the target's aura will radiate a strong evil, and his eyes will glow of a malevolent green light. In addition, while

retaining his normal physical aspect, abilities, and hit-points, the target is now the sorcerer that the evil spirit was in life. He may immediately spend one hour studying his spell book, and thereafter go and cast spells. Otherwise, if the target is slain during the spell's duration, his corpse raises as a ravening undead (probably a wraith) a few hours later. If he is still alive when the spell ends, he returns back to normal with his alignment turned to Chaos (if not already the case), and he must succeed a Wisdom saving throw or become insane or psychotic (GM's determination).

Note that *Horrendous Wizard Possession* is not safe to cast, and induces several risks and drawbacks. First, if a character casts it more than once per month, he incurs a 5% cumulative chance to get the visit of an angry fiend instead of getting the spell's normal effects. Then, there is no certainty that the evil spirit will obey the caster once inside the target's body. To control the evil spirit, the caster must succeed a Persuasion skill check at a DC = 10 + evil spirit's magic-user level. If the caster fails to control the evil spirit, the latter can do as he wishes, probably attacking the caster then go on a killing rampage during 24 hours.

Focus: The skull and spellbook of any evil dead sorcerer who went to the lower planes upon death. The spellbook must be one that belonged to the dead sorcerer whose skull is used.

329. HORRID WILTING

Necromancy

Level: Blk 8	Range: 10 feet/level
Casting Time: 4 segments	Duration: Instantaneous
Save: Constitution half	Spell Resistance: Yes

Area: 60 feet diameter (30 feet radius) area

This spell evaporates moisture from the bodies of all the subject living creatures in the area of effect, dealing them 1d8 points of damage per caster level. This spell is especially devastating to water elementals and plant creatures, who suffer a -2 penalty to their saving throws.

330. HORRIFYING ASPECT

Illusion

Level: Blk 4, Del 4	Range: 20 feet
Casting Time: 4 segments	Duration: See text
Save: See text	Spell Resistance: Yes

Target: One to four living humanoids (see text)

This spell combines a dreaded illusion with a *Suggestion*-like effect. By means of this spell, the caster changes his appearance to that of a demonic being, usually a horrifying humanoid monster, complete with skeletal head, burning eyes, and wicked claws and fangs. The illusion includes visual, audible, tactile, and thermal components, and so is extremely convincing. Onlookers will react to it as they would of any hallucinatory illusion, being entitled an Intelligence saving throw for disbelief if the circumstances warrant it. Then, they may deal with this demon as they want (attacking, fleeing, etc.).

Yet, the caster may designate up to four humanoids within range, upon whom will be induced the *Suggestion*-like effect. These targets do not react to the illusion as other witnesses would, but must suc-

ceed a Wisdom saving throw. If it is failed, they now permanently believe that the caster is this dreadful demon. When the illusion ends, and the caster looks again as usual, they will remain convinced that he is the demon under a polymorphed guise, whatever evidence of the contrary is brought to them. The targets will remain permanently scared of the caster, who thus gets a +10 bonus to all Charisma skill checks made against the targets, provided it involves threats and/or evil. This spell's effect requires such spells as *Break Enchantment*, *Remove Curse*, *Limited Wish* or *Wish* to be cancelled.

331. HUNGRY SHADOW

Necromancy

Level: Blk 2, Del 2	Range: 60 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: See text	Spell Resistance: Yes

Target: One creature at a time

Hungry Shadow makes the cast shadow of a creature within range, to become a ravening monster for the spell's duration. When this shadow animates, the creature from which it is cast must make a Constitution save. On a successful save, the shadow can still animate, but will remain a mere visual effect without any power. However, on a failed save the creature suffers 1d4 hit points of damage, as the shadow is infused with some of its life force, acquiring substance and craving for more life-force on which to feed. Then, the caster may direct this shadowy monster at any creature within range of the spell and order it to attack. The shadow must make a touch attack (using the caster's base attack bonus) in order to unleash its power. If the attack succeeds, the target suffers 2d4 hit points of damage and is wrapped in the body of the shadow. As long as the shadow continues to feed on this target, the latter also suffers a -1 penalty to all attack and damage rolls, skill checks and saving throws. Once the shadow latches onto a target, the target automatically suffers 1d4 hit points of damage each subsequent round. The shadow will not attack again unless the caster directs it to attack another target.

The caster may, as a primary action, instruct the hungry shadow to attack another target. The shadow immediately moves to the new target to attack (as noted above), but can only make one attack each round, regardless of how many actions the caster has.

332. HYPERCOGNITION

Divination

Level: Psi 6	Range: Personal
Casting Time: 8 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This power enables the psychic to make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in his mind. The psychic can make reasonable statements about a person, place, or object, seemingly from very little knowledge.

The nature of the knowledge gained concerning the subject of the analysis is determined by the GM, but might include the answer to a riddle, the way out of a maze, stray bits of information about

a person, legends about a place or object, or even a conclusion concerning a dilemma that the psychic's conscious mind is unable to produce.

In some cases, the GM may ask the psychic to make a successful Intelligence-based skill check (i.e. Knowledge, Linguistics, etc.) to receive the desired information (the GM secretly determines the DC). Intelligence skill checks made with the aid of hypercognition have a +20 bonus.

333. HYPNOTIC PATTERN

Illusion [Mind-Affecting]

Level: Del 2, Psi 2	Range: 90 feet
Casting Time: 2 segments	Duration: Conc. + 2 rounds
Save: Wisdom negates	Spell Resistance: Yes

Effect: Colorful lights in a 15-foot-radius spread

This spell creates a pattern of shifting colors that weave through the air, fascinating creatures within it. Roll 2d4 + 1 per caster level to determine the total number of HD affected. 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. HD that are not sufficient to affect a creature (i.e. inferior to the creature's HD) are wasted. Affected creatures gaze at the lights, heedless of all else. Sightless creatures are not affected by the spell.



334. HYPNOTISM

Enchantment/Charm [Mind-Affecting]

Level: Del 1	Range: 20 feet
Casting Time: 1 segment	Duration: 2d4 rounds (D)
Save: Charisma negates	Spell Resistance: Yes

Targets: Several living creatures within a 30 feet diameter area

With this spell, the caster's gestures and droning incantation cause nearby creatures to stop and stare blankly at the caster, hypnotized. The caster can use their rapt attention to make his suggestions and requests seem more plausible. Roll 2d4 to see how many total HD the caster affects. Creatures with fewer HD are affected before those with more HD. Only creatures who can see or hear the caster are affected, but they do not need to understand him to be hypnotized.

If the caster uses this spell in combat, the targets gain a +2 bonus to their saving throws. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While hypnotized, a creature is less attentive, suffering a -4 penalty to any skill checks made to notice something (conversely, PCs get a +4 bonus to skill checks made so the creature won't notice them). Any potential threat allows the creature a second saving throw. Any

obvious threat automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the spell as a standard action.

While the subject is hypnotized, the caster can make a suggestion or request (provided he can communicate with the subject). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps more friendly in attitude. Even once the spell ends, it retains its new attitude toward the caster, but only with respect to that particular suggestion. A creature who fails its save doesn't remember having been hypnotized by the caster.

335. HYSTERIA

Enchantment/Charm [Mind-Affecting]

Level: Blk 3	Range: 120 feet
Casting Time: 3 segments	Duration: 1 round/level
Save: Wisdom negates	Spell Resistance: Yes

Target: One living humanoid

The subject of this spell becomes demented and begins displaying severe emotional distress. Extremely irrational thoughts seize his mind and he begins running amok as if in an uncontrollable panic. Rather than fleeing, however, the subject runs in random directions and changes course each round. Use 1d8 to determine which direction the subject runs at the beginning of each turn. The subject will run headlong into even the most dangerous situations. Hysterical characters might run off the edge of a cliff or even straight into a burning building. If they do not accidentally run into an extremely damaging situation, hysterical characters still inflict themselves 1d8 points of damage as they stumble frantically over debris and impediments (trees, furniture, friends, themselves, etc.).



336. ICE STORM

Conjuration/Summoning [Cold]

Level: Gry 4	Range: 20 feet/level
Casting Time: 4 segments	Duration: 1 full round
Save: None	Spell Resistance: No

Area: Cylinder (20-foot radius, 20 feet high)

Ice Storm summons a sudden and powerful blizzard from the elemental plane of ice. It makes great hailstones pound down for one round in a 40-foot diameter area, and inflicts 3d10 points of damage (consisting in 2d10 of bludgeoning damage plus 1d10 of cold damage). During the round when the storm rages, the sleet blocks all sight (even infravision) within it, and causes the ground in the area to be icy. The sleet also extinguishes torches and small fires. A creature can walk within or through the area of sleet at half normal speed if it succeeds a Dexterity saving throw. Failure means it can't move in that round, while failure by 5 or more means it falls. The ground remains icy for the 1d6 following rounds, still halving movement, but Dexterity saves to not fall are made at a +2 bonus.

337. IDENTIFY

Divination

Level: Blk 2, Gry 1	Range: Touch
Casting Time: 10 minutes	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Targets: Up to 1 touched object per level

This spell allows the caster to determine the magical properties of a magical item he is studying and wielding. The object must be "properly" held (i.e. a cap must be worn on the head, a sword held in the hand, boots worn on the feet, etc.), and if that object is cursed, the caster will suffer from its detrimental effects normally. The caster can study up to one magical item for every level he has. Every round he handles a magical item, the caster has a base 50% + 5%/level chance of learning one of the item properties, beginning with the most basic properties. This includes how to activate a function (if appropriate), how many charges are left (if any), or, for a weapon, the "plus" to attack and damage.

Once the spell ends the caster must make a Charisma saving throw. If failed, he becomes obsessed with the magical item, absolutely wants to use it (consuming potions and wasting charges, or striking an innocent creature just to test a magical weapon), becomes paranoid that others might want to steal the object from him, so will do whatever is necessary to prevent it, etc. This afflicting madness normally ends 1d8 hours later, or if a *Remove Curse* spell is cast upon the character.

338. ILLUSORY SCRIPT

Illusion [Mind-Affecting]

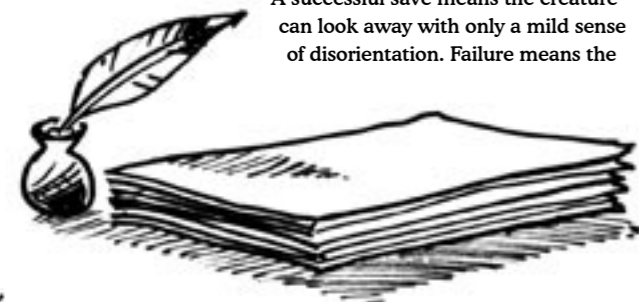
Level: Del 3	Range: Touch
Casting Time: See text	Duration: 1 day/level
Save: See text	Spell Resistance: Yes

Target: One object weighing no more than 10 lb.

This spell enables the caster to write instructions or other information on any suitable writing material. The resulting illusory script appears to be some form of foreign or magic writing, however. Only the person (or people) designated by the caster at the time of casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as *Illusory Script*. The hidden message could otherwise be read by a combination of *True Seeing* with the *Read Magic* or *Comprehend Languages* spells (whether it's magical or mundane writing).

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make an Intelligence saving throw.

A successful save 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 the caster at the time the illusory script spell was cast. The suggestion lasts only 30 minutes.

The casting time depends on how long a message the character wishes to write, but it is always at least 1 full round. If successfully dispelled by *Dispel Magic*, the illusory script and its secret message disappear.

339. ILLUSORY WALL

Illusion

Level: Del 4	Range: 90 feet
Casting Time: 4 segments	Duration: Permanent
Save: See text	Spell Resistance: No

Effect: Image up 1 foot thick, and up to 30 feet x 30 feet

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, even magically with divination spells of the 1st to 3rd level. However, 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 probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear. Even if onlookers eventually know it to be an illusion, they still see it as the real thing.

340. IMPRISONMENT

(Reversible: FREEDOM)

Abjuration

Level: Blk 9, Gry 9	Range: Touch
Casting Time: 9 segments	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Target: One creature of any type and size

The power of this spell hurls the victim deep beneath the earth, placing it into a state of suspended animation for eternity, entombed within a cyst of rock. For the victim, time ceases to flow and its condition becomes fixed. It doesn't grow older, and its body functions virtually cease, and no force or effect can harm it. The victim remains there unless a reverse of the spell is cast at the locale where the imprisonment took place. Magical search by most divination spells do not reveal the fact that a creature is imprisoned. A *Wish* or *Miracle* spell will not free the recipient but will reveal where it is entombed. The *Imprisonment* spell functions only if the target's name and some facts about its life are known.

Reverse: *Freedom* releases victims from the *Imprisonment* spell. The caster must know the victim's name and background, and must cast this spell where it was entombed. A creature freed from *Imprisonment* appears at the exact spot where the *Imprisonment* took place. When casting *Freedom*, if the caster is not specific enough about the victim's identity the spell will normally fail; but there is also a chance it will free the intended victim together with several other imprisoned creatures from other places in the ground; some far, some (perhaps) near. Some of these freed creatures might be from ancient ages and may have been imprisoned for a very good reason. The chance of freeing unintended recipients is 10%, and their number can vary considerably (1d20).

341. IMBUE WITH SPELL ABILITY

Evocation

Level: Wht 4	Range: Touch
Casting Time: 10 minutes	Duration: Until discharged
Save: Intelligence negates	Spell Resistance: Yes

Target: One intelligent, sentient creature

This spell enables the caster to transfer some of her currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 10 and a Wisdom score of at least 9 can receive this bestowal. Only abjuration, divination or healing spells can be transferred. The number and level of spells that the subject can be granted depends on its HD or level: 1 or 2 HD = one 1st-level spell; 3 or 4 HD = up to two 1st-level spells; 5 or more HD = up to two 1st- and one 2nd-level spell. The transferred spell's variable characteristics (range, duration, area, etc.) function according to the caster's level, not the level of the recipient. The recipient automatically knows how to cast these spells, and must cast them as a regular spellcaster would. A recipient can only benefit from a single application of *Imbue With Spell Ability* at a time. Similarly, once the caster has cast *Imbue With Spell Ability* on another character, she cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, the caster remains responsible to her deity or ethical principles for the use to which the spell is put.

342. IMPLORE EXTRA-PLANAR ALLY (LESSER)

Conjuration/Summoning

Level: Wht 4	Range: 30 feet
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: Summons one extraplanar creature of 8 HD or less

The *Implore* spells (lesser and greater versions), which can be seen as the reverse of *Abjure*, enable a caster to summon extraplanar creatures onto the prime material plane. This is the spells holy men use to solicit angelic beings for help, or vile cultists exploit to bring foul demons from the Netherworld. By casting this spell, casters will request their deity to send them an extraplanar creature (of 8 HD or less) of the deity's choice, which may be an outsider or an elemental as appropriate to the deity's mythos. In the case of casters who serve no particular deity, the spell is a general plea answered by a creature sharing their philosophical alignment.

The creatures summoned rarely answer a plea for free. Only virtuous priests of Law alignment who have a righteous reason to call for extraplanar help, will get gratuitous assistance. In most cases however, the creature called requires a payment for its services. This payment 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 the caster's part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least one minute, so any actions by the creature begin in the minute after it arrives. There is no guidelines as to what constitutes a payment, as it can so widely vary depending on

the task demanded and the creature called. This is but left at GM's discretion. Nonetheless here is a general suggestion: a task of less than one hour would have a reasonable cost (maybe 10% of the caster's possessions, or 1d4 days of charitable work, simple quest to perform, etc.); a task of one day would be expensive; a task of a week or more would be exorbitant.

Few if any creatures will accept a task that seems suicidal. However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to the caster, if appropriate and possible).

If the caster knows an individual creature's name (or true name), he may request that individual by speaking the name during the spell (though he might get a different creature anyway).

343. IMPLORE EXTRA-PLANAR ALLY (GREATER)

Conjuration/Summoning

Level: Wht 6	Range: 30 feet
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: Summons up to 16 HD worth of extraplanar creatures

This is as per *Implore Planar Ally - Lesser*, but more powerful. This version of the spell can bring forth an extraplanar creature of up to 16 HD, or a number of creatures of the same type whose HD total no more than 16 HD.

344. IMPROBABLE CREATION

Transmutation/Alteration

Level: Gry 6	Range: Touch
Casting Time: 1 full round	Duration: 1 round/level
Save: Wisdom negates	Spell Resistance: Yes

Target: Caster, plus one additional creature touched per level

This spell creates a solid structure, like a wall, bridge, etc., which really exists, but only for the subjects of the spell. For everything and everyone else, there is nothing. For example, if the caster encloses a target inside a tower, others may strike him (because there is nothing), but the target cannot strike them back, because of the wall. Another example: the caster may create a bridge, and he and the subjects of the spell will be able to walk on that bridge, while for all other witnesses there is no bridge at all.

When a magic-user casts the spell, the structure it creates always exists at least for him. Then, the caster may also affect up to one willing creature per level (who must be linked to the caster in a circle upon casting), or he may affect one unwilling target with a touch attack. In the later case, the target is entitled a Wisdom saving throw to negate the spell effect upon itself. For those affected by the spell, the structure the caster makes appear is real, solid, and visible. But for everyone else, there is nothing. Only a *Detect-Magic* or a *True-Seeing* spell would reveal the vague outline of the structure to non-affected creatures, but would otherwise not render it substantial.

The caster can create the stone-like structure at any range up to 60 feet away. The structure may be created so it occupies the same space as a creature (or another object) unaffected by the spell, but not for one affected by it. However, this concerns the solid portion of this structure, so the caster may enclose a target into a box for instance. The structure can be any shape, provided it hasn't moving parts, and it adjoins to a solid, already existing structure (wall, rock, ground, etc.). As such, the caster may create a wall, a tower, a bridge, a flight of stairs, etc. Basically it creates a wall 1 inch thick per three caster levels, and composed of up to one 5-foot square per level. This structure cannot be broken by normal breaking and chipping, nor a *Disintegrate* spell. However, a *Dispel-Magic* spell may put an end to it.

345. INCAPACITATION

Necromancy

Level: Blk 1	Range: 30 feet
Casting Time: 1 segment	Duration: 3 + 1/level rounds
Save: Constitution negates	Spell Resistance: Yes

Target: One creature's limb

This spell enables the caster to entirely incapacitate one of the limbs of his target, for all the spell's duration. The caster may choose any arm (including the hand) or leg (including the foot). If the target fails its saving throw, the limb chosen by the caster suddenly turns gray and stiff, totally incapable of any further action. For examples: If the spell is cast on the arm/hand wielding a weapon, the target cannot attack anymore unless it tries to use his off-hand (normally suffering a -2 penalty to hit); if cast on a spellcaster's arm, every time the target will try to cast spells with somatic components, he will have to succeed a Dexterity saving throw or fail; if cast on a leg, a bipedal creature will move at half speed and suffer a -4 penalty on all skill checks and saving throws involving movement, strength, or agility; plus a -2 penalty to hit.

346. INCENDIARY CLOUD

Conjuration/Summoning [Fire]

Level: Gry 8	Range: 180 feet
Casting Time: 2 segments	Duration: 1 round/level
Save: Dexterity half	Spell Resistance: Yes (see text)

Effect: Cloud spreads 30 feet wide and 20 feet high

This spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them). In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within it each round (half damage on a successful Dexterity save).

The smoke moves away from the caster at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where the caster was when he did cast the spell. By concentrating, the caster can make the cloud (actually its point of origin) move up to 60 feet each round. Any

portion of the cloud that would extend beyond the spell's maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. The spell does not function underwater.

347. INFERNAL LINGUIST

Divination [Evil]

Level: Blk 1, Wht 1	Range: Personal
Casting Time: 5 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Target: Caster

This spell gives the caster the ability to speak the Infernal tongue, allowing him to confer with demons, devils, and fiendish beings, as well as give commands to summoned fiendish creatures whenever appropriate. In addition, if the caster is of evil (Chaos) alignment, the spell also gives him a +2 bonus to Persuasion skill checks with fiends, and a +2 bonus to intimidate (i.e. Persuasion) skill checks with normal people who are afraid of everything demonic.

348. INFRAVISION

Transmutation/Alteration

Level: Gry 3, Psi 3	Range: Touch
Casting Time: 1 full round	Duration: 2 + 1/level hours
Save: None	Spell Resistance: Yes

Target: One living creature (who may be the caster)

This spell grants the subject the ability to see in complete darkness up to 60 feet, and outdoors slightly illuminated by the stars and the moon, up to 120 feet away. Infravision is monochromatic and somewhat blurred, yet enables to function without any light just fine, with but the exception of reading books, paintings and the like. Bright light spoils infravision, and the subject needs 2d6 minutes to adjust his eyes when a light source is extinguished, before gaining full use of infravision. This spell can be used in combination with detection spells (*Detect Magic*, etc.).

Note however that infravision doesn't grant the ability to see in magical darkness.

349. INSECT PLAGUE

Conjuration/Summoning

Level: Nat 5, Wht 5	Range: 120 feet
Casting Time: 1 full round	Duration: 1 round/level
Save: See text	Spell Resistance: No

Effect: Cloud of insects 180 ft in diameter

A horde of insects swarm in a thick cloud when the character casts this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within. Invisibility is no protection. All creatures

with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Charisma save negates this effect. (This urge to flee is an extraordinary fear effect.)

Once the spell is cast, the insects remain in the same area of effect for all the spell's duration. The caster has no power over them, except that they leave him alone if he is inside the area. A successful *Dispel Magic* spell targeting the area's center will dissipate the spell and make the insects disappear. Since these insects are magically summoned, a *Protection from Evil* spell is effective to keep them at bay. Other than that, heavy smoke drives off insects within its bounds. Fire also drives insects away. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

350. INTANGIBLE CLOAK OF SHADOWS

Transmutation/Alteration

Level: Blk 3, Del 3	Range: Personal
Casting Time: 1 full round	Duration: 1 day
Save: None	Spell Resistance: No

Target: Caster

This spell makes the caster merge with the Plane of Shadows' border, yet remain tied to the prime material plane through his cast shadow. This spell thus cannot be cast in total darkness, or where shadows would not be possible (e.g. with multiple bright light sources all over the place). Then, once the spell is cast, the caster cannot move in areas without shadows.

Under effect of this spell, the caster has, for all purposes and effects, become a shadow, with advantages and hindrances.

- **Almost insubstantial:** The shadow is only two-dimensional. As such it can pass under a door for example, but not across a plain wall. The shadow cannot physically interact with the physical world, but is likewise not affected by gravity, material conditions, etc. As such it cannot attack with a weapon or take objects for example, but could climb a ice wall easily (no skill check required, only the presence of shadows). Lastly, combat is near impossible, but not totally: The caster can only be hit by magical weapons (vs. AC 10 + caster's Dex modifier) or spells directed against the shadow, and even in this case, the caster suffers only half damage and gains a +4 bonus to his saving throws. The caster might attack a creature through its shadow, but only with spells that require a touch attack, and the target would likewise suffer only half damage and gain a +4 bonus to his saving throws.

- **Almost invisible:** The shadow may be seen by creatures that carefully observe in its direction. In any case, the caster gets a bonus to his hide (i.e. Stealth skill) checks when in this form: Careful posture/movement: +4 (induces half speed) ; Careful posture/immobility (in an area with shadows already) : +8 ; Area with heavy flickering shadows: +8.

- **Totally inaudible:** The shadow cannot be heard by any mean; it is but totally silent.

Note that the caster is not transformed into a shadow, but physically displaced into the border of the Plane of Shadows. As such, if

a random encounter would involve shadow creatures (i.e. normally native to the Plane of Shadows), he would meet them first, and be forced to fight them alone. Witnesses would see cast shadows on the floor, attacking the caster's shadow though. Then, depending on circumstances (i.e. at GM's discretion), spells such as *Dispel Magic*, *Banishment*, etc. have a base 50% chance of ejecting the caster into the Plane of Shadows rather than bring him back into the material plane.

351. INVISIBILITY

Illusion

Level: Del 2, Gry 2	Range: Touch
Casting Time: 2 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: Creature or object weighing no more than 100 lb. per level

Invisibility makes the caster, or a creature or object vanish from sight, even from infravision. If the recipient is a creature carrying gear, the gear vanishes, too. If the spell is cast on someone else, neither the caster nor the subject's allies can see the subject, unless they see invisible things or employ magic to do so.

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). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

An invisible creature 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 or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, it immediately becomes visible along with all its gear. Note that spells such that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

352. INVISIBILITY 10 FT. RADIUS

Illusion

Level: Del 3, Gry 3	Range: Touch
Casting Time: 3 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Area: 10-foot radius sphere around the creature or object touched

This spell produces the same effects as an *Invisibility* spell, except it also affects all creatures within 10 feet of the recipient. Those affected by this spell cannot see each other but can see themselves. 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 (this includes those who were originally in the area but went out of it). Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

353. INVISIBILITY – IMPROVED

Illusion

Level: Del 4	Range: Touch
Casting Time: 4 segments	Duration: 4 + 1/level rounds
Save: None	Spell Resistance: No

Target: One creature (who may be the caster)

Improved Invisibility functions as per the *Invisibility* spell, but with the following difference: the subject can attack, be it with spell, or ranged and melee attacks, without negating the invisibility effect.

354. INVISIBLE STALKER

Conjuration/Summoning

Level: Blk 6, Gry 6	Range: 10 feet
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: Summons an invisible stalker

This spell conjures an invisible stalker from the elemental plane of Air, compelling it to serve against its will. Upon casting, the creature is given a set of instructions pertaining to a single task, that it is bound to complete. This can be anything the stalker could actually perform (such as attacking another creature or carrying something), otherwise the spell is nullified. Normally, the stalker is bound to accomplish its mission until it is completed, or until the caster dismisses it or dies, which releases the creature from service and sends it back to its home plane. An invisible stalker will do what asked without resenting it too much, if it lasts for less than a week. However, if it is kept into service any longer, the stalker will resent its service and seek to pervert its instructions (i.e. it will try to misinterpret a command if it is worded ambiguously. In other words, the stalker follows the caster's instructions to the letter, but in a way that could be detrimental to him).

The creature's statistics are: 8HD (d8); AC 17; BtH +8; Attacks: 2d8; Str. 19; Mvt.: 120 feet (fly, perfect); Save 11; SA: continuous *Improved Invisibility* spell, +3 bonus to surprise others, MR: 30% (or SR 7). Invisible stalkers cannot speak but have high intelligence and can understand the caster's language. They can track (with a +20 bonus to the check) any creature that would leave an odor behind them (almost all creatures), and can perform any task that would require to have hands.

355. INVISIBLE TO ANIMALS

Abjuration

Level: Nat 1	Range: Touch
Casting Time: 4 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: Yes

Target: One creature per level

Animals cannot perceive the warded creatures. This is different from an illusion spell that only affects sight: animals will 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 *Invisibility to Animals* ends for all recipients.

356. INVISIBLE TO UNDEAD

Abjuration

Level: Blk 1, Wht 1	Range: Touch
Casting Time: 4 segments	Duration: 10 minutes/level
Save: Wisdom negates	Spell Resistance: Yes

Targets: One creature per level

This spell prevents undead to perceive the warded creatures, be it by sight or any other mean (nobody knows how skeletons actually do see things, and whether if they see at all or another sense is at work). Non-intelligent undead are automatically affected and act as though the warded creatures are not there. Intelligent undead get saving throws (one successful save enables them to see all the warded creatures). If they fail, they can't see the warded creatures. Yet, if they have reason to believe unseen opponents are present, they can attempt to find or strike them. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients.

357. IRRITATION

Transmutation/Alteration

Level: Blk 2, Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: 1d4 + 1/level rounds
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This spell causes an unbearable itch to the subject. As long as the spell lasts, the itch becomes more and more intolerable, and the target cannot but hopelessly try to put an end to it. The first round the subject suffers a -2 to all his attack and damage rolls, saving throws, and skill checks, because he must absolutely scratch his prickling skin, all the while. The second round, he is similarly at -4. The third round, he must stop whatever he was doing (even fighting), to try to combat the odious itch. The fourth round and thereafter, the target must first cast off his clothes and equipment (if any), then crawl on the ground, against a tree or else, in a hopeless attempt at alleviating his suffering. Note that the subject may easily be caught flat footed while doing so, but is not unaware or oblivious of attacks directed at him.

It should be noted that the itch is really dismal, and creatures subject to it quickly find themselves in state of panic. Yet, the itch in itself doesn't deal damage to the skin. However, after the third round and once nude, and if his natural armor doesn't exceed AC12, the subject inflicts himself 1d2 points of damage per round from furious scratching. Usually, by the end of the spell, he is bathed in his own blood.

358. ITEM INSTANT SUMMONS

Conjuration/Summoning

Level: Gry 7	Range: See text
Casting Time: 1 segment	Duration: Until discharged
Save: None	Spell Resistance: No

Target: One object weighing up to 10 lb. whose longest dimension is 6 feet or less

This spell enables the caster to call some particular non-living item from virtually any location directly into his hand. The caster must first place his arcane mark on the item (see *Wizard Mark* p.357). Then he casts this spell, which magically and invisibly inscribes the name of the item on a gem worth at least 20 gp. Thereafter, the caster can summon the item by speaking a special command word (set by the caster when the spell is cast). The gem disappears forever, while the item appears instantly in the caster's hand. Only the caster can use the gem in this way.

If the item is currently held by another creature, the spell does not work, but the caster knows who the possessor is and roughly where it is located when the summons is cast. The inscription on the gem is invisible. It is also unreadable, except by means of a *Read Magic* spell, to anyone but the caster. The item can be summoned from another plane, but in this case only if no other creature has claimed ownership of it.

359. ITEM SHRINKING

Transmutation/Alteration

Level: Gry 3	Range: Touch
Casting Time: 3 segments	Duration: Up to 1 day/level
Save: None	Spell Resistance: No

Target: One touched object of up to 2 cubic feet per level

This spell enables the caster to shrink one non-magical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass). Optionally, the caster can also change its now-shrunken composition to a cloth-like one. Objects changed by an *Item Shrinking* 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. Restoring the shrunken object to its normal size and composition ends the spell.

If the spell is made permanent (see the *Permanency* spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.



360. JUMP

Transmutation/Alteration

Level: Gry 1	Range: Touch
Casting Time: 1 segment	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: Yes

Target: One creature that can move

Jump allows the subject to make prodigious leaps, as move-equivalent actions, one per round during which the spell is in effect. The recipient of the spell may bound forward 30 feet, or may leap backward or straight up for a distance of 10 feet. The leap is almost perfectly straight, with no arc.



361. KNOCK

Transmutation/Alteration

Level: Gry 2	Range: 20 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: A door, box, or chest with an area of up to 10 sq. ft./level

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 10 minutes. In all other cases, the door does not re-lock itself or becomes stuck again on its own. *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. If a door is secured by a number of devices, only two will be opened by the spell; a triple-locked door is proof against a single casting of *Knock*.

In such cases where opening a door, chest, etc., would trigger a mechanical trap or a spell (e.g. a *Glyph of Warding*), using a *Knock* spell has no incidence on their normal functioning.

362. KNOW ALIGNMENT

(Reversible: UNDETECTABLE ALIGNMENT)

Divination

Level: Gry 2, Nat 3, Wht 2	Range: 30 feet
Casting Time: 1 full round	Duration: 1 round/level (D)
Save: Charisma negates	Spell Resistance: Yes

Target: One creature or object every two rounds

This divination spell enables the caster to discern a creature's or object's alignment. All creatures have an alignment (unless the optional allegiance system is used, in which case this spell could reveal basic allegiances at GM's discretion), but some are more strongly aligned than others; then, only a few magical or tainted objects have an alignment. The caster must stare at the creature or object for two full rounds, doing nothing else; then he identifies its exact alignment if the creature fails a Charisma saving throw. Common people get a +4 bonus to their saving throw, as they typically are but mildly aligned (if they are at all). Strongly aligned creatures, such as ancient dragons, paladins, priests, etc., get a normal saving throw. Extraplanar creatures (celestials, demons, etc.) don't get a saving throw as they are too strongly aligned; however they could use some magic against detection spells and abilities, and magic resistance works normally against *Know Alignment*.

Reverse: The reverse of this spell, *Undetectable Alignment* prevents the detection of a character's alignment (even against the use of *Know Alignment*), or whether he is good or evil with respect to one creature. In this case, duration is of 10 minutes per level.

363. KNOW DIRECTION

Divination

Level: Nat 1	Range: Personal
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: Caster

This spell provides the caster with perfect knowledge of the cardinal directions, so he knows where the north, south, east and west lie from his current position. The spell is effective in any environment in which cardinal directions exist, but it doesn't work in extraplanar settings (Astral, Ethereal, elemental and outer planes don't have a north and such). The caster's knowledge of the cardinal directions is correct so long as the spell is in effect, but thereafter the caster could get lost again within moments if he doesn't find some external reference point to help him keep track of direction.

364. KORREDS' IRRESISTIBLE DANCE

Enchantment/Charm [Mind-Affecting]

Level: Gry 8	Range: 20 feet
Casting Time: 5 segments	Duration: 2d4 rounds
Save: None	Spell Resistance: Yes

Target: One living creature

When this spell is cast, a number of ghostly korreds (i.e. faun-looking creatures of small size, with bagpipes and flutes) appear, and begin to dance and play their music around the creature designated by the caster. The music remains faint and eerie, and the korreds translucent and incorporeal. Nonetheless, whether the subject hears them or not, it feels an irresistible urge to dance and begins doing so. The dance makes it impossible for the subject to do anything other than caper and prance, worsening his Armor Class by -4, making it impossible to use a shield, and above all making all saving throws impossible (though the spell resistance still operates normally).

Every time a wizard casts this spell, he gets a cumulative 5% chance to encounter korreds for real, within 1d4 days. These are likely to be angry and want to do something unpleasant to the caster.



365. LAST WORDS OF HATE

Necromancy [Evil]

Level: Blk 4	Range: Touch
Casting Time: 1 full round	Duration: Up to 1 month/level
Save: None	Spell Resistance: No

Target: One severed humanoid head

This spell of vile sorcery turns a severed humanoid head into a zombie-like thing that will spit death and insults at a specified target,



then expire. This is the spell a necromancer would use to return the head of his enemy's emissary, with an appropriate answer of provocation and hatred...

The caster must first tell the head when it will activate. The caster can indicate general or detailed visual and audible triggers that will activate it. 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. Note that actions can serve as triggers if they are visible or audible. The spell cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb. All of this is as per the *Magic-Mouth* spell. However, the caster might also show a portrait (but it must be accurate) of a specific individual to the head, and tells it to be the trigger. In fact, if the caster knows that when alive the head's owner was acquainted with a specific individual, he can simply tell the head to be triggered by seeing said individual. The range limit of a trigger is 10 feet per caster level. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

When the head is triggered, it will first delivers a message, then releases its foul breath weapon. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The head cannot speak verbal components, use command words, or activate magical effects. The voice however, might be that of the caster, or that of the former head's owner as the caster chooses. The breath weapon can be of two different sorts, as determined upon casting the spell:

- **Swarm of Flies:** A swarm of black flies erupts from the head's mouth and rush toward the target (mvt speed: 40 feet). The disgusting flies automatically inflict 1d4 points of damage per round against their target, for 2d6 rounds, and the unfortunate victim will be so thickly covered as to be incapable of any action requiring to see or to speak (so casting spell is impossible). There is no saving throw against this attack, but a *Protection from Evil* spell would keep the flies at bay.
- **Vomit Spitting:** The head spits a revolting, acidic vomit at the target, up to a range of 20 feet, dealing 3d8 of acid damage (half if a successful Dexterity save is made). Creatures within 5 feet of the target are affected by a splash effect, suffering 1d8 of damage (none if a successful Dexterity save is made).

When the head has spoken its message and released its breath, it withers and crumbles into a foul remain of desiccated flesh and bones. The head cannot be reused.

Material Components: A severed head that must be in good condition (with its flesh, eyes, mouth, etc. remaining), plus a black opal of at least 20 gp that must be put in the head's mouth (and disappears when the spell is cast).

366. LEGEND LORE

Divination

Level: Gry 6	Range: Personal
Casting Time: See text	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This spell makes the caster enter into a trance, during which he has visions and gains knowledge of legends about an important person, place, or thing. While in this state, the caster is unaware of what happens around him, and will be automatically surprised if attacked. The casting time depends on his familiarity with the subject. If the person or thing is at hand, or if the caster is in the place in question, casting takes only 1d4 rounds. If the caster has only detailed information on the person, place, or thing, casting takes 1d4 x 10 minutes, and the resulting lore is less complete and specific (though it often provides enough information to help the caster find the person, place, or thing, thus allowing a better *Legend Lore* next time). If the caster knows only rumors, casting takes 1d4 hours, and the resulting lore is vague and incomplete (though it often directs the caster to more detailed information, thus allowing a better *Legend Lore*).

When completed, the divination brings legends (if any) about the person, place, or things to the caster's 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, the caster gains no information. As a rule of thumb, heroes of 7th level and higher have a base chance of being «legendary» equal to 20% per level above the sixth, as have the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds. In most cases however, the GM will determine who or what in her campaign world is legendary, and the legends that exist about them. Note also that legends aren't cold facts, but generally an exaggeration of the important aspects or events that turned the person, place, or things into a legend.

367. LEPRECHAUN'S LAMENTABLE LABORER

Illusion

Level: Gry 5	Range: 120 feet
Casting Time: 5 segments	Duration: Permanent
Save: Intelligence negates	Spell Resistance: Yes

Target: One creature

This spell is a phantasmal illusion that will convince a subject that she actually completed a task despite she actually didn't. Whatever the subject is doing when the spell is cast, she will believe she just finished it. If the target was trying to do more than one thing (such as a bard keeping watch and inventing a poem in her mind at the same time), the spell will make her believe that she completed both (the bard can go to sleep and the poem is finished despite it is but one line and a half long). The spell doesn't tell the caster what the target's current task is, however.

Lamentable Laborer creates a phantasm in the victim's head which overcomes reality, but only to a certain extent. The victim gets an Intelligence saving throw for disbelief, if interacting in some

way with what the spell makes her believe to have completed. A successful save reveals to the victim the illusory image warping her senses, with the reality appearing normally behind it. Here are some examples:

—The subject is in melee combat. Once the spell is cast, she will see her opponents slain, subdued, or fleeing, as was her first intent. If the opponents act in an appropriate manner, the subject doesn't get a save; if she searches for their corpses and does not find them, she is entitled to a save; and if the opponents attack the subject, the spell is cancelled.

—The subject is casting a spell, or has the intent to cast one. Once *Lamentable Laborer* is cast, the subject believes he did cast the spell. If he was in the process of casting, the subject stops, with the spell lost; if he hadn't yet begun, he doesn't cast at all, believing he just did it. If its target(s) obviously do not suffer from the spell's effects, the subject is entitled to a save. If the target(s) perform some appropriate gesticulation (even if they are really bad actors), the subject doesn't get a save.

—The subject is requesting gold. Once the spell is cast, the subject stops, absolutely convinced he gained it. If he gets a sack of copper pieces, even if in fewer quantity than was requested, he doesn't get a save. If he doesn't get any sort of "token gold", he gets a save.

—The subject is sculpting a statue. Once the spell is cast, the subject stops, convinced the statue is finished. If it is still a shapeless rock, the subject is entitled to a save. However, if the rock already has the overall shape of what was initially intended, the subject doesn't get a save. Now, if someone else tells the subject that the statue is not finished, she will get a save.

—The subject is resting. Once the spell is cast, the subject will feel and believe he is fully rested, no matter how much time he really rested. However, if he tries to do some strenuous activities that would get him on the brink of exhaustion, the subject gets a save. If he fails its save, the subject will unknowingly suffer any appropriate penalty for fatigue, and will eventually fall down in a faint.

368. LEPRECHAUN'S SECRET CHEST

Conjuration-Summoning

Level: Gry 5	Range: See text
Casting Time: 10 minutes	Duration: Up to 60 days
Save: None	Spell Resistance: No

Target: One chest and up to 1 cubic foot of goods per caster level

The caster hides a chest on the Ethereal Plane for up to 60 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, the caster can retrieve it by concentrating (a primary action), and it appears next to the caster.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. The cost of such a chest is never less than 500 gp. Once it is constructed, the character 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.) The character can have but one pair of these chests at any given time—even wishes do not allow excep-

tions. The chests themselves are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The caster needs the replica to recall the chest. After 60 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 that the large chest can be summoned back, although it could be found by going to the Ethereal plane.

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.

Focus: The chest and its replica.

369. LEPRECHAUN'S SECURE SHELTER

Conjuration-Summoning

Level: Gry 4	Range: 45 feet
Casting Time: 10 minutes	Duration: 2 hours/level (D)
Save: None	Spell Resistance: No

Effect: 20-foot-square structure

The caster conjures 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 machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being wizardly locked (see spell p.357) 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 (see p.199). Finally, an *Unseen Servant* (see p.349) is conjured to provide service to the caster for the duration of the shelter.

The secure shelter contains rude furnishings: eight bunks, a trestle table, eight stools, and a writing desk.

370. LEPRECHAUN'S TINY HUT

Evocation

Level: Gry 3	Range: 20 feet
Casting Time: 3 segments	Duration: 2 hours/level (D)
Save: None	Spell Resistance: No

Effect: 20-foot-radius sphere centered on the caster's location

This spell creates an unmoving, opaque sphere of force of any color the caster desires around herself. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with

the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes herself 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, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). 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. The caster can illuminate it dimly upon command or extinguish the light as desired. Note that 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 have total concealment).

371. LEPRECHAUN'S TRAP

Illusion

Level: Gry 2	Range: Touch
Casting Time: 5 rounds	Duration: Permanent
Save: None	Spell Resistance: No

Target: One mechanical object of small size

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The caster places the spell upon any small mechanism or device. Then, any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. 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 *Leprechaun's Trap* spell is active within 20 feet when the spell is cast, the casting fails.

372. LEVITATE

Transmutation/Alteration

Level: Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Target: One willing creature or one object (of up to 100 lb./level)

Levitate allows the caster to move herself, another creature, or an object up and down as she wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a secondary action. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack suffers a -1 penalty to hit, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

373. LIGHT

Evocation

Level: Del 1, Gry 1, Wht 1	Range: 60 feet
Casting Time: 4 segments	Duration: 1 hour + 10 min./level
Save: See text	Spell Resistance: Yes

Area: 20 foot radius spread

This spell creates a globe of bright light 20 feet in radius (plus dim light for an additional 20 feet beyond), centered upon whatever spot or object the caster indicates at the time of casting (including a location in thin air). It remains stationary if it was not originally cast upon a movable object or creature (in which case the target will bring the illumination with it as it moves). The light spreads from the spot or object it was cast upon, projecting shadows accordingly, and it's possible to temporarily hide the light source if the source is covered. The caster may otherwise extinguish the magical light at any time. *Light* taken into an area of magical darkness does not function.

If the spell is cast upon a living creature, the target is entitled to a Dexterity saving throw (success indicating that the spell affects the area just behind the creature). A *Light* spell cast upon a creature's eyes will blind it for the spell's duration, causing it a -4 penalty to attack rolls and AC, and saving throws or skills relying on movement, if sight is its primary sense. A *Light* spell cannot affect undead such as vampires, as daylight would.



374. LIGHTNING BOLT

Evocation [Electricity]

Level: Gry 3	Range: 120 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: Dexterity half	Spell Resistance: Yes

Area: 120-foot line beginning from the caster's hand

The caster releases a sudden powerful stroke of electrical energy that extends in a straight line from his hands. The area of effect may be either a branching, forking maelstrom of electricity 10 ft wide and 40 ft long, or it may be a concentrated blast 5 ft wide and 80 ft long. The lightning bolt deals 1d6 points of electricity damage per level to each creature within its area. Creatures are allowed a saving throw for half damage (in dodging past the stroke), but those wielding metal weapons such as swords, suffer a -1 penalty to their saving throw rolls, plus another -2 penalty if clad in metal armor. In addition, the lightning bolt sets fire to combustibles and damages objects in its path. It can melt soft metals such as lead, gold, etc. The force of the bolt is often sufficient to blast doors into smoldering ruin. 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. However, if the bolt strikes an object that does not conduct electricity, such as a stone wall, it will be deflected backward toward the caster (victims already affected once do not suffer twice damage, as this bolt is instantaneous); however the bolt will only rebound for the distance remaining in its original area of effect. Note otherwise that this spell is very noisy, as a thunderclap occurs when it is cast, which is likely to alert creatures in the vicinity.

375. LIMITED WISH

Conjuration/Summoning

Level: Blk 7, Gry 7	Range: See text
Casting Time: See text	Duration: See text
Save: None (see text)	Spell Resistance: No (see text)

Effect: See text

This powerful spell allows the caster to reshape reality in accordance with her desire, but only to a limited degree. The caster must carefully visualize and formulate the effect she wants to obtain, as an ambiguous or imprecise wording might bring undesirable results. (That is: the GM has the final say on what the spell will do, and may decide to follow the wording of the spell precisely but pervert the intent, exploit loopholes, or create unpleasant consequences, when determining the definitive effects of the *Limited Wish*.)

Generally speaking, a *Limited Wish* can duplicate the effects of all spells of the 6th level or lower. When a *Limited Wish* duplicates a spell with a material component that costs more than 100 gp, the caster should however provide that component. The spell is of course not limited to duplicating the effects of other spells, but they provide guidelines as to what could be possible to a *Limited Wish*. It is however, not powerful enough to make major changes in reality. A *Limited Wish* cannot bring the dead back to life, grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the caster's wish is within the power of a *Limited Wish* spell or whether the results of the request will suffer from flaws due to the spell's limitations. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

376. LIVEOAK

Transmutation/Alteration

Level: Nat 6	Range: Touch
Casting Time: 10 minutes	Duration: 1 day/level (D)
Save: None	Spell Resistance: No

Target: One tree of large size

This spell turns an oak tree into a protector or guardian. The spell can be cast on but a single tree at a time; while *Liveoak* is in effect, the caster can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to him, or within 300 feet of something that the caster wishes to guard or protect.

Liveoak must be cast on a healthy, huge oak (the spell doesn't work on other trees). A triggering phrase of up to one word per caster level is placed on the targeted oak, that will trigger the tree into animating as a treant, when the conditions are met. Example: «*Attack all bipedal creatures that come into the grove holding weapons.*» The typical statistics for an animated tree are:

7-10 HD (i.e. 6 +1d4); AC 20 (i.e. 0); 2 attacks/round for 3d6 of bludgeoning damage each; and a base movement rate of 30 ft.

If *Liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by the caster, it tries to return to its original location before taking root.

377. LOCATE ANIMALS OR PLANTS

Divination

Level: Nat 1	Range: Personal
Casting Time: 1 full round	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Target: Caster

This spell allows the caster to sense the direction of a known or familiar animal or plant. The caster must slowly turn, and then, when he faces the direction of the animal or plant to be located (provided it is within range) he senses it. The caster also detects in which direction the animal is moving, if any. The caster can thus detect an animal or plant up to 100 yards + 20 yards per level in front of him.

The spell can locate an animal or a plant of a specific type (such as wolves or oaks) but not a specific individual animal or plant. It cannot find an animal or plant of a general or vague type (such as "predators" or "flowers"). To find a type of animal or a plant, the caster must have seen it before, up close (within 30 feet) at least once. The caster locates the nearest one of its type within range.

The GM determines if sought animals or plants can be found within spell range. For example, the chances of finding a bear, lynx, wolf or similar predator in a forest just within spell range are normally very low (maybe 5%). On the other hand, finding a squirrel or common bird might be of 80%.

378. LOCATE CORPSE

Divination

Level: Blk 2, Wht 2	Range: Personal
Casting Time: 1 full round	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to intuitively know where a corpse rests, provided that it is within 1 mile of the caster. If the corpse has been disintegrated or similarly destroyed, the spell has no effect. The spell has no limit in terms of how long it has been since the target creature died. However, in order to cast the spell, the magic-user must know the entire name of the deceased individual and state it while casting the spell. The caster will be able to know and describe the precise direction toward the corpse as described by a straight line (e.g. the corpse of Hidallac lies 783 feet north by northwest from this spot.). The caster will also get a similar, constant, reading as he moves, while the spell's duration persists.

379. LOCATE CREATURE

Divination

Level: Gry 4, Psi 3	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell allows the caster to sense the direction of a known or familiar creature. The caster must slowly turn, and then, when he faces the direction of the creature to be located (provided the crea-

ture is within range) he senses it. The caster also detects in which direction the creature is moving, if any. The caster can thus detect a creature up to 100 yards + 20 yards per level in front of him.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the caster. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the caster must have seen it before, up close (within 30 feet) at least once. The caster locates the nearest one of its type if more than one of them is within range. Attempting to find a specific creature requires an accurate mental image; if the image is not close enough to the actual creature, the spell fails. The caster cannot specify a unique character unless he has observed that particular character firsthand (not through divination).

Running water blocks the spell. It cannot detect objects. It can be fooled by *Mislead*, *Non-detection*, and *Polymorph* spells.

380. LOCATE OBJECT

Divination

Level: Gry 2, Psi 2, Wht 3	Range: 60 feet/level
Casting Time: 2 segments	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Area: Circle, centered on the caster, with a radius of 60 feet/level

This spell lets the caster sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as «Baron Vulden's signet ring») unless the character has observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. *Polymorph Any Object* fools *Locate Objects*.

381. LOWER WATER

(Reversible: RAISE WATER)

Transmutation/Alteration

Level: Gry 6, Wht 4	Range: 120 feet
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: See text

This spell will force the surface of an area of water (or any other non-living liquid, gases and materials slightly more viscous than water) to sink downward by a maximum of two feet per caster level. The spell's area of effect is a square with sides measuring up to 10 feet per caster level. For example, a 7th level caster can affect a square area up to 70 x 70 ft. If cast on a river, the spell could open a passage in it, but beware that this could also create a sort of temporary dam with relevant consequences such as an eventual flood. If cast at sea, it would create an unnatural depression, that waves could not fill, and in which a ship could remain imprisoned.

Reverse: The spell raises water in an area of effect similar to that of *Lower Water*, by two feet per caster level if counteracting a *Lower Water* spell, or by one foot per level if raising it above the normal surface, creating a slightly rounded mound with steep slopes.

382. LURE

Enchantment/Charm [Mind-Affecting]

Level: Blk 1, Del 1	Range: 30 feet
Casting Time: 3 segments	Duration: 1d6 + 1/level rounds
Save: Wisdom negates	Spell Resistance: Yes

Target: One sentient creature able to see

This spell is cast on a mundane item, no smaller than a ring and no larger than a dagger, which is shown to a creature within 30 feet. The subject must obviously be able to see the item, so ooze-like creatures aren't affected. If the subject fails a Wisdom saving throw, it experiences an overwhelming desire to possess the enchanted item, causing it to move immediately toward it, and putting aside everything else until the end of the spell's duration. The subject won't do anything suicidal, but if the item was thrown into a pit full of lava, the subject would remain as close to it as possible, wondering about a way of retrieving the item from it. While under the influence of this spell, the victim is totally distracted: it suffers a -2 penalty to surprise rolls, and fights only in self defense; it suffers a -4 penalty to any Detection skill check, and only reacts to what may have happened when the spell ends (so a guard could notice intruders, but wouldn't react before the spell ends, as his mind is completely obsessed by the object).

Material Component: A small mundane item. When the spell ends, the item crumbles to dust (or rust), or simply shatters. The subject generally feels a brusque surge of anger when it happens, and then wonders (and cannot remember) why this worthless thing seemed so important...



383. MAGICAL VESTMENT

Transmutation/Alteration

Level: Wht 3	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster's clothing

The caster's clothing is imbued with divine protection, becoming the equivalent of a chain mail or better armor, all the while retaining its normal characteristics. At 5th level, the spell provides an AC 15, increasing to AC 16 at 8th level, AC 17 at 11th level, and AC 18 at 14th level. If the caster already wears an actual armor over his clothing, there is no cumulative effect, and only the best AC (between *Magical Vestment* and armor) applies. However, the AC bonus gained from a shield and/or magical items such as rings of protection, is cumulative with the *Magical Vestment*.

384. MAGIC CIRCLE AGAINST EVIL (CHAOS)

(Reversible: MAGIC CIRCLE AGAINST GOOD/LAW)

Abjuration [Good]

Level: Blk 3, Gry 3, Wht 3	Range: 0
Casting Time: 10 minutes	Duration: 1 day/level
Save: None	Spell Resistance: No

Area: 10-foot-radius circle

With this spell, a caster can create a circle (on the floor) in which can be imprisoned an evil (i.e. Chaos aligned) or neutral summoned creature, as much as a *Protection From Evil* spell would keep it away. *Magic Circle* can be cast in a simple or elaborate version, the latter being more powerful. It can also be cast with inward or outward effects.

All summoned creatures (typically demons and the like) cannot physically cross the boundaries of a magic circle by any mean, and cannot break them. However, normal creatures could easily break the circle, and even a relatively strong wind could blow the powdered silver that marks the circle, thus likewise destroying it. This is the reason why wizards' laboratories will often have such a circle engraved on a stone floor and inlaid with thick plain silver, so the circle is almost secure. Then, with a successful Arcane Lore skill check at DC 20, a diagram may be added to the circle, that will let combine this spell with *Dimensional Anchor* which duration will be identical to that of *Magic Circle* provided they are cast in a row. Adding the spell *Dimensional Anchor* will prevent summoned creatures to bypass a *Magic Circle* with spell-like abilities such as *Etherealness*, *Teleportation*, *Dimension Door*, etc.

When the character casts *Magic Circle*, he must decide if it will have outward or inward effects. Inward effect is used to keep a summoned creature imprisoned in the *Magic Circle*, while outward effect is used to protect the creatures who stand in it from attacks by summoned creatures that are outside.

This spell is not cumulative with *Protection From Evil* and vice versa, but do not hinder each other.

Reverse: *Magic Circle Against Good (Law)* operates exactly the same, except that it is effective against good (i.e. Law aligned) or neutral summoned creature.

Material Component: A little powdered silver with which the caster traces a 5-foot diameter circle on the floor (or ground).

385. MAGIC JAR

Necromancy

Level: Blk 5, Gry 5	Range: 180 feet
Casting Time: 1 full round	Duration: Up to 1 hour/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature that has a soul

This devious spell of necromancy enables the caster to place his own soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. Then, the caster can attempt to take control of a nearby body, forcing its soul into the magic jar. The caster may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster's soul gets back to his own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range and the caster must know where it is. When the caster transfers his soul upon casting, his body appears, as near as anyone can tell, dead. While in the magic jar, the caster can sense and attack any life force within 180 feet (on the same plane). He cannot however, determine the exact creature types or positions of these creatures. In a group of life forces, the caster can sense a difference of four or more HD and can determine whether a life force is positive or negative energy (the latter being undead). Only sentient undead creatures have, or are, souls.

Attempting to possess a body is a full-round action. It is blocked by *Protection From Evil* or a similar ward. When the caster attempts to possess a creature's body, the target must make a Charisma saving throw. If it succeeds, the caster's soul remains in the magic jar, and the target automatically succeeds at further saving throws if the caster attempts to possess its body again. If it fails, the target's soul is forced and imprisoned into the magic jar while the caster occupies and takes control of the target's body. The caster keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, saving throws, alignment, and mental abilities (including the ability to cast spells). The body retains its Strength, Dexterity, Constitution, hit points, and natural physical abilities, such as water breathing or regeneration. A body with extra limbs does not allow the caster to make more attacks than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As a standard action, the caster 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 the caster shifts from the jar to his own body.

If the host body is slain, the caster's soul returns to the magic jar, if within range, and the soul of the host departs for the afterlife (that is: it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the spell ends while the caster is in the magic jar, he returns to his body (or dies if his body is out of range or destroyed). If the spell ends while the caster's soul is in a host, he returns to his body (or dies, if it is out of range of the caster's current position), while 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 the host.

Note that incorporeal creatures with the magic jar ability can use a handy, nearby object (not just a gem or crystal) as the magic jar.

Focus: A gem or large crystal worth at least 100 gp.

386. MAGIC MISSILE

Evocation [Force]

Level: Gry 1	Range: 100 + 20/level feet
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Targets: Up to five creatures, within a 15 feet diameter area

A missile of magical energy darts forth from the caster's fingertip and unerringly strikes its target. This missile can have any appearance as the caster chooses, such as a metallic dart, a fire shuriken, or a glowing arrow of light, but disappears after striking. The missile deals 1d4+1 points of damage; it strikes unerringly, even if the target is in melee or has anything less than total cover or conceal-

ment. Specific parts of a creature cannot be singled out. Inanimate objects can be damaged by the spell (make a save vs. crushing blow if a small item). For every two levels of experience past the 1st, the caster gains an additional missile. The caster has two missiles at 3rd level, three at 5th level, four at 7th level, five at 9th level, etc. If the caster shoots multiple missiles, he can have them strike a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before he rolls for SR or roll damage.

387. MAGIC MOUTH

Illusion

Level: Del 2, Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: Until discharged
Save: None	Spell Resistance: No

Target: One object

This spell imbues the chosen object 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 the caster and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated. The mouth's voice might be that of the caster, or be any generic type of voice and sound as male or female as the caster chooses.

The spell functions when specific conditions are fulfilled according to the caster's 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. Note that actions can serve as triggers if they are visible or audible. A *Magic Mouth* cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

388. MAGIC FONT

Divination

Level: Wht 5	Range: See text
Casting Time: 10 minutes	Duration: See text
Save: See text	Spell Resistance: No

Effect: Magical sensor enabling to spy on a distant creature

The caster fills a consecrated basin with pure water, to use as he would of a magical crystal ball to get visions of things happening far away. As such, the caster can see and hear a creature or location, that may be at any distance, even on other planes of existence. The caster must succeed a Wisdom saving throw to do so, getting bonuses to his save depending on how well he knows the subject and what sort of physical connection (if any) he has to that creature or

location. Furthermore, if the subject is on another plane, the caster gets a -4 penalty on the saving throw.

Knowledge	
None (must have some sort of connection to a creature or location he has no knowledge of)	-4 penalty to the save
Secondhand (has heard about the subject)	no bonus nor penalty
Firsthand (has met the subject)	+2 bonus to the save
Familiar (knows the subject well)	+4 bonus to the save

Connection	
Likeness or picture	+2 bonus to the save
Possession or garment	+4 bonus to the save
Body part, lock of hair, nail clippings, etc.	+6 bonus to the save

This spell creates a magical disturbance near the locations and subjects that are observed. As such any creature with Intelligence 12 or higher can sense it is observed if it succeeds a Wisdom save. A successful saving throw only gives the subject the feeling to be observed, not who or what is doing it, and how to interrupt it.

Note that the caster may cast the following spells through a *Magic Font*: *Comprehend languages*, *Read Magic*, *Tongues*, and *Infra-vision*. The following spells have also a 5% chance per caster level of operating correctly: *Detect Magic*, *Detect Evil* and *Message*. The duration of a *Magic Font* is directly dependant upon the basin used:

Material Component: The caster must first fill a basin with pure water (which might require to use a *Create Water* spell). This basin (which must be consecrated) is the spell's focus; the material in which it is made determines the spell's duration.

Material	Spell's Duration
Copper basin (costs 2 gp.)	6 minutes
Silver (costs 20 gp.)	10 minutes
Electrum (costs 100 gp.)	18 minutes
Gold (costs 200 gp.)	32 minutes
Platinum (costs 1000 gp.)	50 minutes

Note: This spell could also be cast underwater, but requires a clear globe filled with pure water to function. If the globe is made of glass, it will function as a silver font, above. If made of crystal, it will function as a gold font.

389. MAGIC MIRROR

Divination

Level: Del 5, Gry 4	Range: See text
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: Magical sensor enabling to spy on a distant creature

Magic Mirror works exactly as per the *Magic Font* spell, except that it uses a mirror as the focus. The quality of the mirror (as reflected by its gp. value) determines the spell's duration (see *Magic Font*'s cost of basin).

Material Component: A pinch of powdered crystal that is thrown onto the mirror.

390. MAGIC STONE

Transmutation

Level: Wht 1	Range: Touch
Casting Time: 1 full round	Duration: Up to 30 minutes
Save: None	Spell Resistance: Yes

Targets: Up to three pebbles

This spell transmutes as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. The user of the stones makes a normal ranged attack, and can either hurl them (range increments of 20 feet), or use them as sling bullets (range increments of 50 feet). They are considered +1 magical missiles (gaining a +1 to bonus to attack rolls), and deal 1d6+1 points of damage, or 2d6+2 points against undead.

391. MAJOR CREATION

Illusion

Level: Del 5	Range: 10 feet
Casting Time: 10 minutes	Duration: See text
Save: None	Spell Resistance: No

Effect: Unattended, non-magical object of non-living plant or mineral matter, up to 1 cubic foot per level

This spell enables the caster to draw on the stuff of the Plane of Shadows to create a non-magical, unattended object. The volume of the item created cannot exceed 1 cubic foot per level. The caster must succeed at an appropriate skill check to make a complex item (such as a Weapon-smith skill check to make a sword). Attempting to use any created object as a material component causes the spell to end prematurely. The duration of the created item varies with its relative hardness and rarity. When it ends, the item melts into nothingness in 1d4 rounds.

Material	Spell's Duration
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral	2 rounds/level
Adamantite	1 round/level

392. MANTLE OF SECRECY

Transmutation/Alteration

Level: Blk 3, Gry 3	Range: Personal
Casting Time: 1 full round	Duration: 1 day (24 hours) (D)
Save: None	Spell Resistance: No

Target: Caster

This spell shields the caster from sight, scent, and hearing through a chameleon-like alteration of his external characteristics (visual, olfactory, and sonic). As such, he becomes much more difficult to detect, although he doesn't totally disappear from sight as with *Invisibility*, nor hearing as with *Silence*, etc.

In effect, this spell changes the color and superficial texture of the caster's skin and equipment to appear like the environment. Similarly his odor is altered to match that of his surroundings, and any noise the caster does is modified to sound as the natural ambient sounds. As such, the degree of secrecy provided by this spell depends on the circumstances. It is very effective in a crowded street at night, but much less in a brightly illuminated empty hall carefully watched by sentinels. All in all, it gives the caster a base +4 to +10 bonus to all his Stealth skill checks. Also, this spell alters the odors left by the caster, so any tracking by sense of smell suffers a +10 increase in DC to detect or track the caster.

393. MANUSCRIPT REPLICATION

Transmutation/Alteration

Level: Gry 2	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Parchment, paper, etc.

This spell enables the caster to replicate a drawing or writing of any sort on a blank parchment, sheet of paper, or similar material (including textile). The spell renders a perfect reproduction of a text or picture, colors included, on the parchment/material/etc. As such it can reproduce arcane writings, but without the inherent magical potency the original may confer. Thus, a caster may duplicate a magical spell-scroll, but the document won't get any magical ability otherwise. Note that this spell can duplicate a single scroll, or several pages of a book, up to a maximum of 20 pages per level. Of course, the caster must have blank parchments, or blank pages of book in a sufficient amount to do so. The replicate is exactly the same as the original, and permanent.

Material Components: The parchment, paper, book, on which the drawings/writings will be printed, and a droplet of ink. When duplicating a spell formula, the parchment, ink, etc. used, must be of the same quality as would be if copying it normally (manually).



394. MANUSCRIPT PRESERVATION

Transmutation/Alteration

Level: Gry 4	Range: Touch
Casting Time: 10 minutes	Duration: Permanent
Save: None	Spell Resistance: No

Target: One scroll, map, or book

This spell renders a parchment, sheet of paper, etc., or whole book, completely impervious to moisture and rotting, and increases its resistance. A manuscript treated with this spell may now be plunged into water without suffering in any way. Its resilience increases so that each page gets a +3 bonus to all saving throws while remaining supple as before; and gets double hit-points whenever appropriate. The result is that the caster could read his spellbook underwater; and that it will remain as good as new, when ages later all non treated books will have rotten and crumbled to dust.

Material Component: Powdered gems sprinkled on the manuscript to protect. Depending on the size of the document, 10 to 30 gp worth of powdered gems per page are necessary.

395. MASS CHARM

Enchantment/Charm [Mind-Affecting]

Level: Gry 8	Range: 60 feet
Casting Time: 8 segments	Duration: 1 day/level
Save: Charisma negates	Spell Resistance: Yes

Targets: One or more creatures, within a 30 feet diameter area

Mass Charm operates exactly as per the *Charm Monster* spell, except that it affects several creatures. That is, the caster can affect a maximum number of creatures whose combined HD do not exceed twice the caster's level (or at least one creature regardless of HD). If there are more potential targets than the caster can affect, he chooses them one at a time until he chooses a creature with too many HD.

396. MASS INVISIBILITY

Illusion/Phantasm

Level: Del 6, Gry 7	Range: 180 feet
Casting Time: 7 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Targets: Any number of creatures, within a 180 feet diameter area

Mass Invisibility operates exactly as per the *Invisibility* spell, except that it affects several creatures. That is, the caster can affect any number of creatures in a 180 feet diameter area (i.e. this is typically 300-400 densely packed humanoids, or 30-40 giants). This area moves with the bulk (the greatest number) of affected creatures; those who go outside this area lose the invisibility and cannot recover it when returning into the area. If only two individuals are affected by *Mass Invisibility*, the one moving away from the other by more than 180 feet, loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

397. MASSMORPH

Transmutation/Alteration

Level: Del 4, Gry 4	Range: 60 feet
Casting Time: 10 minutes	Duration: 1 hour/level
Save: See text	Spell Resistance: No

Targets: 10 creature per level, within a 60 feet diameter area

This spell causes a whole group of creatures to appear like an innocent grove of trees to any observers. Up to 10 creatures per caster level, of man size or smaller, in a 30 foot radius area, may be affected. Unwilling subjects are never affected. The illusion is so powerful that it is maintained even if the mass-morphed creatures are touched or interacted with. These "trees" might move and fight, so tell observers that something unnatural is at work. If creatures attack the trees, they might see them bleed, and hear them scream. Yet, the illusion doesn't grant a saving throw for disbelief, and is not

dispelled by a successful attack. A *Detect Magic* will show that the trees radiate magic, and a *True Seeing* spell will reveal the illusion for what it is.

The illusion persists for a maximum of one hour per level, or until the caster dies or dismisses it (or it is dispelled).

398. MASS SUGGESTION

Enchantment/Charm [Mind-Affecting]

Level: Del 6	Range: 60 feet
Casting Time: 6 segments	Duration: Up to 1 hour/level
Save: Wisdom negates	Spell Resistance: Yes

Targets: One creature per level, within a 30 feet diameter area

Mass Suggestion operates exactly as per the *Suggestion* spell (see p.337), except that it affects several creatures. That is, the caster can affect up to one creature per level in a 30 feet diameter area. The same suggestion applies to all these creatures.

399. MATERIAL

Evocation

Level: Gry 3	Range: 10 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: 1 cubic foot of material per level

This spell brings into being an amount of raw, mundane, non-living matter. As such the caster may use the spell to get simple substance such as air, dirt, iron, water, sand, stone, water, etc., one type per casting. The caster may also try to get more complex material such as wood, but only has 10% chance per level of success. In any case, the material gained is never better than that found in nature (e.g. iron is of the common sort, not perfectly pure), and at ambient temperature (no ice or boiling magma). The spell otherwise definitely cannot create food nor special or rare materials (no gems, and no metal other than simple lead or iron). The material is delivered into shapeless blob form, never as a sphere, cube, etc.

Note that enterprising casters may try to get into existence a block of stone above a creature's head, so it falls on it. See *Falling Objects' Damage* p.123 to determine the effect. Note also that this spell cannot create fire, which is an energy not a material.

400. MAZE

Conjuration/Summoning

Level: Del 5, Gry 8	Range: 60 feet
Casting Time: 3 segments	Duration: See text
Save: None	Spell Resistance: No

Target: One creature

This spell conjures up an extradimensional labyrinth of force planes, and the subject vanishes into it. If the subject attempts to escape, the time it takes to find the way out depends on its Intelligence score, as shown on the table next page:

	Intelligence	Time Trapped
Under 3	animal intelligence	2d4 turns
4-5	semi intelligence / retarded	1d6 turns
6-8	low intelligence	1d4 turns
9-11	average intelligence	5d4 rounds
12-13	very intelligence	4d4 rounds
14	high intelligence	3d4 rounds
15-16	exceptional intelligence	2d4 rounds
17-18	genius intelligence	1d4 rounds

If the subject doesn't attempt to escape, the maze disappears after 3d4 turns, forcing the subject to leave. On leaving the maze, the subject reappears in the spot it had been in when the *Maze* spell was cast. If this spot is filled with a solid object, the subject appears nearby. Spells and abilities that move a creature within a plane (such as *Teleport*) do not help a creature escape a *Maze* spell. Note that minotaurs are not affected by this spell.

401. MELD INTO STONE

Transmutation/Alteration

Level: Nat 3, Wht 3	Range: Personal
Casting Time: 7 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

Meld Into Stone enables the caster to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate the caster's body in all three dimensions. When the casting is complete, the character and no more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.



While in the stone, the caster remains in contact with the face of the stone through which he melded. He remains aware of the passage of time and can cast spells on himself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the character can still hear what happens around it. Minor physical damage to the stone does not harm the caster, but its partial destruction to the extent that he no longer fits within it expels him and deals him 5d6 points of damage. The stone's complete destruction expels the caster and slays him instantly unless he succeeds a Constitution saving throw.

At any time before the duration expires, the caster can step out of the stone through the surface that he entered. If the spell's duration runs out, or the effect is dispelled before the caster voluntarily exits the stone, he is violently expelled and takes 5d6 points of damage.

The following spells also harm the caster if cast upon the stone that he is occupying: *Stone to Flesh* expels the caster and deals him 5d6 points of damage; *Stone Shape* deals the caster 3d6 points of damage but does not expel him; *Transmute Rock to Mud* expels the caster and then slays him instantly unless he succeeds a Constitution saving throw, in which case he is merely expelled; *Passwall* expels the caster without damage.

402. MELT

Transmutation/Alteration

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: 10 feet cube of ice per level (twice amount of snow)

This spell instantaneously turns an amount of ice or snow into flowing water. The water is at a temperature slightly above the one at which it normally begins to freeze. In very cold environments, the water thus created is likely to quickly freeze again. The caster can transform up to a 10 foot-cube (i.e. cube of 10 x 10 x 10 feet) of ice per level, in any shape he desires, provided it remains within range. The spell could be used to quickly excavate a tunnel into a glacier, or cut an iceberg in half.

When cast again a *Wall of Ice* spell, *Melt* can entirely liquefy it, if the caster rolls 1d20 + level at a DC = 10 + the caster's level of the *Wall of Ice* spell. When cast against a creature from the elemental plane of Ice, *Melt* does 1d4 points of damage per caster level, with a Constitution save for half damage allowed.

403. MENDING

Transmutation/Alteration

Level: Gry 1	Range: 10 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One object of up to 1 lb.

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 re-joined 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 constructs).

Mending has no effect on living tissue and cannot mend broken bones. It also cannot glue together two different objects such as a metal item against a stone.

404. MERCIFUL PRESENCE

(Reversible: MERCILESS PRESENCE)

Enchantment/Charm [Good]

Level: Wht 2	Range: Personal
Casting Time: 2 segments	Duration: 2d4 + 2/level rounds
Save: Charisma negates	Spell Resistance: Yes

Area: 10 feet per 2 levels radius around caster

All creatures around the caster find it hard to fight one another. Each creature in the area of effect who fails its saving throw cannot take any aggressive action, such as attacking with weapons, or cas-

ting offensive spells. However, if attacked the creature will defend itself (if no better or more peaceful option is available). Creatures who succeed their saving throw still suffer a -2 penalty on their attack and damage rolls, and their offensive spells are at a +2 bonus to save against.

The caster is not affected by the spell's effects, but any intent of offensive action prematurely ends the spell (i.e. during the round when the caster would take an offensive action, the spell is negated when the round begins, so initiative is rolled normally, rather than wait until the caster acts).

Reverse: *Merciless Presence* makes it almost impossible to negotiate peace. Each creature in the area of effect who fails its saving throw will immediately and fanatically take any appropriate aggressive action against the enemies designated by the caster. If there is no enemy in sight, they will fight each others (though they won't attack the caster). Furthermore they will be at a +1 bonus to their attack and damage rolls, and any offensive spell will impose a -1 penalty to its save. Creatures who succeed their saving throw aren't affected by the spell.

405. MESSAGE

Transmutation/Alteration

Level: Gry 1	Range: 120 feet
Casting Time: 1 segment	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Targets: Up to one creature per level

This spell enables the caster to whisper messages and receive whispered replies with little chance of being overheard. The caster points a finger at each creature to be included in the spell effect. When the caster whispers, the whispered message is audible to all of the targeted creatures who are within range. However, magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet 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 the caster and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the character hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, the character must mouth the words and whisper, possibly allowing trained rogues the opportunity to read the character's lips. The spell doesn't give the subjects the ability to understand a language they don't know.

406. METEOR SWARM

Evocation [Fire]

Level: Gry 9	Range: 180 feet
Casting Time: 9 segments	Duration: Instantaneous
Save: None or Dex half (see text)	Spell Resistance: Yes

Area: Pattern of fireball-like spreads (see text)

This spell can produce, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter), that spring from the caster's outstretched hands and streak in a straight line to the spot

he selects. Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save). If the spheres reach their destination, each bursts in a spread.

- Each large sphere deals 6d6 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the caster designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

- The smaller spheres each have a 7 1/2-foot-radius spread, and each deals 3d6 points of fire damage. They explode with their points of origin forming a pattern around the spell's central point of origin (which the caster designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

Creatures caught in a blast can attempt Dexterity saving throws for half damage. Creatures struck by multiple blasts save against each blast separately.

407. MIND BLANK

Abjuration

Level: Blk 8, Gry 8	Range: 30 feet
Casting Time: 1 segment	Duration: 1 day (24 hours)
Save: None	Spell Resistance: No

Target: One creature

This spell grants a subject protection against all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind Blank* even foils *Limited Wish*, *Miracle*, and *Wish* when they are used in such a way as to affect the subject's mind or to gain information about him. In the case of scrying that scans an area that the creature is in, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

408. MIND PROBE

Divination

Level: Psi 5	Range: 60 feet
Casting Time: 1 full round	Duration: 1 round/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power makes the subject's memories and knowledge accessible to the psychic, from memories deep below the surface to those still easily called to mind. The psychic can learn the answer to one question per round, to the best of the subject's knowledge. The psychic can also probe a sleeping subject, though the latter may make a Charisma save to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The psychic poses the questions telepathically, and the answers to those questions are imparted directly to

the psychic's mind. The caster and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the questions.

Creatures protected by *Mind Blank* and other similar spells are immune to *Mind Probe*. At GM's discretion, this power may bypass a target's amnesia (if any).

409. MINOR CREATION

Illusion

Level: Del 4	Range: 5 feet
Casting Time: 10 minutes	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: Unattended, non-magical object of non-living plant matter, up to 1 cubic foot per level

This spell enables the caster to draw on the stuff of the Plane of Shadows to create a non-magical, unattended object of (non-living) vegetable matter (typically straw, wood, etc.). The volume of the item created cannot exceed 1 cubic foot per level. If the caster has a bit of a what he wants to create (e.g. a bit of rope to create a long rope, or a bit of cloth to create a full shirt), the spell will work as intended automatically. Otherwise an appropriate craft skill check might be necessary to make a complex item (such as a cart's wheel). Then, attempting to use any created object as a material component causes the spell to end prematurely.

410. MINUTE METEORS

Evocation

Level: Gry 3	Range: 300 feet
Casting Time: 5 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: One flaming missile per level

This spell enables the caster to shoot flaming missiles to a target within range, using a small hollow tube of gold as he would of a blowgun. These missiles are treated as having a 30 feet range increment, and deal 1d8 points of fire damage to their target, plus 1 point of damage to everything in a 3 foot radius (as they burst into flame), igniting all combustible materials in the area. The caster is considered proficient when firing these missiles, even if he is not proficient in the blowgun. Note that if a meteor misses the target's AC, but would have hit as a touch attack, the target is nonetheless subject to the burst damage and igniting effect.

This spell enables to shoot up to one missile per level, and has a duration of one round per level. As a full round action the caster can shoot two missiles per round, or one missile as a primary action. He can also stop for one or more rounds, during which he may do anything else, including casting other spells, and then resume the firing of the missiles if the spell is still in effect.

Focus: A small hollow tube of gold (worth at least 50 gp) engraved with magical symbols, and that is used like a blowgun.

Material Components: Small beads that must be created in advance using alchemical components (such as sulfur). They are consumed when shoot with the spell, but otherwise have no combustible properties.

411. MIRACLE

Conjuration/Summoning

Level: Wht 7	Range: See text
Casting Time: See text	Duration: See text
Save: None (see text)	Spell Resistance: No (see text)

Effect: See text

Miracle is the divine version of the *Limited Wish* spell, that allows the caster to reshape reality in accordance with her desire, but only to a limited degree. However, unlike *Limited Wish* which effects stem from a precise visualization and wording, *Miracle* is a powerful request to a celestial deity. The caster states what she would like to have happen and requests that the deity intercedes. A request that is out of line with the deity's (or alignment's) nature is refused. Then, the more greedy or selfish a miracle, the greater the chance that the deity will take the opportunity to teach this upstart mortal a lesson.

Generally speaking, *Miracle* can duplicate the effects of all white or nature magic spells of the 6th level or lower, and all gray or delusion magic spells of the 4th level or lower. When *Miracle* duplicates a spell with a material component that costs more than 100 gp, the caster should however provide that component. The spell is of course not limited to duplicating the effects of other spells, but they provide guidelines as to what could be possible to a *Miracle*. It is however, not powerful enough to make major changes in reality. *Miracle* cannot grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the caster's request is within the power of a *Miracle* spell or whether the results of the request will suffer from flaws due to the spell's limitations. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

412. MIRAGE ARCANA

Illusion

Level: Del 6	Range: 180 feet
Casting Time: 6 segments	Duration: 1 hour/level (D)
Save: See text	Spell Resistance: No

Area: One 20-foot cube per level

This spell is in fact a combination of *Hallucinatory Image* and *Minor Creation* that can only be used to make an area appear to be something other than it is. The illusion includes audible, visual, thermal, and olfactory elements, but also tactile constituents and a limited solidity. That is, to all sentient creatures, the obstacles, walls, etc. are really there and cannot be passed through; and a rough surface can be made smooth, or a grass land be made into sharp stones, with appropriate consequences on bare feet or lying creatures for instance. The only thing the spell cannot emulate is gravity: if the illusion makes appear a floor over a pit, a character will fall through it, or if there is a wall a character won't be able to climb it, no matter what. Only in such cases an Intelligence saving throw will be allowed to disbelieve the illusion. If it is failed, the witness will misinterpret what happened (i.e. character who fell into a pit was victim to a trap, character could not climb a wall for various seemingly reasonable explanations, etc.). The spell can alter the appearance of structures (or add them where none are present),

but it cannot 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).

Focus: A miniature made of crystal or quartz, and costing no less than 75 gp, that is positioned in the center of the spell's area, imposes a -4 penalty to any saving throw made to disbelieve the illusion.

413. MIRROR IMAGE

Illusion

Level: Del 2, Gry 2	Range: Personal (see text)
Casting Time: 2 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: No

Target: Caster

When the spell is cast, several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. These illusory duplicates stay near the caster and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (rounded down). These images separate from the caster and remain in a cluster, each within 5 feet of at least one other image or the caster. The caster can move into and through a mirror image. When himself and the mirror image separate, observers can't use vision or hearing to tell which one is the caster and which the image. The images may also move through each other. That is: while moving, the caster can merge with and split off from images so that enemies who have learned which image is real are again confounded. In addition, the images mimic the caster's actions and appearance (thus if the caster is struck and bleeds, so do all the images). Henceforth, enemies attempting to attack the caster or cast spells at him, must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or an image. Any successful attack roll against an image destroys it. An image's AC = 10 + Dex modifier.

Nonetheless, an attacker must be able to see the images to be fooled. If the caster is invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded.

414. MISDIRECTION

Illusion

Level: Del 2	Range: Personal
Casting Time: 4 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area: 30 feet radius

By means of this spell, the caster misdirects the information from divination spells of the 4th level or lower, that could read or detect the caster, such as *Detect* spells (evil, magic, lie, etc.), *ESP* (*Detect Thoughts*), or *Know Alignment*. When the spell is cast, the caster chooses another creature or object within a 30 feet-radius around him. For the duration of the spell, the caster is detected/read/etc. as if it were the other creature or object. That is, while the user of such divination spells would focus them on the caster, they would unknowingly get information that pertain to the other creature or object

instead. However, there is no reversibility: if the user turns to the other creature or object, they will read the information that pertain to them (not to the caster), which incidentally would be the same.

Note however, that *Misdirection* doesn't let the caster know what this creature or object might reveal, so there can be some undesirable consequences in assuming them (e.g. if the caster selects an apparently innocuous peasant who truly is a demon in disguise, the caster will be detected/read/etc. as if he were that demon). Furthermore if that creature or object is protected by a *Non-Detection* or similar spell, the caster will appear as if he were likewise protected.

In any case, the other creature or object is not affected by the spell, and isn't aware of it. If it goes out of range, the caster may immediately choose another within range. If there isn't any, the caster isn't disguised anymore (in other words, if the caster doesn't choose an object or creature within range, he chooses himself by default for being detected/read/etc.).

415. MISLEAD

Illusion

Level: Del 6	Range: 30 feet
Casting Time: 1 segment	Duration: 1 round/level (D)
Save: See text	Spell Resistance: No

Target-Effect: Caster and one illusory double

This spell makes an illusory double of the caster appear, while at the same time, the caster becomes invisible (as per the *Invisibility* spell). The caster is then free to go elsewhere while her double moves away. The double appears within range but thereafter moves according to the caster's intent at the time of casting. She can make the double appear superimposed perfectly over her own body so that observers don't notice an image appearing and the caster turning invisible. The caster and the double can then move in different directions. The double moves at the caster's speed, can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

Saving throws (Intelligence) are allowed to disbelieve the illusion if it is interacted with.

416. MNEMONIC ENHANCER

Transmutation/Alteration

Level: Gry 4	Range: Personal
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to prepare or retain additional spells. In either event, the spell(s) prepared or retained fade after 24 hours (if not cast). The caster can opt for one of these two versions:

- **Prepare:** the caster prepares three additional levels of spells (i.e. either three 1st level spells; or one 2nd plus one 1st level spell; or one third level spell), along his normal number of spells per day.
- **Retain:** the caster retains any spell up to 3rd level that he had cast that day, prior to casting *Mnemonic Enhancer*. This restores the previously cast spell to the caster's available spells for casting.

417. MONSTROUS CLAW

Evocation

Level: Blk 1	Range: Personal
Casting Time: 1 segment	Duration: Up to 1 round/level
Save: None	Spell Resistance: Yes

Target: Caster

This spell sheathes the caster's primary hand in a spectral claw of monstrous shape. This magical "gauntlet" can then be used to make a single melee attack for 1d6 base damage plus 1 point of damage/level. If used to damage inanimate objects such as battering a locked door, the claw grants this 1d6 + 1/level bonus to any appropriate Strength-based skill check. The spell does not impede spellcasting, but it does preclude the use of any armed attacks with the affected hand. If the strike is not used during the spell's duration, *Monstrous Claw* is discharged without effect. Within the same duration the spell's effect (attack against a creature or object) can be used once at 1st level, twice at 5th level, three times at 9th level, and a maximum of four times at 13th level.

418. MOONBEAM

Evocation

Level: Nat 5	Range: 180 feet
Casting Time: 7 segments	Duration: See text
Save: None	Spell Resistance: No

Area: 10 feet diameter sphere

This spell enables the caster to illuminate any area within range at night, with a spotlight equal in intensity to the light of a full moon. This area has a 10 feet diameter, but also dimly illuminates a further 10 feet around it. Under a sparsely cloudy night sky, the light appears totally natural, and may be mistaken for natural moonlight piercing across the clouds when it appears suddenly or moves around. It is not strong enough to enable viewers to discern colors, but anything in the spotlight is clearly noticeable. Note also that the moonlight doesn't affect infravision or ultravision in any way. *Moonbeam* cannot be cast during daylight or in brightly lit areas. If it is cast in a dark, enclosed area, it has a duration of 10 minutes per level. However, if it is cast outdoors at night, it remains in effect until dawn, when it slowly fades as the day arises. (Note: if first cast outdoors, the spell gets a 10 minutes/level duration as soon as the caster enters some unlit closed area; and if the caster gets back outdoors before the spell ends, the spell will remain until dawn as normal.)

419. MORATORIUM

Necromancy

Level: Blk 7	Range: Touch
Casting Time: 10 minutes	Duration: 1d12 days
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This spell completely stops aging for its duration. It negates the effects of aging on the recipient for a period of 1d12 day. It has no effect on aging caused by magical or divine means. Multiple

Moratorium spells cast before the end of the spell's duration have no additional effect. Cast regularly, this spell does, of course, grant the recipient immortality of a type, as he will no longer age whilst the spell is in effect, though death of less pleasant means is always possible.

Material Component: One pint of blood from a creature of the same race, but at least half the age of the recipient of this spell.

420. MORGANE'S MAGICAL DISJUNCTION

Abjuration

Level: Gry 9	Range: 60 feet
Casting Time: 9 segments	Duration: Instantaneous
Save: See text	Spell Resistance: No

Area: All magical effects and magic items within a 30-foot-radius

This spell disjoins and disrupts all magical effects and magic items within the radius of the spell, except for those that the character carries or touches. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *Dispel Magic* spell does), and permanent magic items must make a successful saving throw vs. disintegration or be turned into normal items.

The caster also has a 1% chance per level of destroying an *Anti-Magic Shell*. If the anti-magic field survives the disjunction, no items within it are disjoined. Even artifacts are subject to *Magical Disjunction*, though there is only a 1% chance per level of actually affecting such powerful items. Additionally, if an artifact is destroyed, the caster must succeed a Wisdom saving throw or permanently lose all spellcasting abilities (they can nonetheless be recovered by a *Wish* spell). Note however that 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.

421. MORGANE'S FAITHFUL HOUND

Conjuration/Summoning

Level: Gry 5	Range: 0
Casting Time: 5 segments	Duration: See text
Save: None	Spell Resistance: No

Effect: Phantom watchdog

This spell enables the caster to conjure up a phantom watchdog, a spirit from the Astral plane, to guard an area 30 feet radius (around the spot where it was conjured). The hound is incorporeal, and also invisible to everyone but the caster. It immediately starts barking loudly if any small or larger creature approaches within 30 feet of it. (Those already 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 normal illusions, but it does react to shadow illusions. The hound cannot leave the spot where it was conjured, but can bite any intruder that approaches to within 5 feet of it. When it happens, the hound stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The hound also gets the bonuses appropriate to an invisible creature (i.e. for most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC). The hound is consi-

dered ready to bite intruders, so it automatically gains the initiative during the first round. Its bite is the equivalent of a +3 weapon for purposes of immunity to non-magical weapons. The hound cannot be attacked (it is incorporeal and magical), but it can be dispelled.

The spell lasts for 1 hour per level, but once the hound begins barking, it lasts only 1 round per level. If the caster is ever more than 100 feet distant from the watchdog, the spell ends.

422. MORGANE'S LUCUBRATION

Transmutation/alteration

Level: Gry 6	Range: Personal
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to instantly recall any one spell of up to 5th level that she has used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the caster's mind as if it was prepared in the normal fashion. If the recalled spell requires material components, the caster must provide them. The recovered spell is not usable until the material components are available.

423. MORGANE'S MAGICAL SWORD

Evocation

Level: Gry 7	Range: 30 feet
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: One sword

This spell brings into existence a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as the caster desires, starting the round that she casts the spell. The sword attacks its designated target once each round. Its attack bonus is equal to +10 + caster's Intelligence bonus. The sword is considered a +3 magical weapon for purposes of creatures with immunities, and it can strike ethereal and incorporeal creatures in addition to normal creatures. It deals 4d6+3 points of damage on a successful hit, and is considered as a crushing blow when striking objects.

The sword always strikes from the caster's direction. If the sword goes beyond the spell's range, goes out of the caster's sight, or if she is not directing it, the sword returns to the caster and hovers.

Each round after the first, the caster can use a primary action to switch the sword to a new target. If she doesn't, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but *Dispel Magic*, *Disintegrate*, a sphere of annihilation, or a rod of cancellation can affect it. The sword's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time the 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.

Focus: A small, delicate platinum miniature of a sword costing at least 50 gp.

424. MORGANE'S MAGNIFICENT MANSION

Conjuration/Summoning

Level: Gry 7	Range: 30 feet
Casting Time: 10 minutes	Duration: 2 hours/level
Save: None	Spell Resistance: No

Effect: Extradimensional mansion, up to three 10-ft. cubes /level

This spell enables the caster to conjure up an extradimensional 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 the caster designates may enter the mansion, and the portal is shut and made invisible behind her when she enters. The caster may open it again from her own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The caster can create any floor plan and decorum she desires 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. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as *Unseen Servant* spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level.

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. Rest and relaxation within the place occur as normal. However, the food and drink in the mansion is but illusory, and someone who exits it, will find that this food had no effect on his physiology.

Focus: A miniature portal carved from platinum, costing no less than 50 gp.

425. MOUNT

Conjuration/Summoning

Level: Blk 1, Gry 1	Range: 15 feet
Casting Time: 1 full round	Duration: 2 hours/level
Save: None	Spell Resistance: No

Effect: One mount per three caster levels (rounded up)

This spell summons one extra-planar steed per three caster levels, which will freely serve as mounts for the caster and/or the persons he designates. These creatures appear from thin air within 2d4 rounds of the spell's completed casting, in front of the caster. If the caster is in combat, the mount will probably flee from it, but will otherwise wait for the caster when it finds a safe location. These steeds serve willingly and well.

Summoned mounts are normally of the type most common to the caster's world (i.e. usually a light riding horse, though in more exotic settings this could be creatures like an ostrich or riding lizard), and come with a bit and bridle and a riding saddle. If cast underwater, it would summon aquatic steeds. In any case, whatever may be their appearance, summoned mounts always have a slightly supernatural aspect. They normally have the following statistics: 3d8 HD; AC 13; BtH +1; Dmg 1d6; Mvt 60 feet; Save 15. Note that they only

fight in self defense and avoid combat; they cannot be used to fight on the caster's behalf (which requires a *Summon Monster* spell). Summoned mounts are extra-planar in origin with all that entails (with regard to spells such as *Protection from Evil*, *Banishment*, etc.). They disappear (including their tack and harness) when slain or when the spell ends.

426. MOVE EARTH

Transmutation/Alteration

Level: Gry 6	Range: 30 feet/level
Casting Time: See text	Duration: Instantaneous
Save: None	Spell Resistance: No

Area: Dirt in an area up to 750 feet square and up to 10 feet deep

This spell moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, etc. However, in no event 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 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

Move Earth 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.



427. NEGATIVE PLANE PROTECTION

Abjuration

Level: Wht 3	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: Yes

Target: One living creature

The warded creature gains partial protection from undead (wight, wraith, vampire, etc.) that use negative energy and certain weapons and spells that drain energy levels. The spell channels positive energy, which can offset the effects of a negative energy attack.

Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls a Constitution saving throw. If the save succeeds, the energies cancel. The warded creature takes only hit-point damage from the attack and doesn't suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. An attacking undead creature takes 2d6 points of damage from the positive energy; a draining caster or weapon receives no damage. If the save fails, the negative energy attack deals its normal

damage. An attacking undead creature in such a situation does not take any positive energy damage.

The spell has a maximum duration of 10 minutes per caster level, but ends after the spell has protected the warded creature a number of attacks (whether the save was successful or not) equal to half the caster's level (round fractions up).



428. NEUTRALIZE POISON

(Reversible: POISON TOUCH [Evil])

Transmutation/Alteration

Level: Nat 3, Wht 4	Range: Touch
Casting Time: 7 segments	Duration: Instantaneous
Save: Constitution negates	Spell Resistance: Yes

Target: One creature, or one object of up to 1 cubic foot per level

This spell detoxifies any sort of poison and venom in a creature (poisoned character or poisonous foe) or object (such as poisoned food or drink) the caster touches. A poisoned subject cured by this spell will suffer no additional effects from the poison, and any temporary effects are ended; however, the spell doesn't reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. An opponent (e.g. a venomous snake or scorpion) must be successfully touched by the caster, but is not entitled to a save if the attack succeeds. Note that if the venomous creature produces new venom (normally a process that takes time), the new venom will be toxic, but any venom that is stored up in the creature will be affected and detoxified.

Reversible: The reverse of this spell: *Poison Touch*, allows the caster to deliver a lethally poisonous touch, requiring a successful roll to hit, and allowing a saving throw against the poison. If failed, the victim falls on the ground incapacitated and suffering, then loses 1d6 points of Constitution per round until death occurs.

429. NON-DETECTION

Abjuration

Level: Del 3, Gry 3	Range: Touch
Casting Time: 3 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: One creature, or one object of up to 1 cubic foot per level

This spell makes the warded creature or object impossible to detect by divination spells of the 4th level or lower, such as *Clairvoyance* /*Clairaudience*, *Detect* (evil, magic, lie, etc.), *ESP*, *Remote Viewing*, etc. If *Non-Detection* is cast on a creature, it wards the creature's gear as well as the creature itself. *Non-Detection* also prevents location by such magic items as a crystal ball or a medallion of thoughts reading. The users of such spells get no information about the spell's subject, however, if they succeed an Intelligence saving throw, they notice that the subject is protected against divination (not that their spells failed for some unknown reason).

430. NULL MAGICAL AURA

Illusion

Level: Gry 1	Range: Touch
Casting Time: 1 full round	Duration: 1 day/level
Save: None (see text)	Spell Resistance: No

Target: One object weighing up to 5 lb. per level

This spell creates a false magical aura around a single object of no more than five pounds per caster level. A *Detect Magic* spell will incorrectly perceive the item as magical, but if it is actually handled by the caster of the *Detect Magic* spell, he will be permitted an Intelligence saving throw to realize that the aura is, in fact, not a true magical aura but a counterfeit. The spell *Identify* grants the caster a bonus of +1/level to this saving throw.



431. OBJECT READING

Divination

Level: Psi 1	Range: Touch
Casting Time: 1 full round	Duration: Up to 10 minutes/level
Save: None	Spell Resistance: Yes

Target: One object

This power enables the caster to learn details of an inanimate object's previous owner. The amount of information revealed depends on how long the caster studies a particular object.

- **1st round:** Last owner's race.
- **2nd round:** Last owner's gender.
- **3rd round:** Last owner's age.
- **4th round:** Last owner's alignment.
- **5th round:** How last owner gained and lost the object.
- **6th+ round:** Previous-to-last owner's race, and so on.

An object without any previous owners reveals no information. A caster can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the caster reads the same object again, she does not pick up where she left off in the list of previous owners.

432. OBSCURING MIST

Transmutation/Alteration

Level: Nat 2	Range: 0
Casting Time: 4 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Cloud centered on caster spreading 30 ft. radius, 20 ft. high

This spell creates misty vapor that arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies

on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them).

A moderate wind (11+ mph) disperses the vapor in 4 rounds; a strong wind (21+ mph) disperses it in 1 round. A fire spell burns away the vapor in the explosive or fiery spell's area. The spell does not function underwater.

433. OUT OF MIND

Enchantment/Charm [Mind-affecting]

Level: Blk 2, Psi 4	Range: 120 feet + 10 feet/level
Casting Time: 2 segments	Duration: 10 minutes/level
Save: Wisdom negates (see text)	Spell Resistance: Yes

Area/Effect: See text

This spell achieves the same purpose as *Invisibility*, except that it affects a creature's mind rather than its eyes. Any creature within range that fails a Wisdom save, ignores the caster as if she wasn't there. Circumstances affect the saving throw however: If the caster attacks, her target will notice her; other creatures around will also automatically notice the caster if the attack was obvious, or the target was their ally/friend/etc. On the other hand, if the caster is using this spell in a crowded area in non-combat situations, nobody will notice her (i.e. no save allowed). In-between, bonuses or penalties can be given to the saving throw at GM's discretion: for example, if the caster tries to pass a guard in an otherwise empty area, the guard may get a +2 bonus to his save if he is alert, or a -2 penalty if he is dozing. As with illusion spells, a creature who succeeds its saving throw, then points at the caster to other creatures, grants them a +4 bonus on their own save.

Since the spell affects the observer's mind rather than his senses, detection spells (such as *Detect Invisibility*) or magical items won't reveal the caster. Only a *True Seeing* spell is powerful enough to reveal the caster. Then, this spell has no effect on creatures immune to mind affecting spells or with an intelligence of zero.



434. PACK OF GHOULS

Necromancy [Evil]

Level: Blk 3	Range: 30 feet
Casting Time: 1 full round	Duration: Up to 10 minutes/level
Save: None	Spell Resistance: No

Effect: 3d4 summoned ghouls within a 15 feet diameter area

The caster summons hungry evil spirits from the Netherworld to possess nearby corpses, becoming ghouls for the duration of the spell, and sometimes even longer. The number of ghouls obtained and the time they take to come by, depends on the availability of corpses in the vicinity. On a battlefield with plenty of cadavers lying on the ground, 3d4 cadavers immediately raise as ghouls. In a non-consecrated graveyard, it takes 2d4 minutes for 3d4 buried corpses

to crawl out of their graves as ghouls. In other areas, it also takes 2d4 minutes, but the availability of corpses will limit the number of ghouls that can be obtained. In urban and forested environments, there may be no more than 1d6 corpses. In desert areas, or other places where cadavers are unlikely to be found, this number is of 1d6 -3, which may result in no ghouls obtained and the spell being wasted. The ghoul pack follows the caster's commands to the best of their ability, attacking or performing other actions as long as the caster can communicate with them.

The maximum duration of the spell is of 10 minutes per level, but it requires the caster to concentrate on it, commanding and directing the pack of ghouls. The caster can walk, speak, and do simple things, but if he is successfully attacked, attempts to use weapons to attack, cast spells or make complex skill checks, his concentration will be broken. When the concentration ceases, or the spell reaches its maximum duration, the corpses fall to the ground, inert, reverting to their normal aspect. They don't go back to whence they were extracted. Note however that in some rare cases (10%) one or two of the ghouls do not die when the spell ends, but become free-willed ghouls bent on acting like any other ghoul would. If the spell was already cast on the same corpses in less than a month, the chances increase to 20%. Likewise, casting this spell in a foul location consecrated to evil, also increases the chances by +10%.

Material Component: A bone from a ghoul, and humanoid corpses (whether from humans, orcs, whatever) in the vicinity.

435. PARALYZATION

Illusion [Mind-affecting]

Level: Del 3	Range: 60 feet
Casting Time: 3 segments	Duration: 1 round/level
Save: Wisdom negates	Spell Resistance: Yes

Target: 2 HD/level of living creatures, within a 30 ft. diameter area

This spell causes a certain number of creatures within the spell's area of effect to be frozen in place, magically convinced that they cannot move. The caster can affect creatures with a total number of hit dice equal to twice his caster level. Each subject is entitled a Wisdom saving throw to negate the spell. If it is failed, the subject is allowed another saving throw any time its life is clearly endangered by the paralysis (e.g. a paralyzed creature that is physically attacked, but not one that is just being tied with a rope). The caster can end the paralysis at any time; otherwise a *Remove Paralysis* spell is ineffective against *Paralyzation*, only a *Dispel Magic*, *Dispel Illusion*, or similar spell can remove this paralysis.

436. PART WATER

Transmutation/Alteration

Level: Gry 6, Wht 6	Range: 10 feet/level
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area/Effect: See text

This spell causes water to draw apart, forming a trench through which the caster (and other creatures) can then move. The depth and length of the water displacement is determined by the caster's

level. For each level, the caster may displace an area of water 30 ft deep and 20 ft wide. If this area is centered on the caster, it then moves with him. The spell can affect other liquids besides water, but the more different the physical properties of the other liquid, the less the caster may be capable of displacing.

437. PASS PLANT

Transmutation/Alteration

Level: Nat 5	Range: Personal
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Target: Caster

By means of this spell, the caster gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the caster enters and all others he teleports into must be of the same type, must all be living, and must have girth at least equal to the caster's. By moving into a tree, the caster instantly knows the location of all other trees of the same type within transport range (see below) and may choose whether he wants to pass into one or simply step back out of the tree he moved into. The caster may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

Type of tree	Range of transport
Oak, ash, yew	300 yards
Elm, linden	200 yards
Other deciduous	150 yards
Any coniferous	100 yards
All other trees	50 yards

The caster may move into a tree up to one time per level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration is expended or the caster exits a tree. Each transport is a full-round action.

The caster can, at his option, remain within a tree without transporting, though he is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he doesn't exit before the process is complete.

438. PASSWALL

Transmutation/Alteration

Level: Gry 5	Range: 30 feet
Casting Time: 5 segments	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Effect: 5 feet x 8 feet opening, 1 foot per level deep

This spell creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, 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 the character dismisses 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.

439. PASS WITHOUT TRACE

Transmutation/Alteration

Level: Nat 1	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Targets: One creature per level

This spell allows the recipients to move through any type of terrain and leave neither footprints nor scent. That is, as soon as the subject's feet get off the ground, the spell puts the material covering it (be it a coat of dust, a few inches of mud, or deep snow) back in place, just as it was before the subject walked onto it. As such, tracking the subjects is impossible by non-magical means. Note however, that the spell doesn't reduce any hindrances that may result from walking or wading across such terrain as thick mud or deep snow.

440. PENETRATE DISGUISE

Divination

Level: Wht 1	Range: 30 feet
Casting Time: 1 full round	Duration: 10 minutes/level
Save: Charisma negates	Spell Resistance: Yes

Target: Caster

This spell allows the caster to see through any non-magical disguise on all creatures within 30 feet of him. The caster needs to carefully observe a single creature for one full round (doing nothing else, except being allowed to walk slowly), to determine if it is disguised. The spell will not reveal the true nature of the disguised figure, but it will indicate that it is disguised. The disguised figure is entitled to a Charisma saving throw; if it is successful, the caster will become convinced that the disguise is, in fact, the real nature of the creature in question. *Penetrate Disguise* cannot detect hidden alignments, polymorphed creatures, illusions, etc. It will, however, reveal the presence of a *Friends* spell.

441. PENETRATING WEAPON

Enchantment/Charm

Level: Gry 1	Range: Touch
Casting Time: 1 full round	Duration: 5 + 1/level rounds
Save: None	Spell Resistance: No

Target: One or two weapons

With a touch of his hand, the caster creates a weak and temporary enchantment upon a normal melee weapon, or upon two smaller weapons such as arrows, bolts or daggers. The enchantment lends no actual bonus to hit and damage, but may be used to strike creatures that can be hit only with a magical weapon. The spell provides a "penetrating ability" equal to +1 at 1st caster level, +2 at 3rd caster level, +3 at 5th caster level, +4 at 7th caster level, and +5 at 9th caster level. If this spell is cast on a magical weapon, the "penetrating ability" stacks with the weapon's bonus to hit. However, *Penetrating Weapon* does not stack with another spell that would grant some bonus to hit and damage; only the best applies.

442. PERMANENCY

Transmutation/Alteration

Level: Gry 8	Range: See text
Casting Time: 2 full rounds	Duration: Permanent (see text)
Save: None	Spell Resistance: No

Effect: Makes a spell effect become permanent

This spell is used to render permanent another spell with a normally limited duration. The caster first casts the desired spell and then follows it with *Permanency*. Not all spells can be made permanent though. The caster can make the following spells permanent in regard to herself only: *Comprehend Languages*, *Detect Invisibility*, *Detect Magic*, *Infravision*, *Protection from Normal Missiles*, *Read Magic*, and *Tongues*. This application of *Permanency* can be dispelled only by a spellcaster of greater level than the caster was when he did cast the spell. Then, in addition to personal use, *Permanency* can be cast upon objects or areas only and rendered permanent: *Alarm*, *Audible Glamer*, *Dancing Lights*, *Enchanted Weapon*, *Gust of Wind*, *Hallucinatory Image*, *Invisibility*, *Item Shrinking*, *Magic Mouth*, *Phase Door*, *Prismatic Sphere*, *Stinking Cloud*, *Symbol*, *Teleportation Circle*, *Wall of Fire*, *Wall of Force*, and *Web*. Spells cast on objects, or locations (not on the character) are vulnerable to *Dispel Magic* as normal.

The GM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the GM has already determined that the application is not possible, the research automatically fails. Note that the caster never learns what is possible except by the success or failure of his research.

Casting this spell can be debilitating. Whenever he casts *Permanency*, the caster loses 2d4 points of Constitution that are recovered at the rate of one point per day of rest. Furthermore, he must succeed a Constitution saving throw, or one point will be definitely lost. This saving throw is made with a penalty equal to the level of the spell to be rendered permanent.

Material Component: A singular object made of sculpted obsidian and platinum worth at least 100 gp per level of the spell to be made permanent. When *Permanency* is cast, this item is transmuted into a sort of astral focus that will forever pour magical energies into the caster, object, or area as appropriate. This material component cannot be recovered by any means.

443. PERMANENT ILLUSION

Illusion

Level: Del 6	Range: 120 feet
Casting Time: 6 segments	Duration: Permanent
Save: Intelligence disbelief	Spell Resistance: No

Effect: Illusion that cannot extend beyond four 10-foot cubes + one 10-foot cube per level

This spell creates an illusion as per the *Hallucinatory Image* 3, except that it has a permanent duration and doesn't require concentration. By concentrating, the character can move the image within the limits of the range, but it is static while the caster is not concentrating.

444. PHANTASMAGORIA

Illusion

Level: Del 6	Range: 60 feet
Casting Time: 6 segments	Duration: 1d4 x 10 minutes
Save: Wisdom negates	Spell Resistance: Yes

Area: 160 square feet

This spell is a movement-related, programmed illusion where the subjects believe to walk, fly, fall, etc., when they actually don't. *Phantasmagoria* is cast on an area up to 160 square feet (i.e. 4 x 40 ft, or 16 x 10 ft., etc.). A triggering condition is then set for the spell to be activated. When the illusion is triggered, all creatures in the area of effect, but also all those outside of it but still in a 60-foot radius, are affected by it. They will be allowed a Wisdom saving throw for disbelief only when they will think something isn't normal, doubting what happens to them. Those who succeed it, still see the illusion, but understand that it is a tri-dimensional image with no substance and cease to be affected by it. Those who fail their save and are inside the area of effect are fully affected by the illusion and believe what seem to happen to them (see examples below) until the end of the spell's duration. Those who fail their save and are outside the area of effect, remain witnesses who see the creatures in the area being subjected to the illusory effect as if it were real.

- The spell functions when specific conditions are fulfilled according to the caster's 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. Note that actions can serve as triggers if they are visible or audible. The spell cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

- The illusion must involve some sort of illusory movement. For examples: A character falls into a pit 10 feet deep, triggering the illusion of falling into an endless pit, maybe several miles deep; A character touches an object, triggering the illusion that it moves ahead out of touch, anytime he tries to catch it; A character enters a tunnel, triggering the illusion that an extremely powerful wind pushes him backward, preventing any forward progression in the tunnel; etc. The illusion can be complex, and affects all the senses (vision, hearing, smell, touch), including a deceptive sensation of gravity. In any case, the subject is led to believe that he moves, or is moved, when he actually doesn't.

445. PHANTASMAL FORCE

Illusion [Mind-affecting]

Level: Del 1, Gry 3	Range: 30 feet
Casting Time: 4 segments	Duration: 1d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Target: One sentient, living creature

This spell creates an illusion that directly affects the target's mind. Only the caster and the target see this illusion, though it seems real but to the target. It all happens in the target's brain, and can affect its body to the point of hurting him.

When the spell is cast, the caster decides what sort of phantasm it creates in the target's mind, and then lets it operate on its own while the spell is in effect. This could be anything: one or several attacking creatures, a pit opening under the target's feet or stones falling on him from the ceiling, flaming oil being poured on the target, being subject to a damage dealing spell, or even finding nourishing food, dealing with a pleasant person, etc. Note however, that the caster can only decide on a generic phantasm, which is then elaborated by the target's mind under the spell's influence. The caster might decide that the phantasm will be about attacking creatures, but not what these creatures will exactly do. *Phantasmal Force* also cannot be used to make the target believe he has been subjected to another spell such as *Hold Person* or *Comprehend Language* for example, only that some mage is casting damage dealing spells at him. The general guideline to determine the spell's effect is:

- The spell can inflict 1d6 points of damage per two caster levels each round. If the phantasm is about a trap, burning into a fire, being subject to a cave-in, etc., the victim is allowed an appropriate saving throw for half damage. If the damage seems to come from attacking foes, they have a base attack bonus to hit of +2. Yet, these foes seemingly appear of the appropriate toughness or in enough numbers, so they remain as long as the spell is in effect (despite being killed by the target).

- Whatever phantasm is involved, is always able to delay the victim and prevent him to do something else. For example, if the phantasm is about falling into a pit, the victim won't be able to get out of it until the spell ends, despite he is just lying prone on the floor struggling with an illusion in his mind.

- The phantasm overwhelms the victim's mind who thus cannot but struggle with it. The victim cannot pretend to ignore the illusion to do anything else than try to escape it (killing the phantasmal foes, trying to getting out of the phantasmal pit, etc.). Everything else in the victim's actual environment becomes secondary. For example, the victim may not ask his allies any question, and won't notice them if they tell him something. The victim might notice them only if they forcefully try to interact with him.

- Creatures can of course attack the victim of a *Phantasmal Force* spell. They however don't get any bonus against the victim, but the latter should devote at least 50% of its attention / actions to defend against the phantasm, not focus solely on the attacking creatures.

- The spell might also be used in non-combat situations. It might be used to distract the target, in effect giving other creatures a bonus to stealth skill checks equal to twice the caster's level, to pass the subject unnoticed.

- The phantasm is usually credible according to the circumstances, but cannot be determined precisely by the caster. The phantasm may be about the victim encountering a most interesting and fascinating person, but not someone in particular as determined by the caster, or someone who could otherwise not be there and behave in this manner.

- When the spell ends, the phantasm doesn't suddenly pops out of the victim's mind. If the victim succeeds a Wisdom saving throw, it's like he awakens from a dream. If the save is failed however, the victim believes to have overcome the foes, trap, etc., and doesn't realize immediately they were unreal. The victim will notice the absence of corpses or pit trap on the floor, etc., only if he actively searches for them.

- If a subject suffers enough phantasmal damage to bring him to zero hit-points, it falls unconscious (as if victim to a *Sleep* spell), but awakes 1d4 rounds after the spell ends. In any case, damage suffered disappears when the spell ends.

Phantasmal Force only affects sentient, living creatures. The spell allows two saving throws. When the spell is cast, the target is first allowed a Wisdom save to entirely negate its effect. If the save fails the spell operates normally, but during the following rounds, the target might be allowed an Intelligence save if it has some reason to doubt the reality of the illusion. For example, the target's allies might suspect that he is subject to some hallucination, seeing him fight against invisible enemies, and tell him so. Or the target might doubt the reality of a pit suddenly opening on a tower's last floor. In all cases, common sense should apply.

The phantasm can disappear before the end of the spell's duration if the caster dismisses it, or if she is killed or rendered unconscious, or if the subject himself is rendered unconscious.

446. PHANTASMAL FORCE - IMPROVED

Illusion [Mind-affecting]

Level: Del 2	Range: 60 feet
Casting Time: 5 segments	Duration: 1d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Target: One sentient, living creature

This spell operates exactly as *Phantasmal Force*, except that it is more powerful. That is: phantasmal foes have a +4 bonus to hit (instead of +2); if the subject is brought to zero hit-points by phantasmal attacks, he awakes 1d6 rounds after the spell's end with but 1 hit-point remaining; otherwise only half the phantasmal damage suffered disappears when the spell ends.

447. PHANTASMAL KILLER

Illusion [Mind-affecting]

Level: Del 4	Range: 90 feet
Casting Time: 6 segments	Duration: 1d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Target: One sentient, living creature

This spell operates exactly as *Phantasmal Force*, except that it gives shape to the target's worst fears. If the target fails a Wisdom saving throw, it believes to be confronted to its personal nightmare in the form of a terrifying monster. This monster that exists only in the subject's mind, attacks once per round, with a +4 bonus to hit. On a successful attack it deals 2d6 of damage and the subject must succeed a Charisma saving throw or die from fright (i.e. a heart attack). This damage remains when the spell ends, and could also lead to the victim's death. The monster continues to pursue the subject as long as the spell is in effect, being seemingly able to survive all attacks, bypass all protections, and follows the victim wherever it goes. It only disappears at the end of the spell's duration, or at any time the caster dismisses it, or when the caster is killed or rendered unconscious, or when the subject himself is rendered unconscious.

Note otherwise that a *Remove Fear* spell cast on the victim grants him a new saving throw against the spell, with a +4 bonus.

448. PHANTOM ARMOR

Illusion (Shadow)

Level: Del 1	Range: Touch
Casting Time: 1 full round	Duration: See text
Save: See text	Spell Resistance: Yes

Target: One creature

Phantom Armor creates a quasi-real set of plate-mail out of shadow stuff. It can appear to be of any style and aspect, as determined by the magic-user upon casting the spell. Then, because of its unreal nature, it doesn't encumber its wearer in any way. The phantom armor provides the recipient with an AC of 17 [or AC 3], as would a true plate-mail. Like a real armor, this AC bonus can be combined with the AC bonus from a shield. However, while the spell could be cast over a real suit of armor (as for disguise purposes), its bonus would not stack with that given by the real armor.

The phantom armor gets 1 hit-point per caster level. Every time the subject is successfully hit in combat, both himself and the phantom armor lose hit-points, and when the phantom armor reaches zero hit-points, it disappears in a puff of smoke.

An attacker is entitled an Intelligence saving throw for disbelief any time he witnesses the wearer doing things otherwise impossible in heavy armor (like swimming or tumbling). An attacker who successfully disbelieves, sees through the illusion and gains a +3 bonus to his attack rolls against the *Phantom Armor* (that is, the effectiveness of this illusory armor is reduced to AC 14 [or AC 6]).

449. PHANTOM STEED

Conjuration/Summoning

Level: Del 3	Range: 0
Casting Time: 10 minutes	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: One quasi-real, horselike creature

This spell conjures a quasi-real, mount-like creature (in the shape of those most common to the caster's world, which usually is a horse). The steed can be ridden only by the caster or by the one person for whom he 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 seems to be a saddle, bit, and bridle. It does not fight, but all normal animals shun it and refuse to attack it. (Dire or giant animals and non-intelligent creatures can attack it.)

The mount has an Armor Class of 18, and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level. The mount gains certain (cumulative) powers according to its caster's level:

- **6th Level:** The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
- **8th Level:** The mount can ride over water as if it were firm, dry ground.
- **10th Level:** The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit

of a bridge. The mount cannot take off and fly. It can only ride horizontally across the air. Then, after 1 round in the air, it falls.

- **12th Level:** The mount can fly at its speed. It has a maneuverability rating of average.

450. PHANTOM WHIRLWIND

Conjuration/Summoning

Level: Del 3	Range: 90 feet
Casting Time: 1 full round	Duration: 1 round/level
Save: See text	Spell Resistance: Yes

Effect: Cyclone 5 ft. wide at base, 15 ft. wide at top, and 15 ft. tall

This spell creates a quasi-real, small tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. The caster must concentrate on controlling the cyclone's every movement, being unable to do anything else but walk at half speed (or perform very simple actions). The whirlwind always moves at the caster's turn in the initiative order. If it exceeds the spell's range, it then dissipates.

Anyone can see, hear, and feel the whirlwind, but it only affects the creatures the caster designates, and only one per round. The whirlwind has no effect on objects, and creatures are allowed a Wisdom save for disbelieving it. If it is successful, the creature still sees, hears, and feels the whirlwind, but recognizes its illusory, shadowy nature and is not affected by it. On the other hand, any targeted creature that failed its disbelief save, can try to dodge aside the whirlwind by making a successful Dexterity save. If it is failed, the target suffers 3d6 points of damage. Medium-size or smaller creatures who fail this Dexterity save must then succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.

451. PHASE DOOR

Conjuration/Summoning

Level: Gry 7	Range: Touch
Casting Time: 7 segments	Duration: One usage/two levels
Save: None	Spell Resistance: No

Effect: Ethereal opening 5 feet x 8 feet, plus 1 foot per level deep

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 the caster, and only him can use the passage. The caster disappears when he enters the phase door and re-appears when he exits. If the caster desires, he can take one other creature (Medium-size or smaller) 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 the caster see through it without using it. Gems of true seeing and similar magic reveal the presence of a phase door but do 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. A phase door can be made permanent with a *Permanency* spell.

The caster 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 the caster desires. They 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, HD, and hit points don't qualify.

452. PLANE SHIFT

Conjuration/Summoning

Level: Wht 5	Range: Touch
Casting Time: 8 segments	Duration: Instantaneous
Save: Dexterity negates	Spell Resistance: Yes

Targets: Caster or creature touched, or up to eight willing creatures joining hands

This spell enables the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by the *Plane Shift* at the same time. This spell is however subtle and difficult to master. Trying to jump from a world to the next without preparation wields considerable risks and the travelers may become irremediably lost in doing so. The caster must normally have a clear idea of where he intends to go (or push a creature into), even if his knowledge is purely literary. Then, he (and his fellow travelers) should meditate and focus their mind toward the destination in order to attune to it, and thus augment the chances for a successful arrival. When the character feels ready, casting the spell is rather brief, and the caster swiftly opens a rift between the dimensions then jumps into it. If the preparation was successful, the transfer is almost instantaneous and the travelers get to their destination in almost no time. Nonetheless, even in such a case, pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible, and the traveler appears 1 to 100 miles (1d100) from the caster's intended destination.

However, when the travelers happen to painfully wander through impossible, ever-changing landscapes, they might as well be lost. The success of a *Plane Shift* trip is determined as follows:

- Having but a vague idea of destination: base 10% chance of success.
- Having some good literary knowledge of destination: base 30% chance of success.
- Having already been there before: base 50% chance of success.
- Meditation and concentration (or ceremony of attunement) prior to casting the spell: +10% to +40% bonus (2d4 x 5%).
- Being of the same alignment as the outer-plane of destination (e.g. paladin going to Heavens): +10% bonus.
- Being of an opposite alignment as the outer-plane of destination (e.g. paladin going to Hell): -20% penalty.
- Having an item or substance originating from the plane of destination: +10% bonus.
- Being accompanied by a native from the plane of destination: +20% bonus.
- Caster is a native from the plane of destination: +30% bonus.
- Other: from a -20% penalty to a +20% bonus at GM's discretion.

The GM secretly rolls the chance of success. If the check is a success with a margin of less than 20%, the travelers wander for 1d20 hours between the dimensions (with a few chances for random encounters) before arriving at the plane of destination (yet in some unknown place). If the check is a failure, the travelers also wander for some time between the dimensions, then emerge into a random plane. Note otherwise that *Plane Shift* transports the creatures and then ends. The creatures need to find other means if they are to travel back.

453. PLANT DOOR

Transmutation/Alteration

Level: Nat 4	Range: Touch
Casting Time: 6 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Area/Target: See text

This spell allows the caster to travel effortlessly through vegetation of any kind (including that affected by magic), stepping into it as if it did not exist. The pathway may also be travelled by up to one subject per three levels, that were designated by the caster and touch him. If for some reason the subjects ceased to touch the caster while travelling the passage, they would find themselves into the thick vegetation, probably entangled at GM's discretion. For any other creature, the passage does not exist.

The pathway opened by the spell may be up to 5 ft wide, 10 ft high, and up to 120 feet per level in length. The caster may even use the spell to shift inside a tree or move through an area of plants affected by magic (such as an *Entangle* spell). If the caster is within a tree that is attacked, she must leave the tree before it is destroyed or die with the tree.

454. PLANT GROWTH

Transmutation/Alteration

Level: Gry 4, Nat 3	Range: See text
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Area/Target: See text

Plant Growth has different effects depending on the version chosen by he magic-user upon casting the spell:

- **Overgrowth:** The first effect causes normal vegetation within 180 feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large creatures. (The GM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The caster may also designate areas within the area that are not affected.
- **Enrichment:** The second 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. When cast on farming fields, it usually makes for good crops.

455. POLYMORPH ANY OBJECT

Transmutation/Alteration

Level: Blk 8, Gry 8	Range: 90 feet
Casting Time: 1 full round	Duration: See text
Save: None	Spell Resistance: No

Target: One object or creature

This is a superior version of the polymorph spells, that enables to transform any physical object or creature into another form. If it is used simply to duplicate the effect of a *Polymorph Other*, *Polymorphing Curse*, *Stone to Flesh*, *Transmute Mud to Rock*, or *Transmute Water to Dust* spell, then it will function in the same manner as these spells but with a -4 penalty to the victim's saving throw (when applicable). The spell can otherwise be used to transform non-living objects into other objects or into creatures, or to transform creatures into non-living objects. Note however, that *Polymorph Any Object* cannot grant life to an undead or to a non-living thing, and cannot create material of great intrinsic value.

When not used to duplicate the effect of one of the spells mentioned above, The duration of the transformation depends on how radical a change is made from the original state to its enchanted state. The GM determines the duration by using the following guidelines:

Changed Subject Is:	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same category (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

*Add all that apply, then look up the total on the next table.

Duration Factor	Example	Duration
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to mantichore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to mantichore	1 week
9+	Mantichore to shrew	Permanent

456. POLYMORPH CURSE

Transmutation/Alteration

Level: Blk 4	Range: 60 feet
Casting Time: 4 segments	Duration: Permanent
Save: Constitution negates	Spell Resistance: Yes

Target: One creature

This spell transforms the subject into a misshapen form of itself. The subject not only becomes ugly, but also gets impediments from its deformities. Upon casting the spell, the magic-user must determine what kind of deformities the subject will get, and how much they will hinder it. They can be as lenient as getting a few warts on the nose, to grievous as being changed into a club-footed hunchbacked

midget with a snarling distorted face. Then, these deformities will incur impediments and penalties upon the subject. As such the caster can determine a maximum loss of attribute points equal to his level among the subject's Strength, Dexterity, and Charisma scores. The amount and distribution of this loss is determined by the caster, but should match the deformities suffered. For instance, a few warts on the nose would incur a -2 loss of charisma; while being changed into a club-footed hunchbacked midget with a snarling distorted face, may incur a loss of 3 points of strength, dexterity, and charisma each. Note that no ability score may be lowered under 3 by use of this spell.

Otherwise, this spell incurs a secondary effect. The subject's grotesque appearance will now induce aversion in others. That is, from that time on, all reaction rolls concerning the subject will be shifted one factor closer to a "Hostile Attitude" reaction. Note this is independent from the possible loss of charisma points due to the spell, but adds to it if applicable.

Polymorphing Curse doesn't affect the target's mind and personality, and also doesn't alter its equipment. Then, like other polymorph spells, the subjects return to normal form upon death, or through the use of a successful *Dispel-Magic* spell.

457. POLYMORPH OTHERS

Transmutation/Alteration

Level: Blk 4, Gry 4	Range: 60 feet
Casting Time: 4 segments	Duration: Permanent
Save: Constitution negates	Spell Resistance: Yes

Target: One creature

This spell transforms the subject into another creature. It must be an existing living creature, as small as a rat or as large as three times the target's size. *Polymorph Others* cannot transform the subject into an undead or gaseous creature; and though the caster can choose minor details such as gender, skin/hair color, he cannot change the subject into a specific individual, only a generic member of the creature's specie. The subject could thus be changed into his own specie, but only as a non-descript individual, and with the risk of forgetting who he/she really is (see below).

Of the new creature's form, the subject only acquires the physical and natural abilities: aspect, base speed, armor class, strength score, natural weapons (e.g. claws), wings and gills, etc. However, the subject retains his level and hit-points, base attack bonus and saving throw, and can only attack once per round (even if members of the specie imitated can attack more). Then, the subject doesn't gain any of the supernatural and magical abilities of the creature it is transformed into. An interesting side effect is that upon being polymorphed, the subject regains 2d4 lost hit points; but changing back to normal does not heal the creature further.

The subject retains his own mind (i.e. Intelligence, Wisdom, and Charisma scores). Yet, if he fails a Wisdom save, he forgets who he was and now believes to be a normal member of the creature he was changed into. Furthermore, if it is very different, the new form can be disorienting, imposing a -2 penalty on all attack and damage rolls, skill checks, and saving throws in stressful situations (e.g. combat), if the subject fails a Wisdom save when such situations occur. After a few weeks the subject becomes accustomed to the new form and overcomes this drawback.

Polymorph Others also transforms the subject's equipment, if any, to match the new form. Hence, if an ogre is polymorphed into a kobold, its clothing, armor and weapon will be reduced in size accordingly, though their basic form and substance do not change. If the new form is a creature that does not use equipment (e.g. a bird or a toad), the equipment melds into the new form and becomes nonfunctional.

The new form is by no way natural, as are actual members of the specie imitated, but a magically constrained form. As such, the subject cannot mate/reproduce in this form, radiates magic when observed with *Detect Magic*, reveals its true form when viewed with *True Seeing*, and reverts to his original shape when slain or exposed to a successful *Dispel Magic* or other similar spell.

Incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (such as a doppelganger) can be subject to this spell, but it can regain its natural form as a primary action on the following round.

Material Component: A tiny bit of the creature to be polymorphed into, such as a bone, claw, flesh, lock of hair, tooth, etc.

458. POLYMORPH SELF

Transmutation/Alteration

Level: Blk 4, Gry 4	Range: Personal
Casting Time: 3 segments	Duration: 20 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell operates exactly as per *Polymorph Others*, except that the caster is not disoriented, and doesn't run the risk of forgetting who he is. Once he has polymorphed into a creature, the caster can change from the creature's form to his own natural form and again into the creature, as often as desired for the duration of the spell, simply by willing it so. Each change is a full-round action.

459. PORTENT

Divination

Level: Psi 1, Wht 1	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One character

Portent gives a character a clue about something he intends to do. This reveals a probable future and the influences which might be at work then. However, the future is not already written; it only exists potentially. As such, the character may act on the glimpse of what will probably happen, in order to avert his fate. As but a first level spell, *Portent* only gives vague and general indications of success or failure. A character can thus only ask if some action he intends to undertake has good chances of success or not. This action might be climbing a castle wall, fighting in a certain battle, travelling through a certain forest, etc. *Portent* is otherwise limited to one such action that is going to take place before a limited number of days in the future have elapsed, equal to 1 day per caster level. To determine the result of the *Portent* spell, roll 1d8: 1-3 reveals bad luck, 4-5 reveals nothing in particular, and 6-8 reveals good luck.

In game terms, bad luck will enable the character to re-roll a really bad die roll (i.e.: one which failure would put the character in real danger); the character is considered to have acted on the clue given by the *Portent* spell and averted the bad luck. Then, good luck will enable the character to double a die roll when he really needs it (at the player's discretion).

Portent may be cast only once per character for a given action to come; any further casting would be considered useless and wasted.

460. POWER WORD, BLIND

Conjuration/Summoning

Level: Blk 8, Gry 8	Range: 60 feet
Casting Time: 1 segment	Duration: See text
Save: None	Spell Resistance: Yes

Area/Targets: 200 hp of creatures within a 15-foot-radius sphere

This spell blinds one or more creatures. It affects the creatures with the lowest hit-point totals first, selecting subjects one at a time until the next target would put it over the limit of 200. (Creatures with negative hit-points count as having 0 hit-points.) The duration of the spell depends on the total hit-points of the affected creatures: Up to 50 = Permanent; 51 to 100 = 1d4+1 minutes; and 101 to 200 = 1d4+1 rounds.

461. POWER WORD, KILL

Conjuration/Summoning

Level: Blk 9, Gry 9	Range: 60 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Area/Target: One living creature; or one or more creatures within a 15-foot-radius sphere

The character can either target a single creature or let the spell affect a group.

- If it is targeted at a single creature, the target dies if it has 100 or fewer hit-points (current total, not normal maximum).
- If it is cast as an area spell, it kills creatures in a 15-foot-radius sphere. It kills only creatures that have 20 or fewer hit-points, and only up to a total of 200 hit-points of such creatures. The spell affects creatures with the lowest hit-point totals first until the next creature would put the total over the limit of 200. (Creatures with negative hit-points count as having 0 hit points.)

462. POWER WORD, STUN

Conjuration/Summoning

Level: Blk 7, Gry 7	Range: 60 feet
Casting Time: 1 segment	Duration: See text
Save: None	Spell Resistance: Yes

Target: One creature with up to 150 hit points

One creature of the character's choice is stunned, whether the creature can hear the word or not. A creature with 50 or fewer hit-points remains stunned for 4d4 rounds, one with 51 to 100 hit-

points is stunned for 2d4 rounds, one with 101 to 150 hit-points is stunned for 1d4 rounds, and a creature with 151 hit-points or more is not affected (as determined on the current number of hit-points).

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

463. PRAYER

Conjuration/Summoning

Level: Wht 3	Range: 0
Casting Time: 6 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Area: All allies and foes within a 30-foot-radius burst centered on the caster

Casting *Prayer* is a matter of intoning an invocation to the caster's deity. This spell is otherwise an improved version of *Chant*. It provides the same effects, except that the caster is not required to but continue chanting for all the spell duration. Once *Prayer* is cast, the caster can do something else. As *Chant*, the spell grants the caster and her allies a +1 bonus on attack and damage rolls, saving throws and skill checks, while foes suffer a -1 penalty on such rolls. The spell will affect any creatures within 30 feet of the caster. If the caster moves, the center of the spell radius does not move with her.

464. PRECIPITATION

Conjuration/Summoning

Level: Gry 1, Nat 1, Wht 1	Range: 60 feet
Casting Time: 1 segment	Duration: 1 round
Save: None	Spell Resistance: No

Area: 30 feet radius

This spell produces a sudden and very short rain in the area of effect. Everything will be soaked and covered in a thin sheet of water. This rain can only extinguish small fires such as candles. If falling over larger fires, it will create some vapor, but not extinguish them. Overall, the total water created by the rain (and spread all over the area of effect) doesn't exceed two gallons. There is little use to it, except it could wash acid-covered items or creatures, or prevent soaked objects to be ignited by a fire during the next 2d8 rounds.

465. PRECOGNITION

Divination

Level: Psi 6	Range: Personal
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster

This power provides the caster with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a dream lasting several minutes. In all cases, the GM controls what information is received. Note that if the 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 precognition is 80%, plus 1% per caster level. The DM adjusts the chance if unusual circumstances require it. If the dice roll fails, the caster knows the power failed, unless specific magic yielding false information is at work.

Multiple use of this power about the same action by the same person use the same dice roll result as the first *Precognition* and yield the same answer each time.

466. PREDICT WEATHER

Divination

Level: Nat 1, Psi 1	Range: 0
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Area: One mile radius per level

This spell allows the caster to foresee the weather in advance, with perfect accuracy. The caster can determine what the weather will be in an area of one mile per level radius, centered on where he casts the spell, up to a maximum of 12 hours per level in the future. This spell grants information on temperature, precipitation, and wind. It cannot be cast underwater.

467. PREPARE CORPSE

Necromancy

Level: Blk 1	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One corpse no largzer than an ogre or horse

This spell prepares a corpse for animation as undead (or just for embalming and funerals). A corpse touched by this spell becomes ready for an *Animate* or *Create Undead* spell. Normally this makes no difference for a body, except for slain undead. An undead that has been reduced to zero hit points is normally destroyed and cannot be re-animated. Through the use of this spell, destroyed undead can be made again into undead.

468. PRESERVE

Abjuration

Level: Gry 2	Range: Touch
Casting Time: 1 full round	Duration: 2d4 + 1/level days
Save: None	Spell Resistance: No

Target: One perishable object per level

This spell creates an aura around an object and keeps it stable in its current form. This spell works on any perishable, organic-based object, and can be used either to prevent rot or decay (of food, material components of spells, etc.), or prevent an object that suffered from the passage of time (such as ancient texts and scrolls), to crumble to bits when manipulated. Once the spell is cast, and for all its duration, the object's natural decomposition is postponed, and it can be handled as though new, without risk of the item disintegrating from age or exposure to the elements.

One object, for the purpose of this spell, is a single item of no more than 1 cubic foot. Items exceeding this capacity may be preserved through multiple castings of this spell in quick succession. If this is not enough to encompass the object, it cannot be preserved.

Preserve can be made permanent (with a *Permanency* spell).

469. PRISMATIC SPHERE

Abjuration

Level: Gry 9	Range: 10 feet
Casting Time: 7 segments	Duration: 10 minutes/level
Save: See text	Spell Resistance: See text

Effect: 10-foot-radius sphere centered on the caster

This spell brings forth an immobile, opaque globe of shimmering, multicolored light that surrounds the caster and protects her from all forms of attack. The sphere flashes with the seven colors of the visible spectrum, each of which has a distinct power and purpose. The sphere is immobile, and the caster can pass through and remain near the sphere without harm. Any creature with fewer than 8 HD that is within 20 feet of the sphere is blinded for 2d4 x 10 minutes by the colors if it looks at it.

Prismatic Sphere Spell's Effects

Color	Order	Effect of Color	Negated By Spell
Red	1st	1) Stops non-magical ranged weapons 2) Deals 20 points of fire damage (Dexterity save for half damage)	<i>Cone of Cold</i>
Orange	2nd	1) Stops magical ranged weapons 2) Deals 40 points of acid damage (Dexterity save for half damage)	<i>Gust of Wind</i>
Yellow	3rd	1) Stops poisons, gasses, and petrification 2) Deals 80 points of electricity damage (Dexterity save for half damage)	<i>Disintegrate</i>
Green	4th	1) Stops breath weapons 2) Poison (Kills; Constitution save to take 20 points of damage instead)	<i>Passwall</i>
Blue	5th	1) Stops divination and mental attacks 2) Turned to stone (Constitution save negates)	<i>Magic Missile</i>
Indigo	6th	1) Stops all spells 2) <i>Feeblemind</i> spell's effects (Wisdom save negates)	<i>Light</i>
Violet	7th	1) Energy field destroys all objects 2) Sent / teleported to another plane (Charisma save negates)	<i>Dispel Magic</i>

Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the ground surface below. When the caster is inside the sphere, it blocks any attempt to project something through it (including spells). Other creatures who attempt to attack the caster or pass through, suffer the effects of each color, one at a time.

Each color in the sphere has a special effect. The table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each color. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A rod of cancellation or a *Morgane's Disjunction* spell destroys a *Prismatic Sphere*, but an *Anti-magic Shell* fails to penetrate it. *Dispel Magic* cannot dispel the sphere or anything within it. Spell resistance is effective against a *Prismatic Sphere*, but the check must be repeated for each color present.

470. PRISMATIC SPRAY

Evocation

Level: Del 7, Gry 7	Range: 0
Casting Time: 7 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Area: Cone 70 ft. long, 5 ft. diameter at the base, 15 ft. at the end

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded (see *Blindness/Deafness*) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects.

Roll 1d8	Beam Color	Effect
1	Red	20 points of fire damage (Dex. half)
2	Orange	40 points of acid damage (Dex. half)
3	Yellow	80 points of electricity damage (Dex. half)
4	Green	Poison (Kills; or Con. for 20 pts of dmg)
5	Blue	Turned to stone (Con. negates)
6	Indigo	Feebleminded as spell (Wis. negates)
7	Violet	Sent to another plane (Cha. negates)
8		Struck by two rays; roll again twice, from 1 to 7 only

471. PRISMATIC WALL

Abjuration

Level: Del 7, Gry 8	Range: 60 feet
Casting Time: 7 segments	Duration: 10 minutes/level
Save: See text	Spell Resistance: See text

Effect: Energy wall 4 feet per level wide x 2 feet per level high

This spell operates as *Prismatic Sphere* above, except that it creates a wall, not a sphere. Its maximum proportions are 4 feet wide and 2 feet high, per level. The two sides of the wall are identical: to pass through the wall from one side or the other, a creature first encounters the red color, then orange, etc. A *Prismatic Wall* cast to materialize in a space occupied by a creature is disrupted and wasted.

472. PRODUCE FIRE

(Reversible: QUENCH)

Evocation [Fire]

Level: Nat 4	Range: 60 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Area/Target: One 20-ft. cube/level; or one fire-based magic item

This spell instantly creates a normal fire within its area of effect, a blazing conflagration causing 3d6 points of damage to any creature in the area and igniting all combustible materials (subject, of course, to an item saving throw against normal fire).

Reverse: *Quench* extinguishes all non-magical fires in its area. The spell also dispels fire spells in the area, though the character must succeed at a dispel check of 1d20 + 1 per caster level against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Fire-based creatures within the area take 3d6 points of damage from the spell. Alternatively, the character can target the spell on a single magic item that creates or controls flames. The item loses all its fire-based magical abilities permanently unless it succeeds at an item saving throw vs. disintegration. (Artifacts are immune to this effect.)

473. PRODUCE FLAME

Evocation [Fire]

Level: Nat 2	Range: 0
Casting Time: 4 segments	Duration: 1 round/level
Save: None	Spell Resistance: Yes

Effect: Flame in the character's palm

This spell makes flames appear in the caster's hand. The caster can hurl them or use them to touch enemies. The bright flames, which illuminate out to 20 feet as torches do, appear in the caster's open hand and harm neither him nor his equipment.

The caster can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 + 1 point per two levels. Alternatively, he can hurl the flames up to 120 feet as a thrown weapon. When doing so, the caster attacks with a ranged touch attack (with no range penalty) and deals the same damage as with the melee attack. As soon as the caster hurls the flames, a new set appears in his hand.

474. PROGRAMMED ILLUSION

Illusion

Level: Del 6	Range: 120 feet
Casting Time: 6 segments	Duration: See text
Save: Intelligence disbelief	Spell Resistance: No

Effect: Programmed illusion within 4 + 1/level 10-foot cubes

This spell creates an illusion as per the *Hallucinatory Image* 3 (see p.273), except that it is activated when a specific condition occurs. The caster sets the triggering condition (as per a *Magic Mouth* spell) when casting the spell. *Programmed Illusion* remains in place permanently until it is triggered, at which time it lasts for one round per level of the caster when he did cast it.

475. PROJECT IMAGE

Illusion (Shadow)

Level: Del 5, Gry 6	Range: 180 feet
Casting Time: 6 segments	Duration: 1 round/level
Save: See text	Spell Resistance: No

Effect: One shadow duplicate

This spell enables the caster to create a shadow duplicate of herself; it looks, sounds and smells like the caster but is intangible. The shadow mimics her actions (including speech) unless the caster concentrates on making it act differently. The caster can see through its eyes and hear through its ears as if she were standing where it is, and during her turn in a round the caster can switch from seeing through its eyes to seeing normally, or back again. If the caster desires, any spell she casts which range is touch or greater can originate from the shadow instead of from herself. (The shadow is quasi-real, just real enough to cast spells that the caster originates.) The shadow can cast spells on itself, only if those spells affect shadows.

The caster must maintain line of effect to the shadow at all times. If the caster's line of effect is obstructed, the spell ends. If the caster uses a spell that breaks her line of effect, even momentarily, the spell ends.

476. PROTECTION FROM EVIL (CHAOS) (Reversible: PROTECTION FROM GOOD/LAW)

Abjuration

Level: Blk 1, Gry 1, Wht 1	Range: Touch
Casting Time: 1 full round	Duration: 5 minutes/level (D)
Save: None	Spell Resistance: No

Target: One creature

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.

- 1) The subject gains a +2 bonus to AC and a +2 bonus on saving throws. Both of these bonuses apply against attacks made or effects created by evil (i.e. Chaos-aligned) creatures.
- 2) 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 charm and compulsion effects that grant the caster ongoing control over the subject, such as *Domination*). 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*. If the spell 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.
- 3) *Protection From Evil* 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 (i.e. Law aligned) 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. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Reverse: *Protection From Good* is identical, but wards against good creatures (i.e. of Law alignment).

477. PROTECTION FROM EVIL, 10 FT. RAD (Reversible: PROTECTION FROM GOOD/LAW, 10 ft rad)

Abjuration

Level: Blk 3, Gry 3, Wht 4	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Target: One creature

This spell works exactly as the *Protection From Evil* spell, except that it has a longer duration (10 minutes per level), and the aura of protection extends 10 feet around the recipient of the spell rather than 1 foot. Creatures that stay within 10 feet of the recipient also benefit from the spell's protection.

478. PROTECTION FROM FIRE (Variant: PROTECTION FROM COLD)

Abjuration

Level: Nat 3	Range: Touch
Casting Time: 5 segments	Duration: See text
Save: None	Spell Resistance: No

Target: One creature

This spell grants a creature temporary invulnerability to fire. The spell has a maximum duration of 10 minutes per level, or until it has been exhausted. That is, when the spell has absorbed 12 points per caster level of fire damage, it is discharged. The spell protects the recipient's equipment as well.

Protection From Fire however, absorbs only damage. The subject could still suffer unfortunate side effects (such as suffocating from breathing noxious smoke).

Note: *Protection From Fire* overlaps (and does not stack with) *Resist Fire* and *Endure Heat*. If a subject is warded by *Protection From Fire* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a subject is warded by *Resist Fire* and *Endure Heat* at the same time, the resist spell absorbs damage but the endure spell does not.

Variant: *Protection From Cold* is identical, but wards against cold rather than fire.



479. PROTECTION FROM LIGHTNING (Variant: PROTECTION FROM ACID)

Abjuration

Level: Nat 4	Range: Touch
Casting Time: 6 segments	Duration: See text
Save: None	Spell Resistance: No

Target: One creature

This spell operates exactly as per *Protection From Fire*, but wards against electricity (including lightning bolts) instead.

Variant: *Protection From Acid* is identical, but wards against acid rather than electricity.

480. PROTECTION FROM NORMAL MISSILES Abjuration

Level: Gry 3	Range: Touch
Casting Time: 3 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One creature

This spell wards a creature against missiles (such as arrows and crossbow bolts) and ranged weapons (such as thrown daggers, axes or spears). They are simply deflected from the subject, and continue past him harmlessly. However, the deflection is less effective against large and/or enchanted missiles such as magic arrows or big stones, that inflict half damage on the subject if they hit.

481. PURIFY FOOD AND DRINK Transmutation

Level: Wht 1	Range: 10 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: 1 cubic foot per level of contaminated food and water

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. It doesn't prevent subsequent natural decay or spoilage however. 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 nor upon magic potions.

482. PURIFY WATER (Reverse: CONTAMINATE WATER)

Transmutation/Alteration

Level: Nat 1	Range: 30 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None (see text)	Spell Resistance: No

Target: 2 cubic feet per level of contaminated water

This spell turns brackish, contaminated water completely fresh and pure. It will purify two cubic feet of water per level of the caster, up to a maximum range of 30 feet. This spell will even turn liquids

such as alcohol, wine or milk into pure water. On the other hand, a magical potion targeted by the spell gets an item saving throw vs disintegration (though with a bonus of +6 to the save). *Purify Water* can penetrate barriers (such as a glass bottle or wood barrel), but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Reverse: *Contaminate Water* is identical, but will take pure and drinkable water and render it undrinkable. Even holy and unholy water will be ruined by this spell.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

483. PUSH

Evocation

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Target: One object or creature

This spell enables the caster to point toward an object or creature, and instantly push it away from her. This spell might be used in one of the following ways:

- If it is cast on an object weighing less than 1 lb. per caster level, and the item is not firmly attached, it will be projected away to a maximum distance of 10 feet per caster level. Objects that are attached to something, but not too firmly, may be ripped and thrown away if the attaching device fails an item save vs. crushing blow. At GM's discretion, a small and hard enough object could hit a creature that is in its path, dealing 1d4 points of damage + 1 point per caster level. This however requires that the object succeeds an attack roll with a bonus to hit equal to the caster's level.
- If it is cast on an object held by a creature, the creature must succeed a Strength saving throw, or the item is projected away from its hand, as above. If the creature succeeds its saving throw, and the object is a weapon, it nonetheless suffers a penalty to its attack roll equal to the caster's level.
- It might also be cast on a creature, provided it weighs less than 50 lb. per caster level. The creature is allowed a Strength or Dexterity saving throw (as most appropriate to the circumstances) to negate the effect. Otherwise, the likely result is that the creature will stop, and also fall prone to the ground if bipedal.

484. PYROTECHNICS

Transmutation/Alteration

Level: Gry 2, Nat 3	Range: 120 feet
Casting Time: 2 segments	Duration: See text
Save: Constitution negates	Spell Resistance: See text

Target: One fire source, up to a 20-foot cube

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version chosen:

• **Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect blinds creatures within

120 feet of the fire source for 1d4+1 rounds (Constitution negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. In addition to the obvious effects, a blinded creature suffers a -4 penalty to attack rolls in combat and cannot use sight to locate opponents, loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength-based and Dexterity-based skills.

• **Smoke Cloud:** The smoke is a writhing stream of smoke billowing out from the source and forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even infravision, is ineffective in or through the cloud. All within the cloud suffer -2 penalties to all attack and damage rolls, skill checks and saving throws (Constitution negates); see also p.119 for smoke effects on breathing. These effects last for 1d4+1 rounds after the cloud dissipates or after the caster leaves the area of the cloud. Spell 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-foot cube 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.



485. QUEST

Enchantment/Charm [Mind-Affecting]

Level: Wht 5	Range: 10 feet
Casting Time: 8 segments	Duration: Until fulfilled
Save: None, or Charisma negates	Spell Resistance: Yes

Target: One living creature

Quest will compel a subject to perform a mission as stated by the caster. It is often used in conjunction with an *Atonement* spell; or might be cast on a subject as part of a punishment for a crime (to repay a debt). In any case, the subject must be willing to undertake the mission/quest, where the spell will only ensure that he doesn't change his mind thereafter and continues as promised. If the subject is secretly unwilling to perform the quest, the caster will know. Possible objectives for a *Quest* spell are legion; they might include finding and bringing some valuable item to the caster, capturing a castle, slaying a monster, or any number of other tasks. However, this must be a task that can be completed in a reasonable amount of time (less than a year). Once the subject has got *Quest* cast on him, he will do whatever necessary on his own (as compelled by the spell), to bring the task/mission to completion. Note that when the spell is cast, limits and restrictions may be put on how the subject may complete the quest/mission (so for example, the subject may not do it cheating with rules or breaking the law).

Quest can be ended by the spells *Break Enchantment*, *Limited wish* or *Wish*. *Dispel Magic* and *Remove Curse* don't affect it however. In any case, as compelled by the *Quest* spell, the subject won't try to have such spells cast on his behalf, so as to be freed of his duties.



486. RAINBOW

Transmutation/Alteration

Level: Wht 5	Range: 1 mile/level
Casting Time: 1 full round	Duration: 1d4+1 rounds
Save: None	Spell Resistance: No

Effect: Transports caster + up to six creatures

This spell uses a rainbow as a mystical bridge allowing near instantaneous travel between two points. When the spell is cast, a great rainbow appears, which arch begins in front of the caster, and ends anywhere the caster wants within sight and spell range. The rainbow remains in existence for 1d4+1 rounds. The caster can go from one of its extremities to the other in one round, bringing up to six other creatures with him. Nobody can go across the rainbow on its own however. Then, although the caster chooses where the rainbow will get them, destination cannot be determined with precision and arrival remains inconstant. Roll 1d12 to determine where the travelers exit:

01. Travelers exit in the middle of a threat/danger, determined by the GM (enemy camp, quicksand, chasm, etc.)
- 02-06. Travelers exit in a safe location but a few hundreds yards away from the intended landing point.
- 07-11. Travelers exit in a safe location close to the intended landing point.
12. Travelers arrive exactly where the caster wanted it (on top of the tower, in the castle's courtyard, etc.)

Material Component: Either a natural rainbow must be present, or the caster must use a translucent, faceted gem or crystal worth 100 or more gp. that is consumed by the casting. This spell may only be cast outdoors during the day.

487. RAINBOW PATTERN

Illusion [Mind-Affecting]

Level: Del 4	Range: 90 feet
Casting Time: 4 segments	Duration: Conc. +1 round/level
Save: Wisdom negates	Spell Resistance: Yes

Effect: Colorful lights with a 15-foot-radius spread

This spell creates a glowing, rainbow-hued pattern of interweaving colors that captivates those within it. *Rainbow Pattern* captivates a maximum of 24 HD of creatures (provided they aren't blind or sightless). 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. Affected creatures that fail their saves are captivated by the pattern. They cannot move away from the pattern, nor can they take actions other than to defend themselves. An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), the caster can make the rainbow pattern move up to 30 feet per round (moving its effective

point of origin). All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect. Those that are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each subject gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

488. RAISE DEAD

(Reverse: SLAY LIVING)

Necromancy

Level: Wht 5	Range: Touch
Casting Time: 1 hour	Duration: Instantaneous
Save: None (see text)	Spell Resistance: No

Target: The corpse of a recently deceased creature

Raise Dead is a mighty spell that can bring back a deceased creature to life. However, it 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, which may be, at GM's discretion, a difficult (or very difficult) to meet condition.

Raise Dead cures hit-point damage up to a total of 1 hit-point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and 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 subject'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. Constructs, elementals, outsiders (celestials, demons, etc.), and undead creatures also cannot be raised. Lastly, the spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be restored by any magic. If the subject is 1st level, he loses 1 point of Constitution instead. A character who died with spells prepared doesn't have them anymore upon being raised. Lastly, a character who is brought back to life cannot engage in strenuous activity (such as combat, study, or spell casting) for a length of time equal to one day for each day that he was dead. The character may retain glimpses of the afterlife, but they will be useless in terms of practical application.

Material Components: Various incenses, consecrated oils, worth at least 50 gp, plus a vial of holy water.

Reverse: *Slay Living* is also a long ritual taking one hour of casting time, but targets a living creature instead of a recently deceased individual. As such, *Slay Living* cannot be used as a combat spell, but a ceremony of religious significance. First of all, the victim must be bound on some altar or inside a kind of occult figure, and be held motionless until the completion of the ritual. It is generally used during religious ceremonies of evil, consecrating the soul of the victim to the caster's dark god. Sometimes, good-aligned casters may use it to definitely kill a villainous creature that would otherwise regenerate, or could be brought back to life, or would come back as an undead if killed by conventional means, etc. However, in all such cases, what *Slay Living* can really achieve is left at GM's discretion.

Maybe the subject is entitled to a saving throw; and if it fails, the subject normally dies, but if it succeeds the subject only sustains 2d8+1 points of damage.

Limits on the use of Raise Dead: Some GMs have a strong dislike for this spell, because it somewhat cancels the threat of death where PCs are considered. These GMs don't like that it seems so easy to come back from the dead, as much as one can get a *Cure Light Wound* spell from a village's priest. However, it doesn't have to be so. First of all, it usually requires a 9th level spellcaster; this is normally a very accomplished character, hence rare, thus not found in every village waiting for customers to come by. Then, in *FANTASTIC HEROES & WITCHERY*, this spell would normally be gained through learning and recording it in a spellbook, which means that certainly not all white magicians will have it. The GM may thus limit the availability of this spell exactly as he wants. Lastly, there may be theological or occult limitations involved. First of all, a religious spellcaster could be opposed to bringing back to life someone not of his own faith, and even followers of his religion. He might want to first commune with his deity to know if it should be done or not. Generally, only people who had to complete a very important mission, but were thwarted by "evil," would be likely candidates for a *Raise Dead*. Then, demons and occult factors might intervene that would prevent bringing the dead back to life (and in doing so releasing their soul from the afterlife, especially from Hell). Therefore, if no truly good reason exists for bringing someone back to life, a System Shock Survival roll may be called upon (i.e. see Appendix 1: % chance of success with a Constitution check); if it is failed once, the character may never be brought back to life.

489. RAY OF ENFEEBLEMENT

Necromancy

Level: Blk 2, Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: 3 + 1/level rounds
Save: Constitution negates	Spell Resistance: Yes

Target: One creature

This spell lets a black ray spring from the caster's hand to strike a target (no attack roll is necessary). If the subject fails a Constitution saving throw, it then suffers a -1d6 penalty to Strength, with an additional -1 per two caster levels, though the subject's Strength score cannot drop below 1. When applied to creatures without strength score indicated, the spell will impose a -1 penalty to attack and damage rolls per two points of Strength loss.

490. READ MAGIC

Divination

Level: Blk 1, Del 1, Gry 1, Wht 1	Range: Personal
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to understand the actual content of unintelligible magical writings, as typically found on a spell-book or magic scroll (or any other object such as a command word on a magic wand). 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 the character has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of *Read Magic*. The caster can read at the rate of one page (250 words) per 1d4 minutes.

Note however, that even if *Read Magic* reveals what a formula in a spell-book is about, the caster must still learn it before being able to prepare and cast it. *Read Magic* furthermore doesn't enable him to learn and cast spells from a list (or a spell's level) his character class (or own caster level) hasn't access to.

491. RECALL PAIN

Enchantment/Charm [Mind-affecting]

Level: Blk 2	Range: 60 feet
Casting Time: 2 segments	Duration: Instantaneous
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

Recall Pain enables the caster to bring back into the subject's mind, several of the traumas he suffered in its life, with a so vivid strength, that the subject suffers again from them simultaneously, up to the point of manifesting actual wounds on its body. As such, the target takes damage as past wounds impinge briefly on the present. However, not all subjects suffered an equal amount of injury in their lives. As such, either the GM has a definite idea about it (e.g. the noble woman who all of her life was safe and in good health, would suffer nothing from this spell; or the orc king who fought so many battles that he might suffer 10d6 points of damage by this spell), or may use the table below:

Age	Damage	Lifestyle	Modifier
Baby	None	Standard	None
Child	1d6	Quiet	-1d6
Young	2d6	Warlike	+2d6
Adult	3d6	Lucky	-1d6
Old	4d6	Unlucky	+2d6

Note that this spell is only effective upon living creatures, not constructs, undead, or elemental creatures.

492. REDIRECT TROUBLESOME PEOPLE

Enchantment-Charm [Mind-affecting]

Level: Del 2	Range: 30 feet
Casting Time: 2 segments	Duration: 2d4 + 1/level rounds
Save: Intelligence negates	Spell Resistance: Yes

Target: One living creature

This spell will cause the subject to redirect his intended actions toward another person instead of the caster. Upon casting, the caster declares: "IT'S NOT ME, IT'S HIM (or HER)!", and designates another humanoid within line of sight. If the subject fails an Intelligence saving throw to disbelieve, the interaction that the subject was about to have with the caster is instead directed toward the designated humanoid. For as long as the spell remains in effect the subject continues to believe that the other humanoid is actually the caster and acts accordingly.

This spell may be used in melee combat to re-direct an attacker to another person. Then, it might be used in a variety of situations, such as re-directing a beggar, a street pick-pocket, a tax collector, the watch coming to arrest the caster, an importune admirer, etc.

If the spell is cast while the interaction has already begun (e.g. in the middle of a fight), the subject gets a +4 bonus to his save. A similar +4 bonus applies if the caster re-directs the subject against one of the subject's allies/friends. Finally, if there is no visible humanoid in the vicinity onto whom redirect the subject, the spell fails.

493. REFLECTING POOL

Divination

Level: Nat 2	Range: See text
Casting Time: 10 minutes	Duration: 1d6 + 1/level rounds
Save: None	Spell Resistance: No

Effect: Magical sensor to spy on distant subjects

Reflecting Pool works as per the *Magic Font* spell (see p.293), except that it can only scry subjects on the same plane as the caster, and uses a natural pool of water as the focus. The pool cannot be larger than a few feet in diameter, and must be filled with relatively clean and clear water. When the caster uses an exceptional pool (such as one normally inhabited by fey creatures, or with particularly clear and unblemished water), the spell's duration is doubled.

494. REGENERATE

(Reverse: WITHER)

Necromancy

Level: Wht 7	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One living creature

This spell grows back a subject's severed body members, broken bones, and ruined organs. 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 minutes otherwise. *Regenerate* also cures 1d8 points of damage +1 point per caster level.

Reverse: *Wither* causes a touched appendage to wither and fall away to dust within 2d10 minutes. A successful touch attack must be made (during the following round) in order to cast the spell upon an unwilling victim, but the victim does not receive a saving throw.

495. REINCARNATE

Conjuration/Summoning

Level: Nat 7	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: See text	Spell Resistance: No

Target: The corpse of a recently deceased creature

Reincarnate is not only a powerful spell, it is also a calling upon greater spirits of nature, so they give a second chance (i.e. a second life) to a deceased individual. That is, so they will create a new body

in which the soul of a sentient creature dead for no longer than a week, may be reincarnated. The spell must be cast in the depths of a sacred forest, and can only be cast at dawn after a night of prayer. Less than one hour (i.e. 1d6 turns) later, the subject will appear in his new body near the remains of his previous one (that will then crumble to dust). The caster has little control over the subject's new body however, that is determined using the following table:

d100	New Body	d100	New Body
01-02	Badger (or Monkey)	29-35	Centaur
03-04	Bear (or Gorilla)	36-38	Dwarf
05-06	Boar	39-42	Elf (High)
07-08	Crow (or Parrot)	43-49	Elf (Sylvan)
09-10	Eagle	50-56	Gnome
11-12	Fox (or Wild dog)	57-58	Half-elf
13-14	Hawk	59-60	Half-orc / Hobgoblin
15-16	Horse (or Zebra)	61-66	Halfling
17-18	Lynx (or Panther)	67-72	Human
19-20	Owl	73-78	Lizard-folk / Reptilian
21-22	Raccoon	79-84	Primate
23-24	Stag (or Antelope)	85-90	Winged Folk
25-26	Wolf (or Hyena)	91-95	Caster chooses
27-28	Wolverine (or Lion)	96-00	Subject chooses

Since the dead subject is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor, though there must be some remains on which to cast the spell. The new body is one of a young adult in perfect health. Physical characteristics (Strength, Dexterity and Constitution) are rolled anew, but mental characteristics (Intelligence, Wisdom and Charisma) are those of the former life (though the new body's racial adjustments must be applied to them). At first, the character is disoriented and keeps but vague memories of his past life, but they will come back in 1d6 days. At this point, the character will begin to recall his past character class, and levels will come back at the rate of one per day, up to a maximum of one less than in his previous body. However, the subject will be constrained by the limitations of his new body's specie in this regard. The subject might be forced to begin anew as a 1st level character in a new class. Then, a subject reincarnated as an animal won't be able to get any class at all, only increased hit-dice. Note however that a *Miracle*, *Limited Wish* or *Wish* spell would allow the caster (or subject!) to choose his new specie's body.

Limits on the use of Reincarnate: First of all, a creature that has been turned into an undead or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders (celestials, demons, etc.), and undead cannot be reincarnated. Then, the subject of this spell must be willing to return; the soul might not want to live again, or might object to coming back into a different body (especially if it is that of an animal). In this case, a special roll may have to be made (i.e. see Appendix 1: % chance of success with a Wisdom check); if it is failed once, the subject may never be brought back to life. Then, *Reincarnate* is not a mundane low-level spell one can use at leisure. The greater spirits that are called upon for this spell may resent being called too often. This is left at GM's discretion, but they might resent being called upon more than once for the same creature, or more than once per year (for different creatures). They may grant the least desirable body (e.g. that of a squirrel) to signify their displeasure...

496. REINCARNATION

Necromancy

Level: Blk 6, Gry 6	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: Constitution negates	Spell Resistance: No

Target: One recently deceased creature

Reincarnation brings back the soul of a deceased living person into a new body that may be or may not be a living creature. The caster must have a body at his disposal, from which the soul departed if it formerly had one (i.e. if he is stealing someone else's body). Here is the most common options used with this spell:

- **Cloned body:** It may be possible for the caster to recreate a new body for the deceased subject with a *Clone* spell, then cast *Reincarnation* to bring back the subject's soul into it. Since the returning soul is reincarnated into a body that is identical to the one it had in its former life, no saving throw is necessary (success is automatic). The subjects is back as before, but the process nonetheless makes him lose a class level.

- **Living body:** An evil sorcerer (typically a necromancer) might kidnap a person whose body seems appropriate, and remove her soul with another spell such as *Soul Abduction*. This body must be kept alive and soulless, then, upon casting *Reincarnation* it will inject the subject's soul into that stolen body. The new person must make a Constitution saving throw. If it is failed, the spiritual transplant doesn't occur and never will. If it is successful, the character has a new life. His physical attributes (Str, Dex, Con) are that of the new body, but his mental attributes (Int, Wis, Cha) are those of his former life. The subject also recovers all his precedent class levels minus one. *Dispel Magic* and such spells won't have any effect on the subject, but a *Wish* spell could.

- **Mechanical body:** An enterprising caster may try to reincarnate the soul into a construct. This could be a Frankenstein-like body made of remains gathered on fresh corpses; or it might be a mechanical body, such as a futuristic bio-droid or a magically animated statue. Creating such a body requires a lot of powerful magic and technology though (the caster may have to devise specific spells), and the subject must succeed a Constitution saving throw at -4 to incarnate into such a body.

497. REMOTE VIEWING

Divination

Level: Psi 3	Range: See text
Casting Time: 1 full round	Duration: Up to 5 rounds/level
Save: None	Spell Resistance: No

Effect: See text

This power enables the psychic to see and hear some creature, who may be at any distance. The caster must succeed at a Detection skill check to do so. The difficulty of the task depends on how well the caster knows the subject and what sort of physical connection (if any) he has to that creature. Furthermore, if the subject is on another plane, the caster gets a -5 penalty on the Detection check. The caster must concentrate and do nothing else to use this ability, with a maximum duration of 5 minutes per level.

Knowledge	Detection DC
Familiar (Know the subject well)	5
Firsthand (Have met the subject)	10
Secondhand (Have heard of the subject)	15
None*	20

*A caster must have some sort of connection to a creature whom he has no knowledge of. Use the table below:

Connection	Skill Check Bonus
Body part, lock of hair, nail clippings, etc.	+10
Possession or garment	+8
Likeness or picture	+5

As a side effect, this power creates a barely detectable translucent image (roughly similar to the caster's own, but not enough to allow recognition) located near the subject. Any creature with an Intelligence score of 12 or higher can notice the image with a successful Detection skill check at DC 20.

498. REMOVE CURSE

Abjuration

Level: Gry 4, Wht 3	Range: Touch
Casting Time: 6 segments	Duration: Instantaneous
Save: Charisma negates	Spell Resistance: Yes

Target: One creature, or one item

This spell allows the caster to remove curses from persons and objects, and the spell can have a variety of other applications against malevolent manifestations. Magical items imbued with curses cannot be destroyed by the spell's power, but use of the spell upon a person under the influence of such an item, will generally free her from the curse and allow her to be rid of the item. Note that in some cases a cursed item may have the victim want to keep it. In such cases, if the victim is aware of the *Remove Curse* being cast, she could make a saving throw to resist it.

Remove Curse counters and dispels *Bestow Curse*. Note that certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

499. REMOVE FEAR (Reversible: CAUSE FEAR)

Abjuration

Level: Wht 1	Range: 30 feet
Casting Time: 4 segments	Duration: 10 minutes; see text
Save: Charisma negates	Spell Resistance: Yes

Targets: One creature per four levels, within a 30 ft. diameter area

The caster instills courage in the subjects, granting them a +4 bonus to saving throws against fear effects for 10 minutes. If a subject is already under the influence of a fear effect when receiving the spell, the fear is suppressed for the duration of the spell.

Reverse: *Cause Fear* frightens living creatures of up to 5 HD, compelling them to flee in terror for 1d4 rounds.

Remove Fear counters and dispels *Cause Fear*.

500. REMOVE PARALYSIS

Abjuration

Level: Wht 3	Range: 30 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Targets: Up to four creatures, within a 30 feet diameter area

The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch 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 them. If cast on three or four creatures, each receives another save with a +2 bonus. The spell automatically fails if some wall or other barrier lies between the caster and the targets. The spell does not restore ability scores reduced by penalties, damage, or drain.

501. REPEL VERMIN

Abjuration

Level: Nat 4, Wht 4	Range: 10 feet
Casting Time: 4 segments	Duration: 10 minutes/level
Save: See text	Spell Resistance: Yes

Area: 10-foot-radius emanation centered on the character

An invisible barrier holds back vermin, that is: insects, lice, spiders, etc., including rot-grub, book worms, and such, as well as supernatural or summoned vermin. A vermin with less than one-third the caster's level in HD cannot penetrate the barrier. A vermin with at least one-third the caster's level in HD can penetrate the barrier if it succeeds at a Strength saving throw. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters the less aggressive sort.

502. REPULSION

Abjuration

Level: Gry 6	Range: Personal
Casting Time: 6 segments	Duration: 1 round/level (D)
Save: Strength negates	Spell Resistance: Yes

Area: Up to 10-ft.-radius /level emanation centered on the caster

When the spell is cast, an invisible, mobile field surrounds the caster and prevents creatures from approaching her. The caster decides how big the field is at the time of casting (up to the limit her level allows). Creatures within or entering the field must attempt Strength saving throws. If they fail, they become unable to move toward the caster for the duration of the spell. Repelled creatures' actions are not otherwise restricted. If the caster moves closer to an affected creature, nothing happens (it is not forced back). The creature is free to make melee attacks against the caster if she comes within reach. If a repelled creature moves away from the caster and then tries to turn back toward her, it cannot move any closer if it is still within the spell's area.

Repulsion is indiscriminate, repelling friends and foes alike. Then, it has no effect on objects, so doesn't protect against constructs.

503. RESILIENT SPHERE

Evocation

Level: Gry 4	Range: 40 feet
Casting Time: 4 segments	Duration: 2 rounds/level
Save: Dexterity negates	Spell Resistance: Yes

Effect: 1-foot-diameter /level sphere, centered around a creature

This spell enables the caster to enclose a creature in a globe of force, provided it 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 wand of negation, *Disintegrate*, or a targeted *Dispel Magic* spell. These 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 only effect that act produces, is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.



504. RESIST COLD

Transmutation/Alteration

Level: Psi 1, Wht 1	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One creature

When this spell is cast, the recipient gains supernatural resistance to cold. The subjects becomes immune to natural cold, and as such could stand unharmed, naked in a zero degrees Fahrenheit temperature, or well clothed in the middle of a blizzard. Against cold magical attacks (such as a *Cone of Cold* spell or white dragon's breath), the subject gains a +3 bonus to his saving throws, taking one half damage if the save is failed, and one quarter damage if

the save is successful. The saving throw is permitted even against attacks that would not ordinarily allow a saving throw (such as with an *Ice Storm* spell).

Note that the spell protects the recipient's equipment as well, but only protects against damage. The subject could still suffer unfortunate side effects.

505. RESIST FIRE

Transmutation/Alteration

Level: Psi 2, Wht 2	Range: Touch
Casting Time: 5 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One creature

When this spell is cast, the recipient gains supernatural resistance to heat and fire. The subject becomes immune to normal heat and fire, and as such could stand unharmed, naked into the middle of a bonfire, or in full-plate armor under the sun of a hot desert. Against magical fire attacks (such as a *Fireball* spell, or red dragon's breath), the subject gains a +3 bonus to his saving throws, taking one half damage if the save is failed, and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily allow a saving throw.

Note that the spell protects the recipient's equipment as well, but only protects against damage. The subject could still suffer unfortunate side effects.

506. RESTORATION (LESSER)

Necromancy

Level: Wht 4	Range: Touch
Casting Time: 5 rounds	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One creature

This spell enables the caster to cancel any magical or supernatural effect that reduced one of the subject's ability scores, or made her lose an experience level (such as by an undead's energy drain attack). *Lesser Restoration* thus restores one experience level or one ability point previously lost, provided the loss occurred no more than 1 day per caster level ago. Note however, that it doesn't restore levels or Constitution points lost due to death (i.e. when applied to characters raised from the dead).

507. RESTORATION (GREATER)

Necromancy

Level: Wht 7	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One creature

This spell works exactly as per *Lesser Restoration*, but is effective after up to three days per caster level, and restores all experience levels and attribute points lost, at once.

508. RESURRECTION

(Reverse: DESTRUCTION)

Necromancy

Level: Wht 7	Range: Touch
Casting Time: 1 hour	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Target: The corpse of a deceased creature

This spell is an improved, more powerful version of *Raise Dead*. It enables the caster to bring back to life creatures who have been dead for up to 10 years per caster level. 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. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of a *Resurrection* spell also doesn't lose any Constitution points nor experience levels. On the other hand, the spell cannot bring back a creature who has died of old age, and constructs, extra-planar beings (such as elementals or demons), and undead cannot be raised. Note also that none of the dead creature's equipment or possessions are affected in any way by this spell.

Reverse: *Destruction* is also a long ritual taking one hour to perform, used only in exceptional cases to utterly destroy a creature.

509. REVERSE GRAVITY

Transmutation/Alteration

Level: Gry 7	Range: 90 feet
Casting Time: 7 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Area: Up to one 10-foot cube per 2 levels

This spell reverses gravity in the spell's area, causing all unattached objects and creatures within it to fall upward and reach the top of the area in 1 round. If some solid object 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 there's something for them to hold onto, creatures caught in the area can attempt Dexterity saves to secure themselves when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

510. ROPE TRICK

Transmutation/Alteration

Level: Del 3, Gry 2	Range: Touch
Casting Time: 2 segments	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Target: One touched piece of rope from 5 to 30 feet long

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs per-

pendicular to the ground as if affixed at the upper end. The upper end is, in fact, fastened to an extra-dimensional space that extends from the prime material plane into the Ethereal plane. Creatures in this extra-dimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes or extend into the Ethereal. The space may contain up to eight creatures (of any size). They 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 force greater than that can pull the rope free.

Spells cannot be cast across the inter-dimensional interface, nor can area effects cross it. Those in the space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present in the Prime Material Plane, but it's invisible, and even creatures that can see it somehow can't see through it (unless their sight extends into the Ethereal plane). Anything inside the 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: One may not reach inside the space from the Ethereal plane, unless using a *Dimension Door* or *Teleport* spell. Creating an extra-dimensional space within, or taking an extra-dimensional space (such as a bag of holding) into another existing extra-dimensional space is hazardous.

511. RUN

Transmutation/Alteration

Level: Gry 1	Range: Personal
Casting Time: 1 segment	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Target: Caster

Once the spell is cast, the caster's speed and maximum jumping distances both double. In addition, the caster gets a +2 bonus to AC and Dexterity saving throws when the spell is in effect.

512. RUSTING GRASP

Enchantment/Charm [Mind-affecting]

Level: Blk 2, Nat 4	Range: Touch
Casting Time: 4 segments	Duration: See text
Save: None	Spell Resistance: No

Target: One non-magical ferrous object (or the volume of the object within 3 feet of the touched point), or one ferrous creature

This spell lets the caster corrode iron (and iron alloy) items at a touch. They instantaneously become rusted, pitted, and worthless, effectively destroyed. If the item touched is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. However, magical items are immune to this spell.

The caster may employ *Rusting Grasp* in combat with a successful melee touch attack. *Rusting Grasp* used in this way instantaneously destroys 1d6 points of AC gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion. Weapons in use by an opponent targeted by the spell are more

difficult to grasp. The caster must succeed at a melee touch attack against an AC = opponent's BtH (note that the caster must touch the weapon and not the other way around). A metal weapon that is hit is instantaneously destroyed.

Against iron creatures (e.g. metal robots, but not iron golems since they are magical), *Rusting Grasp* instantaneously deals 3d6 points of damage +1 per caster level, per successful attack. The spell lasts for 1 round per level, and the caster can make one melee touch attack per round.

Note that a coating of paint on a metal item won't prevent the spell to work against it. It would require at least thick leather (such as a sword's scabbard) to prevent a touch attack affect the metal item.



513. SANCTUARY

Abjuration

Level: Wht 1	Range: Touch
Casting Time: 4 segments	Duration: 2d4 + 2/level rounds
Save: Wisdom negates	Spell Resistance: No

Target: One creature

A *Sanctuary* spell makes a subject seem an irrelevant, non-hostile target, one that her enemies will ignore. In order for any foe to attack the recipient of the spell, the enemy must make a successful Wisdom saving throw. Failing the saving throw permits the enemy to attack another target, but the subject will be completely ignored. The spell does not prevent an enemy from including the recipient of the spell within the area of effect of a hostile spell, provided that the recipient is not the intended target. The subject may not undertake any hostile actions while protected by a *Sanctuary*, or the spell's power will be dissipated and end. However, the subject may cast spells and otherwise act in ways that are not directly hostile, such as curing wounds, casting a spell such as *Bless*, or even stealing an item if faith and alignment permit (however, stealing an object on a foe would be considered an hostile action).

514. SCARE

Necromancy [Mind-Affecting]

Level: Blk 2, Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: 1d6 + 1/level rounds
Save: Charisma negates	Spell Resistance: Yes

Target: All creatures within a 30 feet diameter area

This spell projects malignant emanations from the Netherworld within the area of effect, that affect all living creatures of less than 6 HD with inexplicable shudders of fear. Those that fail a Charisma save, will flee the caster as best they can. Those who are unable to flee may fight, but the terror hinders them. That is, all subjects suffer a -2 morale penalty on attack and damage rolls, skill checks and saving throws.

515. SCARY TALES

Enchantment/Charm [Mind-affecting]

Level: Blk 1	Range: 15 feet
Casting Time: 1 full round	Duration: 3d6 hours
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature

This spell enables the caster to recount a horrifying story to a humanoid capable of understanding it (the caster must spend several minutes telling it just after casting the spell), and if the target fails a Wisdom saving throw, he becomes so disturbed by it that he is unable to sleep for the following 3d6 hours. Cast on a guard on duty, it would prevent him to doze during his watch; cast on a magic-user before the night, it would prevent the latter to recover spells in the morning; cast on anyone else, it would make them exhausted the following day, thus suffering a -1 or -2 penalty to all attack and damage rolls, skill checks and saving throws until they get rest; etc. However, this spell effect grants no immunity nor saving throw bonus against any magic that would make a creature sleep.

516. SCREEN

Illusion

Level: Del 7, Gry 8	Range: 60 feet
Casting Time: 10 minutes	Duration: 1 day (24 hours)
Save: See text	Spell Resistance: No

Area: One 30-foot cube per level

This spell enables the caster to dictate what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Then, attempts to scry the area (such as with a magical crystal ball or the *Remote Viewing* power) automatically detect the image stated by the caster with no save allowed.

Direct observation may allow an Intelligence save (as per a normal illusion) however, if there is cause to disbelieve what is seen. Nonetheless, even entering the area does not cancel the illusion or necessarily allows a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion. This illusion is otherwise as per the *Hallucinatory Image* 3 spell.

517. SECRET PAGE

Transmutation/Alteration

Level: Blk 3, Gry 3	Range: Touch
Casting Time: 10 minutes	Duration: Permanent
Save: None	Spell Resistance: No

Target: One page of up to 2 feet square

This spell essentially puts two different contents on the same page, hiding one under the other. The hidden content is revealed when the caster speaks a command word determined when the spell was cast. Speaking the command word a second time will hide again that content under the other. As such, the spell could be used on every page of a spellbook so it appears like a readable treatise on heraldry or some religious work, for examples. Only the caster

would know the command word and be able to prepare spells from the book; everyone else would not suspect its hidden nature.

The *Secret Page* is such, that *Confuse Languages* and *Explosive Runes* may be cast on it. On the other hand, *Comprehend Languages* is useless to read the hidden content, though it might help read the visible content. A *True Seeing* or *Detect Magic* spell will reveal the secret page's magical aura, but not that a text is hidden under another. Then, *Erase* can destroy the apparent content, while a successful *Dispel Magic* will destroy the page in its entirety.

Material Component: The inscribed page that will be merged / put over the page that will be hidden.

518. SENDING

Evocation

Level: Gry 5	Range: See text
Casting Time: 10 minutes	Duration: 1 round (see text)
Save: None	Spell Resistance: No

Target: One creature

This spell enables the caster to contact a particular creature with whom she is familiar and send a short message of twenty-five words or less to the subject. The subject recognizes the caster if it knows her, and can answer in a like manner immediately. Creatures with Intelligence scores as low as 1 can understand the *Sending*, though the subject's ability to react is limited normally by its Intelligence. Even if the *Sending* is received, the subject is not obligated to act upon it in any manner.

If the target creature is not on the same plane of existence, there is only 5% chance per level that the *Sending* reaches it. (Local conditions on other planes may worsen this chance, at GM's option.)

519. SENSE LINK

Divination

Level: Psi 1	Range: 120 feet
Casting Time: 1 segment	Duration: 3 rounds/level (D)
Save: Charisma negates	Spell Resistance: Yes

Target: One living creature

This power enables the psychic to sense what the subject creature senses. Only one sense is linked, and the psychic may not switch between senses with the same use of the power. Once *Sense Link* is cast, the link persists even if the subject creature moves out of the original casting range (but the link does not work across planes). Note however, that the psychic doesn't control the creature, nor can the psychic communicate with it via this power.

The psychic must concentrate to access the linked sense. If he does not concentrate, that sense returns to his own immediate surroundings. The psychic is subject to any gaze attack met by the subject creature (if the linked sense is sight). A successful *Dispel Magic* cast on the psychic or the linked creature ends the power. With respect to the psychic's own blindness, deafness, and so on, the linked creature is an independent sensory organ. When linked to a subject, the psychic makes his own perception checks, such as Detection, regardless of the subject's Detection skill checks results, if any.

520. SENSE SCRYING

Divination

Level: Psi 4	Range: Personal
Casting Time: 4 segments	Duration: 24 hours
Save: None	Spell Resistance: No

Area: A 120-foot-radius emanation centered on caster

When this power is active, the caster immediately becomes aware of any attempt to observe him by means of divination spells (such as *Clairaudience/Clairvoyance* or *Remote Viewing*) and other magical scrying. The power's effect radiates from the caster and moves as he moves. If the divination attempt originates within the area, the caster also knows its location. If the attempt originates outside this range, the caster must succeed an Intelligence saving throw to get a visual (mental) image of the spying creature and a sense of its direction and distance from the caster (accurate to within 10% of the distance). Note this will just be a mental, visual image that won't pierce a disguise nor reveal an identity. Then, if the spy is protected by some appropriate magic, no image will be gained.

521. SEPIA SNAKE SIGIL

Conjuration/Summoning

Level: Blk 3, Gry 3	Range: Touch
Casting Time: 10 minutes	Duration: See text
Save: Dexterity negates	Spell Resistance: Yes

Target: One book or written work

This spell makes a small symbol appear 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. Then, 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 the text. The victim is allowed a Dexterity 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 the caster's command or when 1d4 days +1 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. The subject is preserved in a state of suspended animation, unaware of his surroundings. The subject can be damaged by outside forces (and perhaps even killed), since the field provides the subject with no protection against physical injury. However, if the subject is reduced to -1 to -9 hit points, the subject does not lose hit points or stabilize 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.

Sepia Snake Sigil has a permanent duration until triggered by a reader, or until the surface onto which the sigil had been cast (usually a parchment or book page) has decayed and crumbled to dust.

522. SEQUESTER

Abjuration

Level: Gry 7	Range: Touch
Casting Time: 1 full round	Duration: 1d8 + 1/level days
Save: None (see text)	Spell Resistance: No

Target: One creature, or one object (up to a 2-foot cube per level)

This spell makes an object or a creature invisible to both normal sight and divination spells. That is: the spell not only prevents divination spells from working to detect or locate the subject, it also renders it invisible to any form of sight or seeing. Nonetheless, the spell does not prevent the subject from being discovered through tactile means or through the use of magic devices.

The spell is however less useful to creatures than it is to objects. A creature (including undead) affected by *Sequester* becomes comatose and is effectively in a state of suspended animation until the spell wears off or is dispelled. If the spell is to be cast against an unwilling target, the caster must succeed a melee touch attack, and then the target is entitled a Constitution saving throw to negate the spell's effect.

523. SERPENT'S STARE

Enchantment/Charm [Mind-Affecting]

Level: Blk 1, Psi 1	Range: 30 feet
Casting Time: 1 segment	Duration: Concentration
Save: Charisma negates	Spell Resistance: Yes

Target: One creature up to the caster's level in HD

This spell enables the caster to transfix a subject with a deep, frightening stare. As long as the caster maintains concentration, the enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, etc. If the caster breaks concentration for any reason, the spell ends immediately.

524. SERVITUDE SPELLS IMMUNITY

Abjuration

Level: Gry 8	Range: 20 feet
Casting Time: 1 full round	Duration: 1d4 + 1 hours
Save: None	Spell Resistance: No

Targets: Up to five creatures, within a 20 feet diameter area

This spell grants the subjects a saving throw bonus against all mind-affecting spells and supernatural effects (such as a vampire's gaze). The bonus granted depends on the number of targets:

Number of the spell's beneficiaries	Granted bonus
1 subject	+10
2 subjects	+8
3 subjects	+7
4 subjects	+6
5 subjects	+4

525. SHADES

Conjuration/Summoning

Level: Del 6	Range: 120 feet
Casting Time: 6 segments	Duration: 1d6 + 1/level rounds
Save: None	Spell Resistance: No

Effect: Up to 12 HD worth of shadow creatures

This spell creates mindless monsters out of the Plane of Shadow, to attack any creature designated by the caster. The caster can choose to manifest either four 3 HD shades, two 6 HD shades, or one 12 HD shade. They can only be born out of shadowy areas, and their strength depends on the amount of shadow present around them.

- **Minor shade:** Small size; 3d8 HD; AC 13; BtH +2; Dmg 1d6 + *Cause Fear* spell effect; Mvt 30 feet; Save 14.
- **Major shade:** Medium size; 6d8 HD; AC 15; BtH +5; Dmg 1d10 + *Cause Fear* spell effect; Mvt 30 feet; Save 12.
- **Greater shade:** Large size; 12d8 HD; AC 17; BtH +11; Dmg 2d8 + *Ghoul Touch* spell effect; Mvt 40 feet; Save 9.

In all cases the shades are immune to non-magical weapons, cold, poison, and paralyzation, as well mind-affecting spells and effects; They also are very difficult to notice in shadowy or dark conditions, requiring a Detection skill check at DC 20.

When the shades enter areas of bright light, they suffer a -2 penalty to their AC and saving throws, as well as a -1 hit-point per hit-die and a -1 penalty to their attack and damage rolls. In areas of strong shadows (such as on the Plane of Shadow, outdoors during full moonlight, or in dungeons lit by but a few flickering torches), the shades gain a +2 bonus to their AC and saving throws, as well as a +1 hit-point per hit-die and a +1 bonus to their attack and damage rolls.



526. SHADOW DOOR

Illusion

Level: Del 5	Range: See text
Casting Time: 2 segments	Duration: 2d4 + 1/level rounds
Save: None	Spell Resistance: No

Target: See text

This spell makes an illusory door (or opening, portal, window, etc.) appear wherever the caster wants within 30 feet of himself. As an illusion, it provides both visual and tactile components, and can be

any shape, color, etc., the caster wants. He could even cast it on an existing door, with the illusion being totally indistinguishable from it. Then, when the caster touches the illusory doorway, the illusion has him step through it then leave, but the caster truly becomes invisible as per an *Improved Invisibility* spell and can go wherever he wants while the illusion of the door remains. Spells like *Detect Invisibility* or *Detect Illusion* are powerless against *Shadow Door*, but *True Seeing* will reveal it for what it is.

527. SHADOW MAGIC

Illusion

Level: Del 5	Range: 120 feet
Casting Time: 5 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Area: Either a 20-foot-radius spread or 120-foot cone (20 ft. rad)

This spell enables the caster to seemingly cast an evocation spell of destruction. *Shadow Magic* draws on the Plane of Shadow to create a semi-real elemental effect of phantasmal nature, that will affect the targets as a real evocation spell if they fail their Intelligence saving throw. Upon casting, the character chooses the element the spell will apparently produce (i.e. Acid, Cold, Fire, or Lightning), as well as if it will manifest in a 40 feet diameter area (to a maximum range of 120 feet), or if it will manifest as a cone beginning at the caster's hand and being up to 120 feet long (with a 5 feet diameter at the base and 15 feet at the end). In any case, the spell deals 1d6 of damage per caster level, with additional effects resulting from contact with the element (such as certain creatures being especially vulnerable to fire).

Creatures targeted by this spell are granted a Dexterity saving throw for half damage. However, if the targeted creature has a reason to doubt the reality of the spell, it gains an Intelligence saving throw to disbelieve the illusion. Creatures who succeed their save only suffer 1 point of damage per caster level. Note that creatures immune to illusions, or unable to perceive them (such as a comatose character), and those who have a *Detect Illusion*, *True Seeing*, or similar effect running, automatically succeed their save.

Lastly, due to its partially real nature, the spell can nonetheless deal some limited damage to non-living objects. Objects seem to be superficially burned, corroded, etc. If an item saving throw is called for, the item gets a +6 bonus to make it.

528. SHADOW MAGIC (DEMI)

Illusion

Level: Del 6	Range: 180 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Area: Either a 20-foot-radius spread or 120-foot cone (20 ft. rad)

This spell is an improved version of *Shadow Magic* above. It works the same, except that it is more powerful, dealing 1d8 of damage per caster level, and it is more real ("demi" refers to the fact that it is half real). As such, a targeted creature who had a reason to doubt its reality, or one immune to illusions, etc., still suffers 1d4 points of damage on a successful disbelief save. Objects make a saving throw against *Demi-Shadow Magic* at +2 (instead of +6).

529. SHADOW MONSTERS

Illusion

Level: Del 4	Range: 90 feet
Casting Time: 4 segments	Duration: Conc. + 1d4 rounds
Save: See text	Spell Resistance: Yes

Effect: Up to 8 HD worth of illusory creatures

This spell enables the caster to use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures. The shadow monsters created by the spell are selected by the caster (provided he has the appropriate focus). They all must be the same kind of creatures, and cannot total more than 8 hit-dice.

Shadow monsters only have 25% (a quarter) of the hit-points as the real creatures they simulate, but otherwise look perfectly real, and seem to have all of their normal abilities and weaknesses. Creatures who interact with the shadow monsters, can make Intelligence saves to recognize their shadowy nature (i.e. they see the monsters as transparent images superimposed on vague, shadowy forms). Those who fail their saving throw believe the monsters to be real, and thus are affected by them at full strength. Those who successfully disbelieve the shadow monsters, take only one-fourth damage from their attacks. If the disbelieved attack has a special effect other than damage, that effect is one-fourth as strong (if applicable) or only 25% likely to occur. Note otherwise that a shadow monster cannot have magic resistance, is immune to all mind-affecting spells and poison, and its base saving throw is that of the caster. A shadow monster that is disbelieved has an armor class of 10. Lastly, when a shadow monster is slain, its (useless) corpse remains as long as the spell is still in effect. Only when the spell ends, does a shadow monster or its corpse fade away in a puff of dark smoke.

In any case, whether they are believed or not, shadow monsters remain but phantasms. For example, they do not cast real spells (e.g. a shadow ogre-magi would not cast a *Cone of Cold*, then attack, etc., all of this may not be created by but a single 4th level illusion spell!). When the spell ends (even if the shadow monsters were slain before end of spell duration), those who believed in the illusions, and were affected by it, recover 75% of the hit-points lost to the shadow monster, and have a 75% chance that any non-damaging magical effect they suffered, be cancelled. Those who were killed by the shadow monster awoken.

Focus: A small statuette of the creature to be manifested by the *Shadow Monster* spell, made from a bone of a member of the creature's specie. The caster may have several different such statuettes, and choose which creature to manifest when casting the spell.

530. SHADOW MONSTERS (DEMI)

Illusion

Level: Del 5	Range: 120 feet
Casting Time: 5 segments	Duration: Conc. + 1d6 rounds
Save: See text	Spell Resistance: Yes

Effect: Up to 10 HD worth of illusory creatures

This spell operates exactly as per *Shadow Monsters* (above), except that it is more powerful: It can create 10 HD worth of shadow monsters, and all percentages are at 50% (rather than 25%, or 75% for recovery).

531. SHADOW WALK

Transmutation/Alteration

Level: Blk 7, Del 7	Range: Touch
Casting Time: 1 segment	Duration: 1 hour/level (D)
Save: See text	Spell Resistance: Yes

Target: Up to one creature per level

To use this spell, the caster must be in an area of heavy shadows. The caster and any creature he touches are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. The caster can take more than one creature along with him (subject to his level limit), but all must be touching each other.

In the region of shadow, the caster can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a character 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. The caster knows where he will come out on the Material Plane.

Shadow Walk can also be used to travel to other planes that border on the Plane of Shadow, but this requires the potentially perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. This transit normally takes 1d4 hours.

Any creatures touched by the caster when the spell is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow the caster, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by the caster). Creatures unwilling to accompany the caster into the Plane of Shadow are entitled a Wisdom saving throw to negate the effect.

532. SHAPE CHANGE

Transmutation/Alteration

Level: Gry 9	Range: Personal
Casting Time: 9 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This is the ultimate polymorphing spell, that enables the caster to assume the form of any single creature of less than deity status or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This spell also allows incorporeal forms to be assumed. While the spell is in effect, the caster can become just about anything he is familiar with. The caster can change form once each round as a free action. The change takes place either immediately before his regular action or immediately after it, but not during the action.

The caster retains his own mind (i.e. Intelligence, Wisdom and Charisma scores), level, hit-points, and saving throws, but otherwise acquires all the physical and supernatural abilities (except spell-like abilities) of the creature whose form he adopts. The caster cannot duplicate an existing individual as if he was his twin, but could take a form resembling it closely. When the polymorph occurs, the

caster's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment, the caster's equipment changes to match the new form and retains its properties.

Upon the first changing, the caster regains 3d4 lost hit-points (changing back does not heal the caster further). If slain, the caster reverts to his original form, though he remains dead.

533. SHATTER

Evocation

Level: Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Area/Target: 3-feet-radius spread; or one solid object, or one crystalline creature

This spell creates a loud, ringing noise that shatters 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. All such objects within a 3-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, the caster can target *Shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per level. However, a solid object is entitled to an item saving throw vs. crushing blow to negate the spell's effect.

Targeted against a crystalline creature (of any weight), *Shatter* deals 1d6 points of damage per caster level, with a Constitution save for half damage.

534. SHIELD

Abjuration

Level: Gry 1	Range: Personal
Casting Time: 1 segment	Duration: 5 rounds/level (D)
Save: None	Spell Resistance: Yes

Target: Caster

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates *Magic Missiles* spells, provides him a +7 AC bonus against physical attacks, and grants him a +3 bonus to Dexterity saving throws vs. spells, breath-weapons, etc., that affect an area. The disk blinks out of the way when he attacks, so it does not provide the same defense to opponents. The disk protects only against attacks originating from one direction chosen by the caster (i.e. the front, back, left, or right). The caster can change this defensive direction once as a free action on each of his initiatives.

Note that *Shield* might also protect other creatures if they stand close to the caster in the right direction. This must be adjudicated by the GM based on circumstances however. For example, the spell may give the same protection to the caster's mount, provided it is no larger than a normal horse. It could likewise provide the same AC bonus against physical attacks, but a reduced Dexterity

saving throw bonus against area of effect attacks, and no protection against *Magic Missiles*, to a person staying right behind the caster if the *Shield* is on the front direction. However, no creature may stand between the *Shield* and the caster.

535. SHIELD OTHER

Abjuration

Level: Wht 2	Range: 30 feet
Casting Time: 2 segments	Duration: 1 hour/level (D)
Save: None	Spell Resistance: Yes

Target: One creature

This spell wards the subject and creates a mystic connection between the caster and the subject so that some of the subject's wounds are transferred to the caster. The subject gains a +1 bonus to AC and saving throws. Additionally, he takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit-point damage. The amount of damage not taken by the subject is taken by the caster. Forms of harm that do not involve hit-points are not affected. If the subject suffers a reduction of hit-points from a lowered Constitution score, the reduction is not split with the caster. When the spell ends, subsequent damage is no longer divided between the subject and the caster, but damage already split is not reassigned to the subject. If the caster and the subject of the spell move out of range of each other, the spell ends.

536. SHILLELAGH

Transmutation/Alteration

Level: Nat 1	Range: Touch
Casting Time: 1 segment	Duration: 3 + 2/level rounds
Save: None	Spell Resistance: No

Target: One non-magical oak club or quarterstaff

This spell turns the caster's club or staff into a +1 weapon, when he uses it. In someone else's hands, it behaves as if unaffected by the spell. This bonus increases to +2 at 6th level, and +3 at 11th level. The spell only works on a wooden club or staff. Then, if it is oak wood the weapon will deal a base 1d10 points of damage rather than the normal die of damage for a weapon of that type.

537. SHOCKING GRASP

Transmutation/Alteration [Electricity]

Level: Gry 1	Range: Touch
Casting Time: 1 segment	Duration: See text
Save: None	Spell Resistance: yes

Target: One creature, or one object

When the spell has been cast, the caster's hand gets an electrical charge. The charge remains in his hand for up to one round per level, or until he successfully touches a creature (with a melee touch attack if necessary), dealing 1d8 + 1/level points of electrical damage. When making the touch attack to deliver the jolt, the caster gains a +3 bonus to his attack roll if the opponent is wearing metal armor (or is made out of metal, carries a lot of metal, etc.).

538. SHOUT

Evocation

Level: Gry 4	Range: 0
Casting Time: 1 segment	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Area: Cone 60 feet long, 30 feet diameter at the end

This spell enables the caster to emit an ear-splitting yell that deafens and damages creatures in its path (a cone 60 feet long originating from his mouth, that has a 30 feet diameter at the end). Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful Constitution save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level. Crystalline creatures are allowed Constitution saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Dexterity saves.

A deaf character, in addition to the obvious effects, suffers a -1 penalty on initiative, automatically fails listen checks, and has a 20% chance to miscast and lose any spell with a verbal component (i.e. that includes almost all spells) that he tries to cast.

539. SILENCE 15 FT. RADIUS

Alteration

Level: Wht 2	Range: 120 feet
Casting Time: 5 segments	Duration: 2 rounds/level (D)
Save: See text	Spell Resistance: No

Area: 15-ft.-radius centered on a creature, object, or point in space

Upon casting 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 with it. An unwilling creature can attempt a Dexterity save and spell resistance to avoid the spell (that is thus cast behind it on a point in space). Items in a creature's possession or magic items that emit sound receive the benefits of its saving throw, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks (for instance, *Shout* cannot penetrate the *Silence* spell).

540. SIMULACRUM

Illusion

Level: Del 7, Gry 7	Range: Touch
Casting Time: 12 hours	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: One duplicate creature

This spell draws on the stuff from the Plane of Shadows to create an illusory duplicate of any creature. The duplicate creature is partially real and thus also formed from water mixed with various alchemical components. The duplicate appears to be exactly the same as the

original, but there are differences: The simulacrum has only half the hit-points, and half the knowledge (including level, skills, and special abilities) of the real creature. Its personality resembles that of the original, but is lackluster and somewhat apathetic in comparison. Creatures familiar with the original might detect the ruse with a successful Intelligence saving throw.

At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 1 day, 10 gp per hit-point, and a fully equipped magical laboratory can repair damage to the simulacrum.

Material Component: Worth at least 150 gp of various alchemical components.

541. SINK

Transmutation/Alteration

Level: Blk 8, Gry 8	Range: 180 feet
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One ship of any size

This potent spell creates a powerful force inside a ship's hull that ruptures the ship, causing it to sink rapidly. This damage ignores the hull's hardness, as it is generated within the structure. No ships can survive such an attack and remain floating. The time it takes for a ship to entirely disappear underwater, depends on its size: 1 round for a small boat (10 feet or less long); 1d4 rounds for a small ship (10-30 feet long); 2d4 rounds for an average ship (30-60 feet long); 3d6 rounds for a large ship (60-120 feet long); and 4d8 rounds for the greatest ships (more than 120 feet long).

Material Component: A trident that is thrown at the ship, transforming into a ghostly weapon that flies toward it and automatically strikes the ship. If the caster was more than 15 feet away to cast the spell, it takes one round for the trident to reach the ship, during which a spellcaster could cast *Dispel Magic* on it to cancel the spell before it takes effect.

542. SKELETAL PROJECTILE

Necromancy

Level: Blk 3	Range: 60 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One living creature

This spell enchants a bone to act as a missile weapon and then turn into a skeleton. The sorcerer throws the bone at an enemy as a ranged touch attack, inflicting 1d4 points of damage per caster level. As soon as it strikes, the bone morphs into a medium-sized skeleton. If the bone fails to strike a living target, the skeleton does not manifest and the spell ends. If the bone's target is still alive after the attack, the newly formed skeleton relentlessly attacks it; if the target is dead the skeleton attacks any other creature at the sorcerer's

command. It remains in existence for 2 rounds per caster level then reverts back to the original bone.

Material Component: A bone.

543. SLEEP

Enchantment/Charm [Mind-Affecting]

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 2d4 + 1/level rounds
Save: Charisma negates	Spell Resistance: Yes

Targets: Several living creatures within a 30 feet diameter area

This spell causes a comatose slumber to come upon one or more creatures. The caster rolls 2d6 plus 1d6 per three levels after the first (i.e.: 3d6 at 4th level, 4d6 at 7th level, 5d6 at 10th level, etc.) to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first; then among creatures with equal HD, those who are closest to the spell's point of origin are affected first; and HD that are not sufficient to affect a creature are wasted. Affected creatures are entitled a Charisma saving throw to resist the spell's effect. Undead, constructs, and creatures with 5 or more HD are not affected by the *Sleep* spell. (Note: extra hit-points are irrelevant for determining how many HD a creature has.)

The victims of this spell remain in a deep comatose slumber for 2d4 rounds plus one round per caster level, helpless. Slapping or wounding awakens affected creatures, but normal noise doesn't. After the spell ends, the creatures may continue to sleep if the conditions are appropriate (quiet area, acceptable comfort for lying on the ground, creatures in need of sleep, etc.).

Killing Sleeping Creatures: Some GMs will allow creatures affected by the *Sleep* spell to be slain at the rate of one per round (more, if there is more than one person doing the slaying). Others will just allow an automatic hit for maximum damage upon a sleeping creature, then the creature awakes and will be able to defend itself next round. In between, the GM could opt for the second solution, but if the creature fails a Constitution saving throw it is indeed slain in its sleep. Note besides that Law-aligned and honor-bound characters might refuse to kill helpless, sleeping victims for ethical reasons.

544. SLOW

Transmutation/Alteration

Level: Gry 3	Range: 30 feet
Casting Time: 3 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Targets: One creature per level, within a 30 feet diameter area

This spell makes affected creatures move and attack at a drastically slowed rate. They can take only a partial action each turn (i.e. a creature that can move and attack can only but move or but attack. A creature with two attacks per round, can only make one attack per round). Additionally, slowed creatures suffer a -2 penalty to AC, initiative, melee attack and damage rolls, and Dexterity saves. Slowed creatures jump half as far as normal.

Slow counters and dispels *Haste* but does not otherwise affect magically speeded or slowed creatures.

545. SLOW POISON

Abjuration

Level: Nat 2, Wht 2	Range: Touch
Casting Time: 1 segment	Duration: 1 hour/level
Save: None (harmless)	Spell Resistance: Yes

Target: Creature touched

This spell delays the effects of any poison in the subject's body. Until the spell ends, the effects of any poison the subject may have been exposed to, are postponed. The spell doesn't cure any damage the poison may have already done.

546. SNAKE CHARM

Enchantment/Charm

Level: Nat 2, Wht 2	Range: 60 feet
Casting Time: 5 segments	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: Yes

Area: 30 feet diameter area

This spell fascinates snakes and related creatures (nagas, couatl, etc.) in the area of effect. The caster may fascinate up to 5 hit-points of snakes per level. For example, an 8th level caster could fascinate 40 hit-points of snakes; so if each snake in the area of effect had 2 hit-points, he could fascinate up to 20 such snakes. The caster can choose which snakes to fascinate in the area of effect. Snakes that are fascinated stand semi-erect in a torpor, doing nothing until the spell ends. Attacking a fascinated snake cancels the spell effects for that particular snake.

547. SNARE

Transmutation/Alteration

Level: Nat 3	Range: Touch
Casting Time: 3 rounds	Duration: Until triggered/broken
Save: None	Spell Resistance: No

Target: One non-magical circle of vine, rope, or thong with a 2 + 2/level feet diameter

This spell enables the caster 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 the spell is cast upon it, the cordlike object blends with its surroundings (DC 25 Traps check to locate). 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. (Note that the head of a worm or a snake could be thus ensnared.)

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, causing no damage but tightly binding it.

An entangled creature suffers a -2 penalty to attack rolls and suffers a -4 penalty to effective Dexterity. If the snare is anchored to an immobile object, the entangled subject cannot move. Otherwise, the creature can move at half speed, but can't run or charge. A subject

capable of spellcasting who is bound by this spell must succeed at a Strength saving throw to cast a spell.

The snare is magical. To escape, the trapped creature must succeed at a Strength saving throw, or Escape Bond skill check (DC 20), that is a full-round action. The snare has 5 hit points and AC 7. A successful escape from the snare breaks the loop and ends the spell.



548. SOLID FOG

Conjuration/Summoning

Level: Del 4	Range: 120 feet
Casting Time: 4 segments	Duration: 2d4 + 1/level rounds
Save: None	Spell Resistance: No

Effect: Fog that spreads in a 30-foot radius, 20 feet high

This spell makes a bank of fog billow out from the point the caster designates. The fog obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them).

The solid fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -4 penalty. 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 the creature or objects passes through reduces falling damage by 1d6 per 10 feet.

Only a severe wind (31+ mph) disperses these vapors, and it does so in 1d4 rounds. The spell does not function underwater.

549. SORCEROUS WEAPON

Necromancy

Level: Blk 1	Range: Touch
Casting Time: 4 segments	Duration: 5 + 2/level rounds
Save: See text	Spell Resistance: No

Target: One melee weapon, or one missile per level

This spell imbues a weapon with negative energy (which can be noticed as a black, pulsating aura covering the weapon), turning it into a +1 magical weapon for the spell's duration. This spell can either be cast on a single melee weapon, or 1 missile weapon per level (which lose their magic one round after having been shot), but cannot be cast on a natural weapon, such as a creature's claws. Living creatures must succeed a Constitution saving throw to be able to wield it normally, with evil creatures getting a +2 bonus, and good creatures a -2 penalty to that save. If the save is failed, the wielder feels uneasy because of the negative energy, and suffers a -1

penalty to its attack rolls. Then, when the spell ends, the weapon must succeed an item saving throw vs. negative energy or be totally ruined (i.e. the item is decayed, having become charred and brittle, and cannot be repaired in any way).

550. SOUL ABDUCTION

Necromancy [Evil]

Level: Blk 6	Range: 15 feet
Casting Time: 1 full round	Duration: 1 month/level
Save: Charisma negates	Spell Resistance: Yes

Target: One living humanoid

This spell allows a sorcerer to entrap the soul of his target inside a clay jug, and make with its body what he will. The caster needs to point a specially prepared clay jug at his target for a full round and, if the latter fails a Wisdom save, its life force is pulled into the jug and its body drops inanimate.

The following round the body rises as a sort of zombie (but living, not undead) under the caster's control, keeping its AC and hit-points, but otherwise using the statistics for a normal zombie. The soul is allowed an additional Wisdom save at the end of every month of the duration to free itself. Whether the caster frees the soul, the spell's duration ends, or it escapes on its own, the body is returned to normal once the soul returns to it, having no knowledge of what the body did in its absence. Casting *Raise Dead* or any other resurrection magic on the body grants the trapped soul another Wisdom save to escape the jug, with a +4 bonus to the save.

If the animated body is slain, the trapped soul remains in the jug, and has a 50% chance of becoming a ghost (and quite an angry one) upon its release or escape. In this case, casting resurrection magic on the slain body automatically frees the trapped soul and calls it back to the body.

Protection From Evil and other wards block this spell, and destroying the receptacle ends it. The effect can be dispelled only at the clay jug.

Focus: A clay jug decorated with rich metal paintings, worth at least 100 gp.

551. SOUL BIND

Necromancy

Level: Blk 9	Range: 60 feet
Casting Time: 9 segments	Duration: Permanent
Save: Charisma negates	Spell Resistance: No

Target: One newly dead creature (i.e. corpse)

This spell enables the caster to draw the soul from a newly dead body, and imprisons it into a gem. The subject must have been dead no more than 10 + 1d12 minutes. The soul, once trapped in the gem, cannot be returned through the spells *Clone*, *Raise Dead*, *Reincarnation*, *Resurrection*, or even a *Miracle* or a *Wish*. Only by destroying the gem or dispelling the spell on the gem, it is possible to free the soul (which is then still dead).

Focus: A gem at least 100 gp value for every Hit Die possessed by the creature whose soul is to be bound.

552. SPEAK WITH ANIMALS

Divination

Level: Nat 1, Wht 2	Range: Personal
Casting Time: 5 segments	Duration: 3 + 2/level rounds
Save: None	Spell Resistance: Yes

Target: Caster

The caster can comprehend and communicate with animals. He is 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, most animals will have elementary intelligence when they are not simply stupid. Only a few birds (such as ravens) or more evolved animals such as apes or elephants (or dolphins and whales when at sea), will be able to make meaningful comments. In any case, animals will be able to express simple facts (such as "the forest is threatened by some humanoid wielding incomprehensible and scary things that hurt"), but not offer elaborate information (such as "the forest is threatened by a tiefling sorcerer who casts necromancy spells on the animals"). Otherwise, if an animal is friendly toward the caster, it may do some limited favor or service for him.

553. SPEAK WITH DEAD

Necromancy

Level: Blk 3, Wht 3	Range: 10 feet
Casting Time: 10 minutes	Duration: 5 rounds/level
Save: See text	Spell Resistance: No

Target: One dead creature (i.e. corpse)

The caster summons the spirit of a dead, using its corpse as a channel. As such, the head must be in good condition, although everything else could be in very bad shape (it could be but a skull but not shattered). Then, the dead does not automatically answer, and big discrepancies in religion, ethics, alignment, etc., between the dead and the caster will even more reduce the chances of success. The caster must succeed a Persuasion skill check at DC=10, and differences between caster and dead (religion, ethics, alignment, etc., as determined by the GM) could augment this DC by 1 to 10 points. Other circumstances, such as being of the same family as the dead, or the dead once was a priest of the caster's religion, etc., may otherwise reduce the DC by 1 to 5 points. Note that in some cases, a dead may ask the caster to do something in exchange before answering him. This is likely to reduce the DC for contacting the dead, but the caster will have to do something first, such as cleaning the grave where the corpse resides, avenging some wrong done to him when he was alive, etc. This is also likely to reduce the DC by 1 to 5 points, depending on the task's complexity.

The caster 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 depend on circumstances, in some cases they could be detailed, other times they could remain brief, cryptic, or repetitive. If the corpse has been subject to *Speak With Dead* within the past week, the new spell fails. The time the corpse has been dead will affect the chances to successfully contact its former spirit. Every full century between present and time of death adds +1 to the DC.

554. SPEAK WITH MONSTERS

Transmutation/Alteration

Level: Wht 6	Range: Personal
Casting Time: 9 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell allows the caster to converse with nearly any one creature within 30 feet of him, although it must have some ability to speak and understand speech (i.e., completely mindless creatures such as slimes could never be conversed with, but this spell could be used to speak with a manticores, for instance). A friendly reaction is not guaranteed, however, and the GM should roll to determine the reaction of the creature being spoken to. Other creatures of the same type as the object of the spell will be able to understand what the caster says, as long as they are within the range of the spell.

555. SPEAK WITH PLANTS

Divination

Level: Nat 4, Wht 4	Range: Personal
Casting Time: 10 minutes	Duration: 2 rounds/level
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to comprehend and communicate with plants, including normal plants and plant creatures. The caster is 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. In fact, the caster generally forms the questions in his mind while touching the plant, and gets answers as images and sensations. Normal plants do not speak nor have intellectual ideas. In fact, the lengthy casting time of this spell stems from the caster having to attune and focus his mind on a different, and almost telepathic way of communication. With intelligent and moving plant creatures, communication may be much easier, and casting time only takes one full round.

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 the plant creature is friendly, it may do some favor or service for the character (as determined by the GM).

556. SPECTRAL FORCE

Illusion [Mind-affecting]

Level: Del 3	Range: 90 feet
Casting Time: 6 segments	Duration: 1d4 + 1/level rounds
Save: See text	Spell Resistance: Yes

Targets: One sentient living creature /level in a 20 ft. radius area

This spell operates exactly as *Phantasmal Force* (see p.306), except that it affects one creature per caster level, in an area 20 feet radius. All the targets share the same phantasmal illusion, and believe to interact with it in a coherent manner.

557. SPECTRAL HAND

Necromancy

Level: Blk 2	Range: 120 feet
Casting Time: 2 segments	Duration: 2 rounds/level (D)
Save: None	Spell Resistance: No

Effect: One spectral hand

A ghostly, glowing hand shaped from the caster's life force materializes and moves as he desires, allowing him to deliver low-level, touch range spells at a distance. On casting the spell, the sorcerer loses 1d4 hit-points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit-points can be healed as normal.) For as long as the spell lasts, any touch range spell that the sorcerer casts of 4th level or lower can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his melee touch attack rolls, and attacking with the hand counts normally as an attack. The hand always strikes from the caster's direction. If the hand goes beyond the spell range, goes out of the caster's sight, or if he doesn't direct it, the hand returns to the caster and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), the caster's saving throws, and an AC of 22. The hand has 1d4 hit points, the same number that the caster lost in creating it.



558. SPELL IMMUNITY

Abjuration

Level: Wht 4	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: Charisma negates	Spell Resistance: Yes

Target: One creature

Spell Immunity renders a creature immune to the effects of one specified spell that the caster knows (because it belongs to his list of spells) or has experienced before (whether as a target, or observed several times if cast by a fellow PC). The caster cannot give immunity to a spell he doesn't know, just because the player read it in the rulebook, or the caster has vaguely heard about it. At 7th level the caster can grant immunity to one spell; then two spells at 9th level, three spells at 11th level, and four spells at 13th level. These spells must be of the 4th level or lower.

For all the spell's duration, the warded creature is considered having 100% unbeatable MR/SR (magic resistance) regarding the specified spell or spells. Naturally, that spell immunity doesn't protect a creature from spells for which magic resistance doesn't apply

(e.g. *Spell Immunity* cannot allow a fiend to bypass a *Protection From Evil*). *Spell Immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, even if they duplicate spells (e.g. a *Fire Breath* spell is distinct from a dragon's breath weapon). Also, only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one *Spell Immunity* spell in effect on it at a time.

559. SPELL TURNING (VOLLEY)

Abjuration

Level: Gry 7	Range: Personal
Casting Time: 1 segment	Duration: 10 minutes/level
Save: See text	Spell Resistance: See text

Target: Caster

Spells (and spell-like effects) targeted against the caster of *Spell Turning* rebound on the original spell-caster. The abjuration turns only spells that have the caster as a target. Spells that affect a whole area (e.g. *Fireball*) are not subject to being turned back at their caster. *Spell Turning* also fails to affect touch range spells.

The spell has a maximum duration of 10 minutes per level, or until it has been expanded. From seven to twelve (1d6+6) spell levels are affected by the turning. The GM secretly rolls the exact number. Each spell turned subtracts its level from the amount of spell turning left. If there doesn't remain enough spell levels to turn a spell, compare the number of spell levels that may be turned to the level of this spell, to determine the percentage of the spell being turned. For example, if only two spell levels remain, and the caster is targeted by a 4th level spell, only 50% of the spell effect is turned. For damaging spells, the character and the caster each take a fraction of the damage. For non-damaging spells, each of opponents has a proportional chance to be affected.

If the caster and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result:

Roll %	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of the characters equally at full effect.
81-97	Both spell turning effects become nonfunctional for 1d4 rounds.
98-00	Both spellcasters sent through a rift into another plane.

560. SPIDER CLIMB

Transmutation/Alteration

Level: Gry 1	Range: Touch
Casting Time: 1 segment	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One creature

The subject of this spell can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature moves at half its speed, and must have bare hands and feet to climb

in this manner. This is so for the spell renders them sticky, so they may adhere to the surface climbed. However, for the same reason, the subject of this spell will find it difficult to employ tools or handle small objects with precision while the spell is in effect. Likewise, it requires a creature to make a Strength check with a DC = 18 +1 per caster level to pull the subject off a wall.

561. SPIKE GROWTH

Transmutation/Alteration

Level: Nat 3, Wht 4	Range: 60 feet
Casting Time: 5 segments	Duration: 1 hour/level (D)
Save: Dexterity partial	Spell Resistance: Yes

Area: One 20-foot square per level

This spell makes any ground-covering vegetation in the area of effect become 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 1d4 points of damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Dexterity save or suffer injuries to its feet and legs that slow its speed by one-third. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Healing skill check at DC 15.

Spike Growth is a magic trap that cannot be disabled or disarmed with the Traps skill.

562. SPIKE STONES

Transmutation/Alteration

Level: Nat 5, Wht 5	Range: 60 feet
Casting Time: 6 segments	Duration: 1 hour/level (D)
Save: Dexterity partial	Spell Resistance: Yes

Area: One 20-foot square per level

This spell makes rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area takes 1d8 points of damage for each 5 feet of movement through the spiked area. In addition, ground speed through the spell's area is reduced by half.

Any creature who sustains damage from this spell must also succeed at a Dexterity save or suffer injuries to its feet and legs that slow its speed by one-third. This movement 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 10 minutes to dress the injuries and succeeding at a Healing skill check at DC 15.

Spike Stones is a magic trap that cannot be disabled or disarmed with the Traps skill.

563. SPIRITUAL WEAPON

Evocation/Invocation

Level: Wht 2	Range: 120 feet
Casting Time: 5 segments	Duration: 2 rounds/level (D)
Save: None	Spell Resistance: Yes

Effect: One magic weapon of force

A weapon made of pure force springs into existence and attacks opponents at a distance, as the caster directs it, dealing 1d8 damage per hit, +1 point per three caster levels (round fractions down). The weapon takes the shape of a weapon favored by the caster's deity or a weapon with some spiritual significance or symbolism to the caster. It strikes once per round, using the caster's base attack bonus (BtH) and Intelligence modifier to hit. It strikes as a spell, not as a weapon, hence can damage creatures immune to non-magical weapons or those incorporeal. The caster cannot use special attack maneuvers with the *Spiritual Weapon*, just strike from his direction. If the weapon goes beyond the spell range, if it goes out of the caster's sight, or if he is not directing it, the weapon returns to the caster and hovers.

Each round after the first, the caster can redirect the weapon to a new target; doing so doesn't make the weapon lose its attack that round. Even if the *Spiritual Weapon* is a ranged weapon, the spell's range applies, 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. A *Spiritual Weapon's* AC against touch attacks is 12. A creature's magic resistance is checked once during the first round it is attacked by the *Spiritual Weapon*. If successful, the spell is dispelled; if failed, the creature's magic resistance is ineffective against the *Spiritual Weapon* for all that spell's duration.

564. SPIRIT WRACKING

Abjuration

Level: Blk 6, Gry 6	Range: 20 feet
Casting Time: 3 rounds (see text)	Duration: See text
Save: None	Spell Resistance: See text

Target: One evil (i.e. Chaos-aligned) extra-planar creature

This spell represents the worst form of punishment a magic-user can inflict on evil creatures from the infernal realms (such as a demon or devil). The spell tortures and then banishes the fiend to its native lower plane for years of agony. Though casting the spell only takes three rounds, preparation of the spell's main component, an illuminated scroll where the target's true name is inscribed, takes a full day. A caster can create no more than one scroll for any particular fiend and can only keep three such scrolls in existence at any one time; the magic of one will fade if a fourth is created.

To cast the spell, the caster must be in the targeted fiend's presence. During the first round, when the caster speaks the first words of the scroll in front of the fiend (i.e. at this time, casting time is 6 segments), it is immediately held in place (unless its magic resistance allows it to escape this effect). Then, during the second round, and whether its magic resistance protects it against the hold effect, the words of the scroll cause considerable agony to the fiend. It loses 1 hit-point from pain for every of its hit-dice. Furthermore, if the fiend

has the ability to escape, it is only 10% likely to remain and try to stop the final reading (0% likelihood if it has no means of attacking the caster, gaining possession of the scroll, or otherwise influencing events in its favor). Finally, during the third round, the fiend loses 3 more hit-points for every of its hit-dice, from the agony caused by the words of the scroll. After the third round of reading, the fiend is banished to its home plane, where it writhes in agony for a period of years equal to the caster's level.

Obviously, any fiend caught with this ritual will seek to negotiate its way out. The GM will determine probabilities based on the fiend's goals and personality, but the base likelihood will be roughly a cumulative 25% per round that the fiend will agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual.

Material Component: A scroll upon which the extra-planar creature's true name is inscribed, using a special ink made of dragon blood and powdered gold, as well as a specially treated parchment through alchemical processes (DC 20 alchemy skill check). All of this costing no less than 50 gp per creature's HD, and taking a full day to create.

565. SPOOK

Illusion [Mind-Affecting]

Level: Del 1	Range: 20 feet
Casting Time: 1 segment	Duration: See text
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature

Upon casting this spell, the illusionist must select a creature within 20 feet of him, on which it will take effect. If the subject fails a Charisma saving throw, the spell warps his senses so it perceives the caster as a scaring, threatening foe. The subject becomes frightened and tries to flee from the caster so long as it fails its Wisdom saving throw. The subject rolls one save each round, with a cumulative +1 bonus until it succeeds. If unable to flee, the subject may fight, but suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures with 6 or more Hit Dice are immune to *Spook*.

566. STARSHINE

Divination

Level: Nat 3	Range: Personal
Casting Time: 1 full round	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Target: Caster

This spell is a magical version of the art of navigating by the stars, leading the caster in the proper direction by the light of a star in the sky. The caster must personally know the location (i.e. have been there at least once in his lifetime) he wants to reach, and can only cast this spell outdoors. While under effect of *Starshine*, the caster clearly notices a star glowing brighter among all the others, and in going in its direction, he goes in the direction of the location sought. The caster will perceive this star both at night and in daylight, and even when the sky is overcast. Yet, at night this star will also softly

illuminate the path in front of the caster, letting him walk ahead in the dark, and see the shape of things or creatures that would lie before him. On the other hand, only the caster sees the star glow brighter (including the softly illuminated path at night), and he cannot see it underground, inside a building, or under a forest's dense foliage.

Note that the star indicates but a general direction. When the caster is about to reach the location, the star seems to glow above his head, but the spell doesn't indicate it precisely. As such, the spell would be perfect to reach a mountain or forest, but not a building or cave entrance, which will have to be discovered by other means, as *Starshine* only leads to its vicinity.

567. STATUE

Transmutation/Alteration

Level: Gry 7	Range: Touch
Casting Time: 7 segments	Duration: 1 hour/level (D)
Save: See text	Spell Resistance: No

Target: One creature

This spell turns the subject into solid stone, along with any garments and equipment worn or carried, without killing it. In fact, while in stone form, the subject can still see, hear, and smell normally, but does not need to eat or breathe. Feeling (i.e. tactility) is however limited to those sensations that can affect the granite-hard substance of the individual's body. For example, chipping is equal to a mere scratch, but breaking off one of the statue's arms remains serious damage. The subject can otherwise return to his normal state, act, and then return instantly to the statue state (a free action) if he so desires, as long as the spell duration is in effect.

While in stone form, the subject has an AC 20, and retains his own hit-points. He cannot be affected by any spell that otherwise does not affect plain stone. The subject retains his normal shape while in stone form, but seems to be a normal statue, not an exquisitely sculpted one that could arouse suspicion. It radiates a faint magical aura (if *Detect Magic* is used to scan him).

568. STICKS TO SNAKES

(Reversible: Snakes to Sticks)

Transmutation/Alteration

Level: Nat 5, Wht 4	Range: 30 feet
Casting Time: 7 segments	Duration: 2 rounds/level
Save: None	Spell Resistance: Yes

Area/Effect: One stick per level in a 20 feet diameter area

This spell enables the caster to transform sticks in the area of effect, into serpents that attack at the caster's will. The snakes may be ordered to take other actions if the caster can speak with them, but this spell alone does not grant the power to communicate with the snakes, only to will them to attack particular opponents. The spell transforms one stick per caster level, and each snake has a 5% chance per level of being venomous.

For purpose of this spell, a stick is defined as a piece of dead wood (a branch on a tree wouldn't be transformed by this spell) ranging in size from a torch to a spear or staff. Sticks of a magical quality, such

as wands or magical spears, are not affected by the spell.

Snakes created by this spell are 2d8 HD; AC14; BtH +2; Attacks: 1d6 (coil); Mvt.: 20 feet; Save 14. A snake that successfully coils around a creature, deals automatic damage on the following rounds. Then, once the spell ends, they revert to the normal stick they originally were and fall on the ground. A snake that is poisonous instead bites for 1 point of damage, and the victim must succeed a Constitution saving throw, or falls on the ground incapacitated and dies in 2d4 rounds.

Reverse: *Snakes to Sticks*, will change snakes into harmless sticks and can work such a transformation upon snakes created by means of this spell.

569. STINKING CLOUD

Conjuration-Summoning

Level: Blk 2, Gry 2	Range: 30 feet
Casting Time: 2 segments	Duration: 2 rounds/level
Save: Constitution partial	Spell Resistance: Yes

Effect: Cloud that spreads in 30-foot radius, 20 feet high

This spell creates a nauseating cloud of brownish vapors (some say they are demonic farts summoned from the lower planes) to billow forth in a location chosen by the caster. All creatures caught within (or later entering) the noxious cloud must make a Constitution saving throw. Any creature failing to save will be completely unable to act for 1d4+1 rounds, falling to the ground retching and gagging (treated as stunned). A creature that succeeds in making the saving throw may move from within the cloud and be free of the effects after only one round of gasping fresh air (again, being treated as stunned for this round). Even creatures that succeed in making a saving throw cannot do anything within the cloud other than to leave as fast as possible.

The disgusting vapors of a stinking cloud are thick and foggy, and thus obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet has partial concealment (attacks suffer a -2 penalty to hit). Creatures farther away have almost total concealment (attacks suffer a -4 to -8 penalty to hit, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses a *Stinking Cloud* in 4 rounds; a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

570. STONE SHAPE

Transmutation/Alteration

Level: Gry 5, Nat 3	Range: Touch
Casting Time: 1 full round	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One piece of stone, up to 10 cubic feet +1 cubic foot /level

This spell enables the caster to form an existing piece of stone into any shape that suits his purpose. *Stone Shape* also permits the caster to reshape a stone door to make an exit where one didn't exist or to seal a door shut. Fine detail isn't possible however, for the spell only allows crude and simple shapes to be made (such as if manipulating clay). There is a 30% chance that any shape including moving parts simply doesn't work.

571. STONESKIN

Abjuration

Level: Gry 4	Range: Touch
Casting Time: 1 segment	Duration: Up to 1 day (24 hours)
Save: None	Spell Resistance: No

Target: One creature

This spell protects the subject against all physical attacks such as sword blows, missile weapons or even hurled rocks. The spell protects from magical weapons, but doesn't protect against damage dealing spells. *Stoneskin* protects against 1d4 attacks plus one per two caster levels, that would otherwise successfully hit the subject's touch AC (i.e. base AC 10 + Dexterity modifier and magical bonuses, but not bonuses granted by armor and shield). When the subject is hit by a mighty blow, such as that suffered from a hurled rock for example, the spell entirely protects him from damage, but not necessarily from being tripped / thrown away / etc., by the forceful impact.

572. STONE TELL

Divination

Level: Nat 6, Wht 6	Range: Touch
Casting Time: 10 minutes	Duration: Instantaneous
Save: None	Spell Resistance: No

Area: One cubic yard of stone

This spell enables the caster to read extremely subtle, astral impressions left on stones, and use them as a focus to acquire information about what transpired in their immediate vicinity. As such, the caster can learn who or what has touched the stones, as well as revealing what is covered or concealed behind or under them. The caster can get complete descriptions, though the perspective, perception, and knowledge imprinted in the stone may be limited. The spell can be cast on both natural or worked stone. The spell is especially useful when cast on dungeons walls and floors, not so much when cast in the wilderness.

573. STONE TO FLESH

(Reverse: *Flesh to Stone*)

Transmutation/Alteration

Level: Gry 6	Range: 90 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Target: One petrified creature or a cylinder of stone from 1 foot to 3 feet in diameter and up to 10 feet long

This spell can restore a petrified creature to its normal state, restoring life and goods. The creature must however succeed at a Constitution saving throw to survive the process. Any petrified creature, regardless of size, can be restored.

The spell can also convert a mass of stone into a plain fleshy substance. Such flesh could be eaten (though it is rather bland and difficult to chew), and is subject to decay as normal flesh is, but is otherwise inert and lacking a vital life force. Note that this is plain

meat, and does not reproduce any mammal organ or specific flesh. As such, it's impossible to cast this spell onto a stone statue in order to get a corpse that might be used for whatever purpose. The caster can affect a stone 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.

Reverse: *Flesh to Stone* turns a victim and all possessions it carries into a mindless, inert statue. A successful Constitution saving throw negates this effect however. If the statue resulting from this spell is broken or damaged, the creature (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells that detect life). Only creatures made of flesh and bones (living or dead) are affected by this spell.

574. STRENGTH

Transmutation/Alteration

Level: Gry 2	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level
Save: Constitution negates	Spell Resistance: Yes

Target: One living creature

This spell grants a temporary bonus to the subject's Strength of 1d4+1 points. Note that if the subject is a sturdy humanoid (dwarf, human, orc, ogre, etc.) with a warrior class (fighter, berserker, etc.), he gains 1d6+2 points instead. When affected by a *Strength* spell, the subject's muscles slightly bulge and become tense, which might be noticed by onlookers. In any case, the subject cannot get a Strength score that exceeds his normal racial maximum by more than two points. The *Strength* spell is not cumulative with other magical items that increase strength, or give an ogre/giant/etc. strength; in such cases only the greater bonus does apply.

575. SUCCOR

(Reverse: *SUMMON CASTER*)

Conjuration/Summoning

Level: Gry 9, Wht 7	Range: Touch
Casting Time: 2d4 +2 hours	Duration: Permanent until used
Save: None	Spell Resistance: Yes

Target: One small object

This spell creates a small magical item, in the form of a necklace, statuette, clay tablet, etc., that will operate as a *Word of Recall* spell for anyone who will use it. That is, when a character breaks the item and speaks the proper command word (that could be written on the item, but not necessarily), she is transported to a place that was pre-determined when the spell was cast / the item enchanted. Anyone may use a succor's item, provided he knows the command word, and says it when breaking the item. As such, the command word is usually memorized by the individual getting the item, so nobody else could use it. The magic is permanent until used, so the item can be used only once. As such, it could be possible for an adventurer, to find a *Succor* item, retrieve the command word (e.g. by asking the former owner's cadaver with a *Speak with Dead* spell for example), and then use it to be transported in a place that long ago fell in ruins...

Material Component: 100 gp worth of powdered gems and various alchemical components. Note that at GM's discretion, it might be possible to create *Succor* items that will transport the user across dimensions (i.e. permits inter-planar teleportation), but at a 250 gp cost.

Reverse: *Summon Caster* acts similarly, but the special object will summon the caster to the vicinity of the person who activates the magic. The caster has up to 5 minutes to answer the summoning however, casting spells and taking some available equipment before letting the magic operate. He also has the option to ignore the summoning. If he does so, however, the opportunity is forever lost and the magic is wasted.

576. SUGGESTION

Enchantment/Charm [Mind-Affecting]

Level: Del 3, Gry 3	Range: 30 feet
Casting Time: 3 segments	Duration: 1 hour/level (see text)
Save: Wisdom negates	Spell Resistance: Yes

Target: One living creature

This spell enables the caster to 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. No creature may be compelled by this spell to commit suicide or do something that is obviously against its interests. The caster must also speak a language that the target can understand, or the spell will have no effect.

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 he was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the GM.

577. SUMMON CHAOS FIEND

Conjuration/Summoning

Level: Blk 1	Range: 15 feet
Casting Time: 1 full round	Duration: 5 + 1/level rounds
Save: None	Spell Resistance: No

Effect: Summons one lesser and unreliable fiend

This spell summons an envoy of a demon prince noted for its unpredictable behavior. A powerful spell for its low level, it was originally granted as a divine gift to but the faithful followers of secretive cults dedicated to that demon prince. However, over time it slowly passed into other hands, but when not cast by cultists of the demon prince, this spell is unreliable.

For a non-cultist successfully casting this spell, he must succeed a percentage roll with a base chance equal to 10% per level + 20% if he is Chaotic + 5% per point of Charisma bonus. Casting the spell in a dark, enclosed area also provides a +10% bonus. If successful, a hideous goblin-like creature of bright red color appears before

the caster in a burst of green smoke. This is the demon prince's envoy who is bound to obey the caster... provided he makes him understand his desires. However, whatever language the caster may speak cannot help. Instead, for each order he gives to the chaotic fiend, the player or GM must roll a d20 to see how it reacts to that order according to the table below. Note that the caster may add both his level and his charisma bonus to the roll. Only one order can be given per round (the subsequent ones given in the same round are ignored). Injunction results:

- **1-3:** Does exactly the contrary of what the caster ordered it to do.
- **4-10:** Doesn't react at all until 1d4 rounds have elapsed, at which time reroll to see what the fiend now does. If the caster doesn't want to wait, he may give the fiend a different order, and thus be able to immediately re-roll on this table.
- **11-12:** Jumps on a randomly determined protagonist (who may be friend or foe alike), and attacks him with its claws.
- **13-14:** Spits a disgusting phlegm on a randomly determined protagonist (who may be friend or foe alike), which does 1d12 points of acidic damage. Dexterity save negates.
- **15:** Casts *Dismissal* spell on the nearest extraplanar creature, then disappears with a laughter (i.e. the spell ends prematurely). If there is no extraplanar creatures nearby, re-roll.
- **16-20:** Does as ordered to the best of his capabilities for 1d4 rounds. Then re-roll to see how the fiend behaves.

Focus: A special, evil looking unholy symbol costing no less than 50 gp. The caster must hold it in front of him and loudly implore the demon prince to send him help.

CHAOS FIEND: Small outsider (CN); 3d8 HD; AC: 16; BtH +3; Damage: 1d6/1d6 claws; Save: 14; Speed: 30 ft.; Special attacks: acid-spittle (1d12 acid dmg, 10 ft. range, Dexterity save negates), immune to mind-influencing effects, spell: *Dismissal* 1/day.

578. SUMMON INSECTS

Conjuration/Summoning

Level: Nat 3	Range: 30 feet
Casting Time: 1 full round	Duration: Conc. + 2 rounds
Save: None	Spell Resistance: No

Effect: Swarm of insects in a 5-feet spread

This spell makes a swarm of insects appear from nearby or from the thin air to attack the caster's enemies. There is a 70% chance that the swarm will be composed of flying insects, 30% chance that the insects will be ants or other non-airborne biting vermin. In any case, they viciously attack all other creatures in the spell's area of effect. The swarm is stationary once summoned. The caster, however, can (as a secondary action) direct the swarm to move up to 30 feet per round if crawling, 60 feet per round if flying. The swarm remains in existence as long as the caster concentrates upon it, then disappears two rounds later.

A creature in the swarm who takes no actions other than fighting off the swarming insects takes 1 point of damage on its turn. However, if it takes any other action, including leaving the swarm, the creature takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is

impossible. The insects' attacks are non-magical. As such, immunity to non-magical weapons, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area of effect spells can force it to disperse. The swarm disperses when it has taken a total of 2 points of damage per caster level from these attacks. Certain area or effect spells disperse a swarm immediately (e.g. *Gust of Wind* spell).

579. SUMMON MONSTER I

Conjuration/Summoning

Level: Blk 2, Gry 3	Range: 30 feet
Casting Time: 1 full round	Duration: 2 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 2d4 summoned creatures

This spell summons 2-8 extraplanar creatures to serve the caster as allies in combat or to perform other services. These creatures appear from thin air, where the character designates within spell range. If the caster is in combat, the monsters will fight on his behalf, attacking whatever foes he directs, or guarding him. For more complex tasks, the caster must somehow have the ability to communicate these more specific commands.

Summoned monsters can have varied appearances, generally relevant to the caster's alignment. They could be humanoid or animal like, with natural or manufactured weapons, but always with a supernatural aspect. They normally have the following statistics: 1d12 HD; AC 14; BtH +1; Dmg 1d8; Mvt 30 feet; Save 15. Summoned creatures are extra-planar in origin, and of the same alignment as the caster, with all that entails (with regard to spells such as *Protection from Evil*, *Banishment*, etc.). They disappear (including their equipment if any) when slain or when the spell ends.

580. SUMMON MONSTER II

Conjuration/Summoning

Level: Blk 3, Gry 4	Range: 40 feet
Casting Time: 1 full round	Duration: 3 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 1d6 summoned creatures

This spell operates like the *Summon Monster I* version, but is more powerful. The creatures it conjures have the following statistics: 2d12 HD; AC 15; BtH +2; Dmg 1d10+1; Mvt 30 feet; Save 14.

581. SUMMON MONSTER III

Conjuration/Summoning

Level: Blk 4, Gry 5	Range: 50 feet
Casting Time: 1 full round	Duration: 4 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 1d4 summoned creatures

This spell operates like the *Summon Monster I* version, but is more powerful. The creatures it conjures have the following statistics: 4d12 HD; AC 16; BtH +4; Dmg 1d12+2; Mvt 40 feet; Save 13.

582. SUMMON MONSTER IV

Conjuration/Summoning

Level: Blk 5, Gry 6	Range: 60 feet
Casting Time: 1 full round	Duration: 5 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 1d4 summoned creatures

This spell operates like the *Summon Monster I* version, but is more powerful. The creatures it conjures have the following statistics: 6d12 HD; AC 17; BtH +6; Dmg 2d8+1; Mvt 40 feet; Save 12.

583. SUMMON MONSTER V

Conjuration/Summoning

Level: Blk 6, Gry 7	Range: 70 feet
Casting Time: 1 full round	Duration: 6 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 1d4 summoned creatures

This spell operates like the *Summon Monster I* version, but is more powerful. The creatures it conjures have the following statistics: 8d12 HD; AC 18; BtH +8; Dmg 2d8+1; Mvt 40 feet; Save 10.

584. SUMMON SÆRVANTIN

Conjuration/Summoning

Level: Blk 6, Gry 6, Wht 7	Range: 10 feet
Casting Time: 1 hour	Duration: 1d4 days
Save: None	Spell Resistance: No

Effect: Summons a sǣrvantin (a creature of pure magic)

This spell summons a sǣrvantin, a creature of pure magic, to act on behalf of the caster, usually to cast a spell the caster doesn't have at his disposal.

The casting of this spell is a long, tedious and exacting process. It should normally be performed in the caster's own room, undisturbed. Attempting it in inappropriate conditions, like on the road while adventuring, is a sure way of doing it improperly. In such cases, the caster must roll an Intelligence saving throw (at the end of the 1 hour casting) with a penalty set by the GM according to the circumstances, in order to cast the spell successfully. If the check is failed, the spell is simply ruined; if it is successful, a random sǣrvantin will be lured into the figurine that serves as a material component for the spell, binding the magical creature into a physical form, and indenturing it to the caster.

A sǣrvantin is a modicum of magical energy with sentience and free will. They are not bound by space and time; they can teleport at will anywhere, and can perform things for eons or during the blink of an eye all the same. In fact, sǣrvantins are almost never encountered until a high level magic-user binds one into physical form in order to control it. The sǣrvantin is lured into the small figurine, and from there takes a weird physical shape of small or medium size, based on that of the figurine. This could be any shape originally determined by the caster (a snake, dog, human, etc., or even a mundane object such as a hat), but it will nonetheless appear as an obviously weird magical creature (such as a three-eyed dog covered

in glowing blue feathers).

The sǣrvantin is bound in this physical form until one of the three following events occurs: end of spell duration, the physical form is killed, or the sǣrvantin has performed a magical service for the caster. Until then the creature do as ordered by the caster, though sǣrvantins tend to be fickle and tricky to deal with; they can refuse to obey, and often try to twist the spirit of the orders they are given, while still abiding to the letter of it.

The spell summons a random sǣrvantin, unless the caster knows the true-name of a particular sǣrvantin and uses it to summon it. When a random sǣrvantin appears, roll 1d6+3: the number obtained ("X") is used to determine most of its features: HD = Xd8; AC= 10+X; BAB= +X; Dmg = 1d6+3; Save = 12 -X; Immune to illusions, mind-affecting spells or abilities; Spell-like abilities: a sǣrvantin can cast any spell of a maximum level of X and at a casting level of twice X, once. The sǣrvantin casts the spell on behalf of the caster, so it operates as if cast by him (e.g. a charmed target would obey the caster rather than the sǣrvantin). Once the spell has been cast, the sǣrvantin is released from service and disappears (though it might remain 1d4 rounds to make some disparaging or funny comments). Special: a sǣrvantin can resist the orders given to him by the caster. Every time the caster asks something to the sǣrvantin, it first takes 1d4 rounds of discussion, and then the caster must succeed a Persuasion skill at DC 15 to force the sǣrvantin to comply. However, after successfully resisting three orders, a sǣrvantin becomes bound to remain for 1d4 additional days and/or cast two spells for the caster.

Material Component: A figurine made of various and weird materials, many of them being difficult and/or costly to obtain (and which could require an adventure to find). It then takes a successful Alchemy skill check at DC 20 (fortunately, it could be made by a hired alchemist if need be) to create that figurine, which will be consumed upon casting the spell. Although this might vary, such a figurine generally costs about 200 to 500 gp to create.

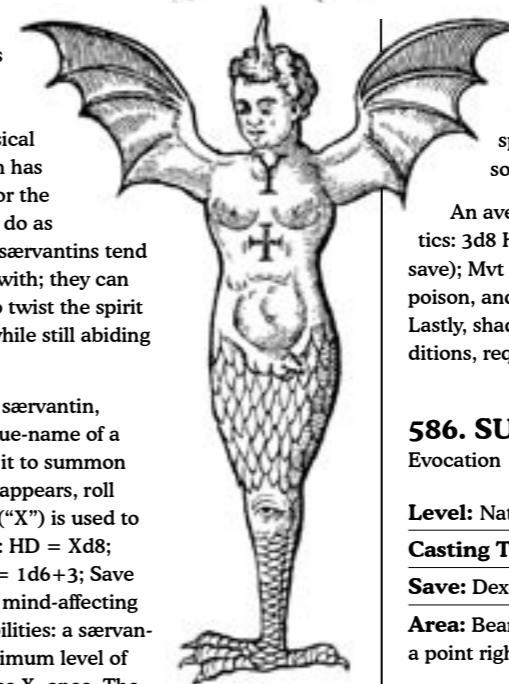
Summon Sǣrvantin has been created for those who would like to play in campaign settings inspired by Jack Vance's Dying Earth stories, and especially Rialto the Marvelous where uber-powerful sorcerers customarily rely on sandestins for very powerful magic. However, this spell is totally inappropriate (and should be banned) in the Swords & Sorcery, Swords & Planets, Cthulhu Horror, Science fantasy, and Post-apocalyptic genres.

585. SUMMON SHADOW

Conjuration/Summoning

Level: Blk 5, Del 5	Range: 10 feet
Casting Time: 5 segments	Duration: 1d4 + 1/level rounds
Save: None	Spell Resistance: No

Effect: 1d4 summoned shadows



This spell summons 1d4 undead shadows from the Plane of Shadow. The shadows are under the caster's command and will do her bidding. If turned, they will return to the plane of Shadow whence they came. This spell cannot be cast outdoors in full daylight, if there isn't some heavy shadows around.

An average undead shadow usually has the following statistics: 3d8 HD; AC 13; BtH +2; Dmg 1d6 + drain 1 Str point (no save); Mvt 30 feet; Save 14; Immune to non-magical weapons, cold, poison, and paralyzation, as well mind-affecting spells and effects; Lastly, shadows are very difficult to notice in shadowy or dark conditions, requiring a Detection skill check at DC 20.

586. SUNRAY

Evocation

Level: Nat 7	Range: 180 feet
Casting Time: 3 segments	Duration: Up to 1 round/level
Save: Dexterity negates and half	Spell Resistance: Yes

Area: Beam 5 feet wide and 100 feet + 10 feet/level long, starting at a point right in front of the caster

For the duration of this spell, the caster can use a primary action to evoke a dazzling beam of intensely hot light each round. The caster can call forth one beam per three levels. The spell ends when its duration runs out or the caster's allotment of beams is exhausted.

All creatures in the beam are blinded and take 3d6 points of damage. (A successful Dexterity save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a -4 penalty to attack rolls and cannot locate opponents by sight, loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Creatures to whom sunlight is harmful or unnatural take double damage. Undead caught within the ray are dealt 1d6 points of damage per caster level, or half damage with a successful Dexterity saving throw. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead.

587. SUSTENANCE

Transmutation/Alteration

Level: Psi 2	Range: Personal
Casting Time: 2 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Effect: Caster

This power enables the psychic to go without food and water for one full day (24 hours). However, if the psychic uses this ability every other following day, there is a cumulative 5% chance per day that the power will fail. Once the power has failed, the caster must eat and drink normally for at least 2d6 days before being able to use it again.

588. SYMBOL

Conjuration/Summoning

Level: Gry 8, Wht 7	Range: 0
Casting Time: See text	Duration: See text
Save: See text	Spell Resistance: Yes

Effect: One drawn, inscribed or carved symbol

This spell allows the caster to scribe any of the potent runes described below. A symbol can be quickly scribed in the air or on some surface. Alternatively, the caster can carefully inscribe it on a surface. The symbol harms those who trigger it.

A quickly scribed symbol has a casting time of 3 segments. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. Symbols of fear, hopelessness, pain, or persuasion can be used in this manner. Symbols of death, discord, insanity, pain, sleep, and stunning cannot. A carefully engraved symbol has a casting time of 10 minutes. The symbol is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some symbols can last indefinitely once triggered.

To be effective, a symbol must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective. As a default, a symbol is triggered whenever a creature does one or more of the following, as the caster selects: reads, touches, or passes over the rune, looks at the rune, or passes through a portal bearing the rune. In this case, reading the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 60 feet of the rune. The caster can also set special triggering conditions of his own. These can be as simple or elaborate as he wants. Special conditions for triggering a symbol 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, HD, and hit-points don't qualify. A symbol's triggering conditions must always be defensive in nature. A touch-triggered symbol remains inert if an item bearing the symbol is used to touch a creature. Likewise, a symbol cannot be placed on a weapon and set to activate when the weapon strikes a foe. In any case, once the spell is cast, a symbol's triggering conditions cannot be changed.

The caster ignores the effects of his own symbols and cannot inadvertently trigger them. When scribing a symbol quickly, the caster can instantly attune any number of creatures to the symbol, making them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the caster is aware of their presence. When creating a carefully inscribed symbol, the caster can specify a password or phrase that prevents a creature using it from triggering the symbol. The caster can also attune any number of creatures to the symbol, but doing this can extend the casting time (1 hour per 10 creatures).

When triggered, a symbol remains active until its duration expires, and affects all creatures within a 60-foot radius except for the caster and any individuals attuned to it (or using the password, etc.). Creatures who subsequently meet an active symbol's triggering conditions suffer its effects.

A successful *Dispel Magic* removes the effects of a symbol from a creature unless the symbol's effect is instantaneous or the descrip-

tion specifies another remedy. The rune itself can be removed by a successful *Dispel Magic* targeted solely on the rune. An *Erase* spell has no effect on a symbol. Destruction of the surface where a symbol rests destroys the symbol but also triggers its effects.

A symbol can be rendered permanent with the *Permanency* spell, provided it is carefully engraved upon a permanent, non-portable surface such as a wall or door. When triggered, a permanent symbol usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered. If the symbol can affect only a limited number of hit-points worth of creatures, the limit applies each 10 minutes.

Known symbols include:

- **Death:** One or more creatures within the radius, whose combined total hit-points do not exceed 150, must succeed Constitution saves or die. The symbol affects the closest creatures first, skipping creatures with too many hit-points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 hit-points worth of creatures.

- **Discord:** All creatures with an Intelligence score of 3 or higher who fail a Wisdom save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments/religions/etc., there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level.

- **Fear:** This symbol can be scribed quickly or can be carefully engraved on a surface. Living creatures within the radius become panicked. They suffer a -2 penalty to saving throws, and they flee from the area. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. If scribed in the air, this symbol requires a Charisma save to resist. If the rune is carefully inscribed, the save is made at -4. Once triggered, the symbol lasts 10 minutes per caster level.

- **Hopelessness:** All creatures within the radius must attempt Charisma saving throws. If the rune is carefully engraved on a surface, the save is made at -4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level.

- **Insanity:** One or more creatures within the radius, whose combined total hit points do not exceed 150, become insane if they fail an Intelligence saving throw. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 hit-points worth of creatures. The insanity is permanent. *Remove Curse* does not remove insanity. *Break enchantment*, *Greater restoration*, *Limited Wish*, and *Wish* can restore the creature. Creatures affected behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1d6 rounds (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

- **Pain:** Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a -4 penalty on attack rolls and skill checks, if they fail a Constitution saving throw. This symbol can be scribed quickly or carefully engraved on a surface. If carefully inscribed, the save is made at -4. Once triggered, the symbol lasts 10 minutes per caster level.

- **Persuasion:** This symbol can be scribed quickly or carefully engraved on a surface. All creatures within the radius must succeed Charisma saves to resist. If the symbol is carefully inscribed, the save is made at -4. If the save fails, the creature becomes the same alignment as the caster for 1d20 x 10 minutes. During this time, affected creatures become friendly to the caster, and are affected as per a *Charm Monster* spell.

- **Sleep:** Creatures within the radius fall into a catatonic slumber (as per the *Sleep* spell) if they have 8 or fewer HD and fail Wisdom saves. Sleeping creatures cannot be awakened for 3d6x10 minutes. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level.

- **Stunning:** One or more creatures within the radius whose total hit-points do not exceed 250 become stunned if they fail a Constitution saving throw. The symbol affects the closest creatures first, skipping creatures with too many hit-points to affect. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. In addition, the stunned creatures drop what they are holding. This symbol must be carefully engraved on a surface.

Material Component: Nothing to write a symbol in the air; but any paint, chalk, etc., to write on a surface; 100 gp worth of various alchemical components and costly substances (such as gold to inlay engraved symbols) for the carefully scribed version.



589. TAUNT

Enchantment/Charm [Mind-Affecting]

Level: Gry 1	Range: 90 feet
Casting Time: 1 full round	Duration: 1d4+1 rounds
Save: Wisdom negates	Spell Resistance: Yes

Targets: One creature per level, in a 60 feet diameter area

This spell makes the caster's insults, sneering and mockeries overwhelm the targeted creatures' mind, and wholly enrage them. The caster doesn't need to speak the targets' language. If they have animal intelligence or better, they will understand that they are ridiculed, and if they fail their saving throw, will lose any caution and tactics, to furiously charge at the offender intent on killing him.

As such, a clever caster will often use this spell in conjunction with illusions to mislead the subject onto something else, unless the targets would be compelled to run onto a hidden trap lying between them and the caster.

A creature enraged by this spell "forgets" any ranged weapon or spell it might have, and will attempt to close on the caster to strike him in melee combat. Furthermore, the blind rage it feels distracts it, so the creature suffers a -4 penalty on all Detection checks and Wisdom saving throws they could have to make to notice nearby things or events, and get a -1 penalty to surprise rolls. However, if some impassable barrier (such as a wall or chasm) prevents the target to reach the caster, it breaks the spell's enraging effect (though the subjects remain angry at the caster).

Material Component: No material component is necessary to cast *Taunt*. However, if the caster throws an excrement at the targets (they don't need actually touching them), the latter suffer a -4 penalty to their saving throw to resist the spell's effect. Note that doing this makes casting the spell take a full round action rather than 5 segments.

590. TELEKINESIS

Transmutation/Alteration

Level: Gry 5, Psi 5	Range: 120 feet
Casting Time: 5 segments	Duration: See text
Save: See text	Spell Resistance: See text

Target: See text

This spell enables the caster to move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

- **Sustained Force:** A sustained force moves a creature or object weighing up to 25 pounds per level, at a maximum speed of 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Strength save or with SR. This version of the spell lasts up to 1 round per level, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the spell's range (the spell ends if the object is forced beyond the range). If the caster ceases concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. The caster might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the GM.

- **Violent Thrust:** Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects or creatures who are within range, and all within 10 feet of each other, toward any target within 120 feet of the caster. The caster can hurl up to a total weight of 250 pounds. He must succeed ranged attack rolls (one per creature or object thrown) to hit the target with these items. Weapons cause standard damage (with no Strength bonus); other objects cause damage ranging from 1 to 1d6 points of damage per 25 pounds. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Strength saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

591. TELEKINETIC SPHERE

Evocation

Level: Gry 8	Range: 60 feet
Casting Time: 4 segments	Duration: 1d4+2 turns (D)
Save: Dexterity negates	Spell Resistance: Yes

Effect: Up to 20 feet diameter sphere of force, centered around creatures or objects

This spell creates a globe of force to enclose a creature, provided it is small enough to fit within the diameter of the sphere. Nothing can pass through the sphere, inside or out (note that the sphere contains enough air so the subject may breath for a full hour). The subject may struggle, but the only effect it produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, *Disintegrate*, or a targeted *Dispel Magic* spell. These destroy the sphere without harm to the subject.

The creatures or objects inside the globe are nearly weightless. Anything contained within a *Telekinetic Sphere* weighs only one-sixteenth of its normal weight. The caster can telekinetically lift the sphere if its content do not exceed 5,000 pounds (of actual weight in normal conditions); it requires concentration (i.e. uses a primary action) and moves the sphere with a base speed of 30 feet per round. If the caster ceases concentrating, the sphere does not move that round (if on a level surface) or descends at a falling rate (if aloft) of only 60 feet per round, until it reaches a level surface (which is not fast enough to cause damage to the contents of the sphere), or the caster begins concentrating again.

When the caster has encapsulated something, the range of the telekinetic control extends to a maximum distance of 300 feet. If there is more than 5,000 pounds of actual weight in the sphere, telekinetic control becomes impossible, but the sphere can still be pushed physically. Note otherwise that the caster can move the sphere telekinetically even if he is inside it.

592. TELEPATHY

Transmutation/Alteration

Level: Psi 3	Range: See text
Casting Time: 3 segments	Duration: 10 minutes/level
Save: See text	Spell Resistance: See text

Targets: One creature per level, within a 60 feet diameter area

This power enables the psychic to forge a telepathic bond with other creatures, who must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects however. The caster can communicate telepathically through the bond even if he doesn't share a common language. No special power or influence is established as a result of this bond. Once the bond is formed, it works over any distance (although not from one plane or planet to another).

Initially the power's range is 60 feet. However, once the psychic has established a bond with someone he otherwise knows very well (such as a family member, close friend or fellow PC), he can establish the bond at almost any distance (provided the psychic and the target are on the same plane or same planet).

Spells such as *Non-Detection* and magical devices that prevent mind intrusion also prevent use of *Telepathy* even though the subject could be willing to bond with the psychic.

593. TELEPORT

Conjuration/Summoning

Level: Gry 5	Range: Personal and touch
Casting Time: 2 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster and touched objects or other touched willing creatures weighing up to 50 lb. per level

Just by saying a single word of power, this spell instantly transports the caster to a designated location. Distance is not a factor, but interplanetary and interplanar travel is not possible (unless a mishap occurs). The caster can bring along objects and willing creatures totaling up to 50 pounds per level. Teleportation is hazardous however. The less familiar the caster is with the destination, the more dangerous it is to use this spell. The chance for successfully arriving on location is as follows:

- **Very familiar** (a place where the caster has been very often and where he feels at home) = 95%
- **Studied carefully** (a place the caster knows well, either because he has been there often or has used other means to study the place) = 85%
- **Seen casually** (a place that the caster has seen more than once but with which he is not very familiar) = 70%
- **Viewed once** (a place that the caster has seen once, possibly using magic) = 50%
- **Description** (a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map) = 20%
- **False destination** (a place that doesn't exist) = 0%

If the check is successful the caster arrives where he intended; otherwise roll 1d10 for a teleportation mishap (re-roll if result doesn't make sense regarding the situation):

- 1) Caster arrives 1d8 miles off location, in a random direction.
- 2) Caster arrives on location but 1d10 x 10 feet above (and falls immediately).
- 3) Caster arrives in a similar-looking location, yet which is tens, or even hundreds, of miles away.
- 4) Caster is transported (and lost) to an alternate, unknown plane (determined by the GM).
- 5) Caster remains on the same place, but is transported 1d10 days in the future.
- 6) Caster is transported but 3d10 feet away.
- 7) Caster arrives on location but jammed, suffering 1d10 points of damage, and stunned, unable to act for 1d10 rounds.
- 8) Caster arrives on location, but with a demon (determined by the GM) that immediately attacks.
- 9) Caster arrives on location, but naked and alone (everything remains where he departed from).
- 10) Only the caster's equipment arrives on location, while he remains naked on the same place.

594. TELEPORT WITHOUT ERROR

Conjuration/Summoning

Level: Gry 7	Range: Personal and touch
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: Caster and touched objects or other touched willing creatures weighing up to 50 lb. per level

This spell operates exactly as *Teleport* above, except that it wields no hazard or danger. The caster must have a reliable description of the place to which he is teleporting however. If the caster attempts to teleport with insufficient information (or with misleading information), he disappears and simply reappears in his original location. Areas of strong physical or magical energies could make teleportation impossible.

At GM's discretion, *Teleport Without Error* could allow interplanetary and interplanar travel, but with a risk of mishap as per the *Teleport* spell.

595. TEMPORAL STASIS

Transmutation/Alteration

Level: Gry 9	Range: Touch
Casting Time: 9 segments	Duration: Permanent
Save: None	Spell Resistance: Yes

Target: One creature of any type and size

This spell enables the caster to place the subject into a state of suspended animation. A successful melee touch attack is required to affect an unwilling target. For the affected creature, time ceases to flow and its condition becomes fixed. The subject does not grow older, its body functions virtually cease, and no force or effect can harm it (though the body could still be transported normally). This state persists until the magic is removed by a successful *Dispel Magic* or similar spell.

596. TEMPUS FUGIT

Illusion [Mind-affecting]

Level: Del 5	Range: 60 feet
Casting Time: 5 segments	Duration: 1d6 + 1/level hours
Save: See text	Spell Resistance: Yes

Target: See text

This spell (which name translates as "time flies") modifies the subjects' perception of time, so they become unaware of its passing. Affected creatures would typically believe that but one hour elapsed, when in fact a full day went on. Yet, this isn't a *Slow* spell, thus the subjects will defend themselves normally if they are attacked. However, when not directly threatened, the subjects will take all their time to do anything, wasting it with details, and in effect accomplishing very little. As such, as long as the spell remains in effect, a subject is unable to complete anything. For example, an emissary bringing a letter to someone in the immediate vicinity, would find all kinds of pretexts to do other things vaguely related to his mission, while sincerely believing accomplishing it. In any case,

when the spell ends the subjects only completed 20 to 50% of the task they wanted to do.

The spell can either be cast on a single target, in which case he is not allowed a saving throw, or on all creatures in a 30 feet radius area of effect, in which case they are allowed a group saving throw. That is, use the creature with the best Wisdom save to make a saving throw that will determine whether the whole group is affected by the spell or not (a successful save negates). Undead, constructs, and other mindless creatures are immune to the effect of *Tempus Fugit*.

597. THUNDER GOD'S MIGHT

Transmutation/Alteration

Level: Wht 5	Range: Personal
Casting Time: 5 segments	Duration: 2d4 + 1/level rounds
Save: None (see text)	Spell Resistance: No

Target: Caster

This spell makes the caster and his gear grow to epic proportions. This increase has the following effects: the caster's height doubles (becoming Large), his weight increases by a factor of eight, and he gains a +4 bonus to strength, as well as +2 temporary hit-points per level. Weapons increase in size, increasing their damage as shown below.

Old Damage	New Damage	Old Damage	New Damage
1d3	1d6	1d8	1d12
1d4	1d8	1d10	2d8
1d6	1d10	1d12	2d10

Magical properties of magic items that get bigger do not change, however.

598. THUNDER TRANSFORMATION

Transmutation/Alteration

Level: Gry 6	Range: Personal
Casting Time: 6 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Target: Caster

This spell transforms the caster into a powerful, berserk fighter. As such, the caster gains a number of bonus hit-points equal to his maximum total, from which damage will be sustained first without affecting his currently remaining, normal hit-points. Then, the caster gains a +4 bonus to his AC, a Strength score of 18 (or +2 to his Strength score if already having 17 or more), and can attack twice per round with a base attack bonus equal to his level. Lastly, the spell grants the caster proficiency in all melee weapons for the spell's duration.

While the spell is in effect, the caster cannot cast spells, even from magic items. Furthermore, he cannot cancel the effects of this spell, and will continue to attack until all enemies are killed or the spell duration ends.

Material Component: A potion of Strength, which the character drinks (and whose effects are subsumed by the spell effects).

599. TIME MIRROR

Divination

Level: Blk 3, Gry 3	Range: 10 feet
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: See what happened in the past next to a window or mirror

This spell can be cast either on a window or mirror, and brings back images or reflections of what happened in the past. The window pane or mirror needs not be in perfect condition (it may be cracked), but at least 80% of the glass must remain or the spell will fail. During casting, the sorcerer determines the period he wants to see, which must be a precise date, or a number of days, weeks, years, etc., in the past. Then, the glass forms images of what occurred behind the window, or what was reflected on the mirror, at this period, as if the caster and other creatures looking at it, had been there back in time. The glass or mirror can only see what it witnessed however. If it didn't exist at the period, the spell simply fails; if the window or mirror was elsewhere, it will show what happened where it was at that time.

Focus: the window or mirror on which the spell is cast. There is a 1% cumulative chance per casting of *Time Mirror* on the same window or mirror, that the glass will shatter, blasting into numerous glass shards that will inflict 1d4 points of damage to every creature within 15 feet (Dexterity saving throw negates).

600. TIME STOP

Transmutation/Alteration

Level: Gry 9	Range: Personal
Casting Time: 9 segments	Duration: Instantaneous (see text)
Save: None	Spell Resistance: No

Target: Caster

When *Time Stop* is cast, everything is frozen in time except the caster. In fact, what truly happens, is that when the casting is completed, the caster gains 1d4 + 1 extra rounds of time that are instantaneous for the remainder of the world. And when these extra rounds have elapsed, time resumes to flow normally* around the caster.

During this extra time, the caster can do anything he wants, but only creatures and things he directly interacts with are affected. For example, he could throw a dagger, but as soon as it leaves his hand, the dagger remains suspended in the air, and will fly toward its target when the 1d4 + 1 rounds end and normal time resumes its normal flow*. Then, if the caster tries to move into a fire, it will burn him normally. The same idea applies to magic. If the caster casts a *Lightning Bolt* spell, it will remain frozen in time, affecting the targets when time resumes normally*. Then, if the caster casts a *Resist Fire* spell on himself, it will begin to work inside these extra rounds of time and continue afterwards. However, if the caster were to cast the spell on someone else, it would begin to operate when time resumes normally*.

Note that *Time Stop* doesn't enable to bypass spell effects such as a *Wall of Force*, and during these extra rounds the caster cannot enter an area protected by an *Anti-magic Shell*, *Protection from Evil*, or by a *Magic Circle* spell. The caster may harm creatures, who are immobile and considered helpless during the extra rounds, and if

wrestling objects from their hands, do it with a Strength check at a DC equal to the creature's strength score.

(* Note that despite what the spell's name suggests, the flow of time doesn't stop. It's just that the caster gets 1d4 + 1 rounds of it, which make him observe an *apparent* stop of time around him.)

601. TONGUES

Divination

Level: Gry 3, Wht 4	Range: Touch
Casting Time: 7 segments	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One creature

This spell grants the recipient of the spell, the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, although he may be able to understand several languages. *Tongues* doesn't enable the subject to speak with creatures that don't speak (so *Tongues* cannot replace *Speak with Plants* for example). This spell also doesn't predispose any creature addressed toward the subject in any way.

602. TORMENT

Abjuration

Level: Blk 6, Gry 7	Range: 90 feet
Casting Time: 6 rounds	Duration: See text
Save: None	Spell Resistance: See text

Target: One evil (Chaos aligned) extra-planar creature

Torment is a more powerful version of *Dolor*. This spell tortures a fiend until it agrees to serve the caster for a limited time or perform a mission on his behalf.

To cast the spell, the caster must be in the targeted fiend's presence. During the first round, when the caster speaks the first words of the scroll (see material component) in front of the fiend (i.e. at this time, casting time is 7 segments), it is immediately held in place (unless its magic resistance allows it to escape this effect). Then, during the second round, and whether its magic resistance protects it against the hold effect, the words of the scroll cause considerable agony to the fiend. It suffers a -2 penalty to all die rolls, and must succeed a Charisma save (magic resistance doesn't apply) or agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual. If the fiend succeeds the save, and it is not held, it may try to do something (such as attack the caster), but with the aforementioned penalty. During the third round, the penalty worsens to -4 and the fiend must again make the same Charisma save. During the fourth round it worsens to -6, then -8 during the fifth round and -10 during the sixth (and last) round.

Afterwards the spell's effect ceases, but if the fiend agreed to perform a task for the caster in exchange for relief, he was bound by the spell's magic to thereafter comply and do what was agreed upon (as per a *Geas* spell, incurring further agony and eventually death if not complying).

Material Components: A black vellum upon which arcane and occult symbols are inscribed, using a special ink made of fiendish blood and powdered silver and platinum, as well as a specially trea-

ted parchment through alchemical processes (DC 20 alchemy skill check). All of this costing no less than 250 gp, and taking a full day to create. A caster can create and keep in existence no more than one scroll at any one time.

603. TRANSMUTE METAL TO WOOD

Transmutation/Alteration

Level: Nat 7	Range: 120 feet
Casting Time: 9 segments	Duration: Instantaneous
Save: None	Spell Resistance: See text

Targets: All metal objects within a 40-foot-radius burst

This spell enables the caster to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. Magical objects made of metal effectively have 90% MR (SR 19) against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood suffer a -2 penalty to attack and damage rolls. Armor converted from metal to wood loses 2 points of AC bonus. 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 AC bonus every time it is struck by a natural attack roll of 19 or 20.

Only a *Limited Wish*, *Miracle*, *Wish* or similar magic can restore a transmuted object to its metallic state.

604. TRANSMUTE ROCK TO MUD (Reversible: TRANSMUTE MUD TO ROCK)

Transmutation/Alteration

Level: Gry 5, Nat 5	Range: 120 feet
Casting Time: 7 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Area: One rock (or portion of rock) up to two 10-ft. cubes /level

This spell turns a natural, non-magical rock of any sort into an equal volume of mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink into it as if it were quicksand. Those sinking to hip- or chest-deep, reduce their speed to 5 feet and suffer a -2 penalty on attack rolls and AC. Those who sink below the mud's surface eventually perish of suffocation. 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 a speed of 5 feet.

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 damage to anyone caught directly beneath the area, or half damage to those who succeed at Dexterity saves.

Castles and large stone buildings are generally relatively safe from the effects of the spell, since *Transmute Rock to Mud* only affect a single piece of rock, so would only affect one of the castle's slabs, not an entire wall. It likewise 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 the reverse of the spell restores its substance (but not necessarily its form). However, *Dispel Magic* has no effect on the mud created by the spell. 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.

Reverse: *Transmute Mud to Rock* transforms normal mud or quicksand of any depth into soft stone permanently. Creatures in the mud are allowed a Dexterity save to escape before the area is hardened to stone.

605. TRANSMUTE WATER TO DUST

Transmutation/Alteration

Level: Gry 6, Nat 6	Range: 60 feet
Casting Time: 6 segments	Duration: Instantaneous
Save: See text	Spell Resistance: See text

Area: Up to 30 feet radius area

This spell will instantaneously evaporate a large quantity of water, leaving behind only a handful of dust (and salt, if cast on sea-water). The caster will affect an area of up to a 30 feet radius (sphere). All the water contained in the area, is turned into a very thin vapor and dispersed elsewhere (probably into the Ethereal plane, so physical boundaries around the water do not matter). The resulting effect varies according to the following situations:

- **Large body of water:** A volume of water disappears, leaving only a void behind, that is immediately filled by the surrounding water. A creature caught inside suffers 2d6 points of damage from the suddenly crashing flood (Dexterity save for half damage allowed).
- **Soaked area after a rain:** Everything is perfectly dried-up.
- **Mud or similar water impregnated material:** Entirely dried up, but becoming hard and brittle in the process.
- **Food:** All food is entirely frozen-dry. As such, it becomes one fifth its normal weight and volume, and remains edible for months (usually after having been soaked a few minutes in boiling water).
- **Plants:** All normal plants are desiccated and killed. (Plant-creatures are treated as living creatures.)
- **Construct:** No effect, though a machine (such as a steam engine) that needs water to function, will stop and may suffer some minor damage at GM's discretion.
- **Living creature:** In evaporating all the creature's body fluids and moisture, it deals 10d6 of damage (Constitution saving throw for half). Thereafter, a victim must immediately be soaked in water and drink as much as it can, or it will lose 1 hit-point per round until dead. Creatures thus dehydrated suffer a -4 penalty to all rolls, and must succeed a Constitution save or fall into a faint anytime they make something strenuous, until they recovered all hit-points lost due to this spell.
- **Undead:** No effect.
- **Air/Earth/Fire elemental or creature:** No effect.
- **Water elemental:** A single 24 HD water elemental, or two of 12/16 HD, or three of 8 HD, are instantaneously obliterated (no saving throw).

606. TRANSPORT VIA PLANTS

Transmutation/Alteration

Level: Nat 6	Range: Unlimited
Casting Time: 3 segments	Duration: 1 round
Save: None	Spell Resistance: No

Target: Caster

This spell enables the caster to enter any normal plant (Medium-size or larger) and pass any distance to a plant of the same species 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 the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he needs merely designate direction and distance, and the *Transport Via Plants* spell moves the caster 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 the caster is ejected from the entry plant.

This spell does not function with plant creatures. The destruction of an occupied plant (such as casting a *Disintegrate* spell upon it, during the same round the caster entered it) slays the caster.

607. TRAP THE SOUL

Conjuration/Summoning

Level: Blk 8, Gry 8	Range: 60 feet
Casting Time: 1 segment (see text)	Duration: Permanent
Save: See text	Spell Resistance: See text

Target: One creature (with or without a soul)

Trap the Soul forces a creature's life force (and its material body) into a fine ruby. 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 individual from another plane (which could mean a subject trapped by an inhabitant of another plane when the subject is not on the Material 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 a primary action as if the sorcerer were casting a regular spell at the subject. This allows SR (if any) and a Charisma save to avoid the effect. If the creature's true name is spoken as well, any SR is ignored and the save is at a -4 penalty. If the save or SR is successful, the gem shatters.

- **Trigger Object:** The second method tricks the subject into accepting a trigger item inscribed with the final spell word, automatically placing the creature's soul inside the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A *Sympathy* spell (i.e. reverse version of *Antipathy* spell) can also be placed on the trigger item. As soon as the subject picks up or accepts the trigger item, its life force is automatically transferred into the gem without the benefit of SR or a save.

Focus: A transparent ruby worth at least 1,000 gp, inserted into a golden frame engraved with occult symbols.

608. TREE

Transmutation/Alteration

Level: Nat 3	Range: Personal
Casting Time: 5 segments	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Target: Caster

By means of this spell, the caster is able to assume the form of a small, 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 the caster is, in fact, a tree or shrub, although a *Detect Magic* spell reveals a faint transmutation aura on the tree. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form, and his hit-points and saves remain unaffected. The caster gains a +10 bonus to AC but has an effective Dexterity score of 1. The caster is immune to critical hits while in tree form. All clothing and gear carried or worn changes with the caster. The character can dismiss tree shape as a free action.



609. TRIP

Transmutation/Alteration

Level: Nat 2	Range: Touch
Casting Time: 5 segments	Duration: 1 hour/level (see text)
Save: Dexterity negates	Spell Resistance: No

Target: One creature at a time

This spell creates a trap that will trip and make fall any creature passing over it. It must be cast on some appropriate object lying on the ground, such as a carpet, rope, tree-root, stick, etc. In most cases the trap is not discernible (it just appears as a mundane object lying on the ground), unless one succeeds a Detection skill check at DC 15. Then, as soon as a creature walks over the trap, the spell is triggered, using the object to trip the creature.

A victim of *Trip* must succeed a Dexterity saving throw, or badly fall. A running creature makes its save with a -4 penalty; a quadruped creature gains a +2 bonus to its save; and a cautious creature gets a +4 bonus. The spell cannot trip creatures of very large size (elephant, giant, etc.). The nature of the ground will dictate the effect of the fall. If it is covered with thick grass or straw, the creature will likely not be harmed. However, falling on a hard rocky ground will inflict 1d6 points of damage and stun the victim for 1d4+1 rounds if it fails a Constitution save.

The spell can affect several creatures at once, if it is large enough, such as a rope several feet long across a road. The spell remains effective for up to one hour per caster level, or until it has been triggered a maximum number of times equal to the caster's level.

Focus: The item used to trip creatures.

610. TRUE NAME

Abjuration

Level: Blk 7, Gry 7	Range: 120 feet
Casting Time: 7 segments	Duration: Up to 1 round/level
Save: None	Spell Resistance: No

Target: One creature whose true name is known

This spell enables a magic-user to use any true name she knows to full effectiveness when casting subsequent spells. For this magic having a chance to work as intended, the caster must of course know the true name of her target when casting *True Name*. If she casts the spell using the wrong true name, or pronouncing it improperly (which generally requires a Linguistics skill check at DC 15), it will simply have no effect. Otherwise, the next 1d4 spells she casts at the target before 1 round per level have elapsed, will deny any saving throw or spell resistance to the target.

Note: How someone may learn a true name is left at GM's discretion, depending on the campaign events. Then, any magic-user could use a true name without knowing this spell (see p.186), to reduce a target's saving throw or magic-resistance. Nonetheless, this spell makes using true names really powerful, as it denies the target any saving throw or magic resistance at all against 1 to 4 spells.

611. TRUE SEEING

Divination

Level: Del 6, Gry 5, Wht 5	Range: Touch
Casting Time: 1 full round	Duration: 1 round/level
Save: Wisdom negates (harmless)	Spell Resistance: Yes

Target: One character, to look at any creature, object or area

This spell confers 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 things (usually as a translucent shape superimposed on the apparent form). Further, the subject can focus her vision to see into the Ethereal Plane (but not into extra dimensional spaces). The range of *True Seeing* conferred is 120 feet. Additionally, the white magic version of this spell allows the subject to see auras, note alignments of creatures or magical auras at a glance.

True Seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel 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.

Note: Sometimes, there could be disastrous side effects to the use of *True Seeing*. These will depend on circumstances at GM's discretion, but often, when a character tries to use *True Seeing* to look at things that man was never meant to know (e.g. typically things pertaining to the Cthulhu Mythos), she could be subjected to *Fear* or *Feeblemind* effects.

612. TRUE STRIKE

Divination

Level: Blk 1, Gry 1	Range: Personal
Casting Time: 1 segment	Duration: See text
Save: None	Spell Resistance: No

Target: Caster

The caster's next single attack roll (if it is made before 1 round per two caster levels have elapsed) gains a +20 bonus to hit. Magic-users generally use this spell just before casting another spell that requires a touch attack.

613. TURN BLASPHEMOUS CREATURES

Abjuration

Level: Blk 1, Wht 1	Range: 60 feet
Casting Time: 3 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Target: Any appropriate Cthulhu Mythos creatures

This spell operates exactly as per the Turn Undead ability (p.95), except that the caster affects all creatures related to the Cthulhu Mythos instead. Generally, a mythos creature is a servant of the blasphemous gods (e.g. Hastur, Shub-Niggurath, Yog-Sothoth, etc.), and includes monstrosities such as the Moon-beast, Byakhee, Formless Spawn, etc. Undead (including the generic type of ghouls) do not normally belong to the Cthulhu Mythos. In any case, the GM determines which creatures belong to it in his campaign setting.

Focus: A five-points star sculpted in a rare green stone, and engraved with mystical symbols, costing no less than 50 gp (where the stone can be found is left at GM's discretion).

614. TURN WOOD

Transmutation/Alteration

Level: Nat 6	Range: 120 feet
Casting Time: 8 segments	Duration: 1 round/level
Save: None	Spell Resistance: No

Area: Path 120 ft. wide and 10 ft. high, emanating from the caster

The spell produces waves of energy that roll forth from the caster, moving in the direction that he determines, causing all wooden objects in the path of the spell to be pushed away from him to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are. Objects 3 inches 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 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can unlimber it as a secondary action.) If a spear is planted (i.e. set) to prevent this forced movement, it splinters. Even magic items with

wooden sections are repelled, although an *Anti-Magic Shell* spell blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

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615. ULTRAVISION

Transmutation/Alteration

Level: Gry 4	Range: Touch
Casting Time: 1 full round	Duration: 2 + 1/level hours
Save: None	Spell Resistance: Yes

Target: One creature

Ultravision is a far more potent version of the *Infravision* spell. The subject can see in total or partial darkness, be it indoors or outdoors, as he would see in full daylight. The subject can distinguish colors, and see as far as he would during the day with the same weather conditions. However, bright light can hurt the subject's eyes. In such cases he must succeed a Constitution saving throw or become blind for 10-40 minutes.

616. UNCONTROLLABLE HIDEOUS LAUGHTER

Enchantment/Charm [Mind-Affecting]

Level: Gry 2	Range: 60 feet
Casting Time: 2 segments	Duration: 2d4 rounds
Save: Wisdom negates	Spell Resistance: Yes

Target: One creature (see text)

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone, unable to take any actions while laughing. After the spell ends, it can act normally. Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't «translate» well.

617. UNDEAD WARD

Necromancy

Level: Blk 2, Wht 3	Range: 0
Casting Time: 10 minutes	Duration: 1 hour/level (D)
Save: Charisma negates	Spell Resistance: Yes

Effect-Area: Barrier against undead of 100 square feet per level

By placing carefully prepared talismans, the caster can ward an area against the passage of any undead creature. Undead attempting to enter the warded area must make a Charisma save in order

to succeed, otherwise their passage is blocked. If they are forced into the warded area against their will, they can do nothing but attempt to leave it by the fastest possible means. The spell lasts until the duration ends, or until one of the talismans is removed. No undead can touch the talismans, but a living creature can remove them easily, ending the spell immediately. If an undead creature with more Hit Dice than the caster's level succeeds its saving throw and forces entry into the warded area, all talismans are destroyed immediately and the spell ends.

Focus: A set of carefully prepared talismans that display protective writings, worth at least 100 gp. Examples are bones carved with runes, paper amulets covered in blessed scripture with special ink, or specifically prepared holy items (symbols, prayer beads, etc.).

618. UNDETECTABLE MAGIC AURA

Illusion

Level: Del 1, Gry 1	Range: Touch
Casting Time: 1 full round	Duration: 1 day/level
Save: None (see text)	Spell Resistance: No

Target: One object weighing up to 5 lb. per level

This spell masks a magical item's aura from detection by a *Detect Magic* or similar spell. The observer would simply see nothing special. However, if the object bearing *Undetectable 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 an Intelligence saving throw. On the other hand, a *True Seeing* spell is not foiled by *Undetectable Magical Aura*, which presence is revealed as well as the magical aura itself.

619. UNHOLY BLIGHT

(Reverse: HOLY MIST)

Evocation [Evil]

Level: Blk 4, Wht 4	Range: 90 feet
Casting Time: 4 segments	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Area: 20-foot-radius spread

This spell enables the caster to call unholy power to smite his enemies. The power takes the form of a cold, cloying cloud of greasy darkness. Only Law-aligned and neutral (not evil / Chaos-aligned) creatures are harmed by the spell. It deals 1d8 points of damage per two caster levels to Law creatures and sickens them for 1d4 rounds. A sickened creature suffers a -2 penalty on attack and damage rolls, skill checks, and saving throws. A successful Constitution save reduces damage to half and negates the sickening effect. Then, the spell deals only half damage to neutral creatures (i.e. who are neither Law or Chaos aligned), and they are not sickened. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Constitution or Dexterity save (subject's choice). The spell has no effect on Chaos-aligned creatures; it cannot be cast by Law-aligned magic-users.

Reverse: *Holy Mist* calls upon holy powers, and makes appear a luminescent mist of light blue color, that operates as per *Unholy Blight* except it only affects Chaos-aligned creatures.

Note: Practitioners of white magic normally only have access to *Holy Mist*, never to *Unholy Blight*. However, those of neutral alignment could find and learn *Unholy Blight*, but using it will quickly corrupt them, and turn them to Chaos (with appropriate consequences, such as becoming a warlock, at GM's discretion).

620. UNSEEN SERVANT

Conjuration/Summoning

Level: Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 1 hour/level
Save: None	Spell Resistance: No

Effect: One invisible, mindless, shapeless servant

This spell brings into existence an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and 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. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force. Its speed is 15 feet.

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 attacks.) If the caster attempts to send it beyond the spell's range (measured from the character's current position), the servant ceases to exist and the spell ends.

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621. VACANCY

Illusion

Level: Del 4	Range: 30 feet
Casting Time: 4 segments	Duration: 1 hour/level
Save: None	Spell Resistance: Yes

Target: 10 feet per level radius

This spell will make an area appear as if it were long disused and abandoned. Onlookers, whether they are present or using some scrying spell or device, will see the place empty of living creatures, covered with dust and cobwebs, and its content being somewhat rotten and of low value. The caster may even decide to cloak some or all of the objects, furniture, etc., under the illusion of emptiness, so they are actually invisible. *Vacancy* however doesn't affect creatures, though they won't dispel the illusion by touching it.

Any creature that interacts with a place under a *Vacancy* spell, is entitled a Wisdom saving throw to see it through the illusion. Those who fail their save and would bump into objects apparently not there, will believe them to be invisible, but not hidden under an illusion. Of course, as soon as such an object would be brought outside the spell's area of effect, it would be seen normally.

622. VAMPIRIC TOUCH

Necromancy [Evil]

Level: Blk 3, Gry 3	Range: Touch
Casting Time: 3 segments	Duration: Instantaneous
Save: None	Spell Resistance: Yes

Target: One living creature

This malevolent spell enables the caster to drain the energy of a living creature to replenish his own. At the end of the spell's casting, the character must succeed at a melee touch attack. If successful, the caster drains 1d6 hit-points per two levels, from the victim, which are transferred to his own. Wounds are cured, and excess hit-points above the caster's maximum total remain as temporary hit-points for up to one hour. Subsequent damage drains these temporary hit-points first. In any case, *Vampiric Touch* cannot drain more than the target's current hit points + 1d8, which is enough to kill the subject. This spell cannot affect undead and constructs.

623. VANISH

Conjuration/Summoning

Level: Gry 7	Range: Touch
Casting Time: 2 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: One object of up to 50 lb. /level and 3 cubic feet /level

Vanish is essentially a *Teleport* spell applied to an object, that instantly transports it to a designated destination. Creatures and magical forces cannot be made to vanish, only inert and non-living things. Distance is not a factor, but inter-planar travel is not possible. The caster must have some clear idea of the location and layout of the destination. The clearer his mental image, the more likely the teleportation works. The chance for the object to successfully arrive on location is described below. On a failed % roll, the object is utterly lost. If some powerful and appropriate magic was used to get it back (such as a *Limited Wish* spell), the chance for recovering the object is only of 10% per level of the spell used. If it is failed, the object probably disintegrated and doesn't exist anymore.

- **Very familiar** (a place where the caster has been very often and where he feels at home) = 95%
- **Studied carefully** (a place the caster knows well, either because he has been there often or has used other means to study the place) = 85%
- **Seen casually** (a place that the caster has seen more than once but with which he is not very familiar) = 70%
- **Viewed once** (a place that the caster has seen once, possibly using magic) = 50%
- **Description** (a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map) = 20%
- **False destination** (a place that doesn't exist) = 0%

If desired, a vanished object can be sent far into the Deep Ethereal Plane (with a 100% chance of success). In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful targeted *Dispel Magic* spell cast on that point brings the vanished item back from the Ethereal plane.

624. VEIL

Illusion

Level: Del 6	Range: 180 feet
Casting Time: 3 segments	Duration: 1 hour/level (D)
Save: See text	Spell Resistance: See text

Targets: One or more creatures, within a 60 feet diameter area

This spell enables the caster to instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. The caster can make the subjects appear to be anything he wishes. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. The caster must succeed at a Disguise skill check to duplicate the appearance of a specific individual. This spell gives the caster a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Charisma saves or with SR. Those who interact with the subjects can attempt Intelligence disbelief saves to see through the glamor, but SR doesn't help.



625. VENTRILOQUISM

Illusion

Level: Del 2, Gry 1	Range: 30 feet
Casting Time: 1 segment	Duration: 3 + 2/level rounds (D)
Save: Intelligence disbelief	Spell Resistance: No

Effect: Intelligible sound, usually speech

This spell enables the caster to make his voice (or any sound that the caster can normally make vocally) seem to issue from someplace else. The caster can speak in any language he knows. With respect to such voices and sounds, anyone who hears it and rolls a successful Intelligence save recognizes the sound as illusory (but still hears it).

626. VIGILANCE

Divination

Level: Psi 2	Range: Personal
Casting Time: 2 segments	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: Caster

This power enables the caster to see 30 feet in total darkness, fog, salty water, dust-laden air, and similar vision-impairing media. Vision is black and white only but otherwise like normal sight. In magically obscured regions, such as magical darkness or fog, *Vigilance* allows the character to see only 10 feet. The power does not grant the ability to see through solid objects.

627. VIGOR

Transmutation/Alteration

Level: Psi 1	Range: Personal
Casting Time: 1 segment	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Target: Caster

This power enables the caster to gain 3 temporary hit-points per level. However, these hit-points do not stack with temporary hit-points from other sources or with additional uses of *Vigor*.

628. VISION

Divination

Level: Del 7	Range: Personal
Casting Time: 7 segments	Duration: See text
Save: None	Spell Resistance: No

Target: Caster

This spell quickly brings to the caster's mind the legends about an important person, place, or thing, but produces some strain on him. The caster poses a question about some person, place, or object, then casts the spell. If the person or object is at hand or if the caster is in the place in question, he receives a vision about it with a successful Intelligence saving throw. If only detailed information on the person, place, or object is known, the save is made at -2, and the information gained is incomplete (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better vision next time). If only rumors are known, the save is made at -4, and the information gained is vague (though it often directs the caster to more detailed information, thus allowing a better vision).

When completed, the divination brings legends (if any) about the person, place, or things to the caster's 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, the caster gains no information. As a rule of thumb, characters of 11th level and higher are considered 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.

629. VOCALIZE

Transmutation/Alteration

Level: Gry 2	Range: Personal
Casting Time: 1 full round	Duration: 1d6 + 1/level rounds
Save: None	Spell Resistance: No

Target: Caster

Vocalize dispenses the caster of pronouncing aloud the verbal components of the next spells he casts during the spell's duration. The caster simply says them in his mind, and *Vocalize* projects the thoughts into the Astral plane or wherever the words take effect for triggering spells' effects. *Vocalize* has no other use, and cannot make the caster's speech be heard within a zone of silence however. *Voca-*

lize is useful to cast spells in zones of magical silence, underwater, in the void of space (where sound cannot exist), or simply when the caster doesn't want to be heard.

Note: By default, in FANTASTIC HEROES & WITCHERY all spells require verbal (i.e. saying words) and somatic (i.e. making gestures) components to be cast [with the exception of Psychics who only need to concentrate to manifest any of their spells/powers]. Only if specifically noted, a spell doesn't require them. In this case, *Vocalize* only requires somatic components.



630. WAIL OF THE BANSHEE

Necromancy

Level: Blk 9	Range: 30 feet
Casting Time: 1 segment	Duration: Instantaneous
Save: Constitution negates	Spell Resistance: Yes

Area: One living creature per level within a 30-foot-radius spread

Wail of the Banshee enables the caster to emit a terrible scream that kills creatures that hear it (except for the caster). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

631. WAIL OF THE DAMNED

Conjuration/Summoning

Level: Blk 2, Wht 2	Range: 60 feet
Casting Time: 2 segments	Duration: Instantaneous
Save: Constitution partial	Spell Resistance: Yes

Area: 10-foot-radius spread

This spell booms for a brief instant with the foul moaning and despairing screams of the damned souls tormented in hell. The brutality of the wail shrivels the flesh of those in the area of effect, and shocks them with feelings of dread. All creatures within 10 feet of the mortifying resonance take 1d8 points of damage, and must succeed a Constitution saving throw to avoid being stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC; attackers gain a +2 bonus to attack it. Creatures that cannot hear the wail are not stunned but are still damaged. Those beyond the spell's area of effect are not affected by the spell but still hear the terribly awful screams, and will probably have shivers of horror going down their spine. Note that such screams are likely to alert all creatures in the adjacent corridors and rooms (if cast underground), or hundreds of yards away (if cast outdoors).

Wail of the Damned doesn't distinguish between allies and enemies, yet the caster himself is not affected by the spell. Evil (i.e. Chaos aligned) creatures suffer a -2 penalty to their saving throw, as their souls probably anticipate that it will be their ultimate fate, a subconscious thought that is dazzling. On the other hand, undead, constructs and fiends aren't affected.

632. WALL OF FIRE

Evocation [Fire]

Level: Gry 4, Nat 5	Range: 180 feet
Casting Time: 7 segments	Duration: Conc. + 1 round/level
Save: See text	Spell Resistance: Yes

Effect: Opaque sheet of flame up to 180 feet long, or a ring of fire with a radius of up to 30 feet; either form 20 feet high

This spell makes an immobile, blazing curtain of shimmering violet fire spring into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 4d4 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Dexterity save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of the wall of fire takes 20 points of cold damage or more in 1 round, that length goes out.

633. WALL OF FOG

Evocation

Level: Del 1	Range: 60 feet
Casting Time: 1 segment	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Wall of fog, 15 feet high, 10 feet thick, and 30 feet long

This spell creates a stationary, straight wall of fog, 10 feet high, 10 feet thick, and 10 feet/caster level long. The fog obscures all sight, including infravision, beyond 5 feet. A creature within 5 feet is difficult to see, hence getting a +4 bonus to its armor class (if the attacker relies on his sense of seeing to target foes). Creatures farther away are no more visible (attackers can't use sight to locate them). 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.

634. WALL OF FORCE

Evocation

Level: Gry 5	Range: 60 feet
Casting Time: 5 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: Yes

Effect: Wall whose area is up to one 10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot per level

This spell creates an invisible wall of force. This wall cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including *Dispel Magic*. However, *Disintegrate* immediately destroys it, as does a rod of cancellation, a sphere of

annihilation, and *Morgane's Magical Disjunction*. Spells and breath weapons cannot pass through the wall in either direction, although transportation spells and effects can bypass the barrier. It blocks ethereal creatures as well as material 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 the wall of force however.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level. The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

635. WALL OF ICE

Evocation [Cold]

Level: Gry 4	Range: 120 feet
Casting Time: 4 segments	Duration: 10 minutes/level
Save: See text	Spell Resistance: Yes (see text)

Effect: Anchored plane of ice, up to one 10-foot square per level, or hemisphere of ice with a radius of up to 3 feet +1 foot per level.

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.

- **Ice Plane:** A sheet of strong, hard ice appears. The wall is one inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall needs only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit-points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit-points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength skill check is 15 + caster level. 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 2 points of cold damage per caster level (3 points per level against fire-using creatures; 1 point per level against cold-using creatures); no save.

- **Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Dexterity saves.

Note that spell resistance is only effective against the cold effect of the ice wall, but not against the physical presence of the ice (which includes attempts at entrapping creatures into a hemisphere of ice). Only powerful magical fires such as a *Fireball* spell or a dragon's breath can melt a *Wall of Ice* (if necessary check the number of damage points dealt against the wall's hit-points); all other fires have no effect against it. Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

636. WALL OF IRON

Evocation

Level: Gry 5	Range: 120 feet
Casting Time: 5 segments	Duration: Instantaneous
Save: See text	Spell Resistance: No

Effect: Iron wall whose area is up to one 5-foot square per level

This spell causes a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving 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 the caster can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness, or vice-versa. Each 5-foot square of the wall has 30 hit-points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. A section of wall whose hit-points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength skill check is 25 + 2 per inch of thickness.

If the caster desires, 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. Creatures with room to flee the falling wall may do so by making successful Dexterity saves. Damage depends on the victim's size: huge none, large 3d6, medium 6d6, small 9d6, with a Strength save for half.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

637. WALL OF STONE

Evocation

Level: Gry 5	Range: 120 feet
Casting Time: 5 segments	Duration: Instantaneous
Save: See text	Spell Resistance: No

Effect: Stone wall whose area is up to one 5-foot square per level

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall of stone is 1 inch thick per four caster levels (rounded up) and composed of up to one 5-foot square per level. The caster 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.

The caster can create a wall of stone in almost any shape he desires. 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 feet, 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.

Each 5-foot square has 15 hit-points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first

8 points of damage from each blow are ignored. A section of wall whose hit-points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

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 avoid entrapment with successful Dexterity saves.

638. WALL OF THORNS

Conjuration/Summoning

Level: Nat 6	Range: 120 feet
Casting Time: 8 segments	Duration: 10 minutes/level (D)
Save: None	Spell Resistance: No

Effect: Wall of thorny brush, up to one 10-foot cube per level

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move through the wall of thorns takes 25 points of damage per round of movement, minus 1 point for each point of its AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher take no damage from contact with the wall.)

The caster can make the wall as thin as 5 feet thick, which allows him to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level x2. This has no effect on the damage inflicted 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. To make any progress, a creature must succeed at a Strength skill check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19. 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 their normal speed without taking damage.

A *Wall of Thorns* can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

639. WARDING CLAWS

Necromancy

Level: Blk 4	Range: Personal
Casting Time: 1 full round	Duration: 2 rounds/level
Save: See text	Spell Resistance: Yes

Area: Barrier 5 feet radius around caster

This spell creates a wall of ghostly claws swirling all around the caster. One casting creates 1d4 claws per caster level, spread out evenly around him. These claws attack and repel any living creature

that tries to reach their caster (it doesn't distinguish between friend and foe), as well as ethereal creatures. Assume that a maximum of four claws can focus on the same target each round. They can either attack, using the caster's attack bonus and do 1d4 of damage per claw; or they can parry an attack, adding the caster's attack bonus as a bonus to his AC, and if it is successful (i.e. if the claw's attack roll equals or exceeds the foe's attack roll) catch the foe's weapon. Next round, the foe must succeed a Strength saving throw to disengage his weapon from the claw's grasp.

640. WARP WOOD

Transmutation/Alteration

Level: Nat 2	Range: 10 feet/level
Casting Time: 4 segments	Duration: Instantaneous
Save: None	Spell Resistance: No

Target: 1 lb. of wood per level, all within a 20-foot radius

This spell causes wood to bend and warp, permanently destroying its straightness, form, and strength. As such it may be used to destroy arrows, spears, doors, boards, planks, etc. Multiple items may be affected; four arrows have about the same volume as an axe handle. Warped ranged weapons (e.g. arrows) become useless; warped melee weapons (e.g. quarterstaff, spear, etc.) suffer a -4 penalty to their attack rolls; doors can be easily unhinged and removed; etc. Note however, that magical objects made of wood effectively have 90% MR (SR 19) against this spell. Artifacts cannot be transmuted.

Alternatively, the character can unwarped wood with this spell, straightening wood that has been warped by this spell or by other means. This however, requires an appropriate Dexterity skill check at DC 20 to give back the item its original shape.

641. WATCHFUL GHOST

Necromancy

Level: Blk 4, Wht 5	Range: Personal
Casting Time: 1 full round	Duration: 1 hour/Level
Save: None	Spell Resistance: No

Effect: A 60-foot-radius around the caster

The caster summons one of the lesser ghosts from beyond the worlds, to watch over him. The ghost has no powers to attack, but automatically senses any creature that approaches within 60 feet of the caster. Invisible creatures are allowed a Dexterity saving throw (meaning they move discreetly and cautiously) to not be detected. The ghost also has the following spell-like powers, which it will use to protect the caster: *Detect Magic*, *Detect Evil* and *ESP* (*Detect Thoughts*). The watchful ghost can cast each of these spells 3/day, and will use them to answer any question the master may have. These spells are cast as a 3rd level magic-user, and will be controlled by the GM.

Casters have been known to summon this ghost to watch over them as they rest or study. The ghost could also accompany them on their errands and be particularly useful when exploring abandoned ruins and forgotten dungeons. The ghost is invisible, and will never show itself to the intruders. It will alert or awaken its master by speaking his name and telling him of the approaching danger. However, it

cannot sense whether the creature is friendly or threatening, and furthermore cannot see or detect anything further than a 60 feet radius around the caster.

642. WATER BREATHING

(Reversible: AIR BREATHING)

Transmutation/Alteration

Level: Gry 3, Nat 3, Wht 3	Range: Touch
Casting Time: 5 segments	Duration: 2 hours/level (see text)
Save: None	Spell Resistance: No

Targets: Up to one living creature per level

This spell enables the subject(s) to breathe water freely. This spell may be cast on several subjects, but in doing so, the spell's duration is evenly divided among all the creatures the caster touches. Note that *Water Breathing* does not make creatures unable to breathe air.

Reverse: *Air Breathing* enables an aquatic creature that normally breathes water, to be able to breath air.

643. WATER WALK

Alteration/Transmutation [Water]

Level: Wht 3	Range: Touch
Casting Time: 7 segments	Duration: 10 minutes/level (D)
Save: Dexterity negates	Spell Resistance: Yes

Targets: One creature per level

The recipients of this spell 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 60 feet per round until they can stand on it. Walking upon moving water, especially waves on the sea, can prove difficult if not impossible. The GM will determine penalties appropriate to the conditions; during a storm a character under effect of a *Water Walking* spell, could well be drowned and battered repeatedly, and be unable to reach any destination of his choice.

644. WEATHER SUMMONING

Evocation

Level: Nat 6	Range: Two miles
Casting Time: 10 minutes	Duration: 4d12 hours (see text)
Save: None	Spell Resistance: No

Area: Two-miles-radius circle, centered on the caster (see text)

This spell enables the caster to call forth a certain type of weather in the region where he resides. Though it takes but ten minutes to cast the spell, it can take a much longer time to manifest its effects. To obtain rain from an overcast sky, it will only take another ten

minutes; however, to get a bright interval, 10-40 minutes may be required. In any case it's up to the GM to determine the current, natural weather conditions, and how much time it will take to get those requested by the spell. It might take up to 2d12 hours to get a cloud cover during a dry and sunny summer day. Note also that the caster can only summon a weather appropriate to the climate and season of the area he is 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

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather. When the caster selects a certain weather condition to occur, the weather assumes that condition later (changing gradually), as determined by the GM. The new weather continues until the end of the spell's duration, at which time it slowly returns to normal.

Weather Summoning can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Forestals casting this spell in forested areas double the duration, and affect a circle with a three-mile radius.

645. WEB

Evocation

Level: Gry 2	Range: 90 feet
Casting Time: 2 segments	Duration: 10 minutes/level
Save: Dexterity negates (see text)	Spell Resistance: Yes

Effect: Webs in a 20-feet-radius spread

This spell 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 or simply touching its strands become entangled among the gluey fibers.

Any creature in the area must make a Dexterity saving throw, with a -2 penalty if they aren't within five feet of the web's edge. The effect of a successful save depends upon how close the target is to the edge of the area of effect. If the creature is within five feet of the edge of the spell's area of effect, it has jumped free and is not affected by the web. If the creature is not within five feet of the edge and makes its save, that creature will be able to fight its way through the web at twice normal speed (or at a rate of 1 foot per round if its strength is less than 13). No creature within the area of effect, whether a saving throw is made or not, can attack or cast spells (except if it only has a verbal component). On the other hand, the web provides a +2 AC bonus for every 5 feet of the substance between the creature and an opponent.

Creatures with a strength of less than 13 that fail the saving throw are trapped within the web and cannot move or act at all. Creatures with a strength of 13-17 are capable of moving through 1 foot of webs per round. A creature with strength 18+ can move through

the web at a rate of 10 feet per round, and creatures such as dragons virtually ignore the webs, breaking through at a rate of up to 100 feet per round.

The strands of a web spell are very flammable. If they are ignited, fire will flash through the entire web, dealing 2d4 points of damage to all creatures within and burning away the webs in a single round.

646. WEIRD

Illusion [Mind-Affecting]

Level: Del 7	Range: 120 feet
Casting Time: 7 segments	Duration: Instantaneous
Save: See text	Spell Resistance: Yes

Targets: Any number of creatures, in a 60 feet diameter area

This spell creates phantasmal creatures of dread in the subjects' minds, that only them can see. The caster sees only shadowy shapes. Each subject first gets a Wisdom saving throw to recognize the image as unreal. If the subject fails his save, the phantasm touches him, and the subject must succeed at a Constitution save or die from fear (a heart attack). Even if the Constitution save is successful, the subject takes 3d6 points of damage and is stunned for 1 round. The subject's Strength score also drops 1d4 points for 10 minutes. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack him.

If a subject of a weird attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the caster. The caster must then disbelieve it or suffer its deadly fear attack.

647. WHIP

Evocation

Level: Blk 2, Gry 2	Range: 20 feet
Casting Time: 2 segments	Duration: 2d4 + 1/level rounds
Save: Constitution half	Spell Resistance: Yes

Target: One living creature

This spell causes a whip-like thread of energy to appear in the caster's hand. The caster can use it to slap creatures if he succeeds a ranged attack roll; the caster is considered proficient with this magical whip, and adds his level to the d20 roll rather than his class' normal base attack bonus. The whip doesn't deal damage on a successful hit, but inflicts numbing pain; it otherwise makes the sound typically made by a real slapping whip every time it hits (successfully or not). As such the target suffers a -4 penalty to all attack and damage rolls, as well as skill checks and saving throws for 1d4 rounds, on a successful hit. It is entitled a Constitution saving throw for half the penalty. If the save fails, the following rounds if the whip attacks the same target again, and either it is hit or it hears the whip's slapping sound, the target must succeed a Charisma saving throw. If this save is failed, the target retreats from the caster and avoids him so long as he wields the whip. Normal animals get a -4 penalty to this saving throw.

The whip is only efficient against living creatures with a nervous system (i.e. against creatures susceptible to feel physical pain). It has no effect on constructs, plant-like creatures (such as treants), formless monsters (such as ooze), undead, etc.

648. WHISPERING WIND

Transmutation/Alteration

Level: Del 2	Range: One mile/level
Casting Time: 2 segments	Duration: Up to 1 hour/level
Save: None	Spell Resistance: No

Area: 10-feet-radius spread

This spell enables the caster to send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the caster, provided that it can find a way to the location. The whispering wind is unnoticed until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The caster can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds (like that created by an *Audible Glamer* spell) for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The caster can likewise cause the whispering wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. *Whispering Wind* cannot speak verbal components, use command words, or activate magical effects.

649. WIND WALK

Evocation

Level: Wht 7	Range: Touch
Casting Time: 10 minutes	Duration: 1 hour/level (D)
Save: None	Spell Resistance: No

Targets: Caster and one creature per three levels

This spell enables the caster to alter the substance of his body to a cloudlike vapor and move through the air, possibly at great speed. The caster can take other creatures with him, each of which acts independently. Only willing creatures can be affected by this spell.

A magical wind wafts a wind walker along at up to 600 feet per round (60 mph) or as slow as 5 feet per round (1/2 mph), as the walker wills. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc.

A wind walker can regain his physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 1d4 rounds. The caster, however, may dismiss the spell, ending it immediately. The caster may even dismiss it for individual wind walkers and not others (though such individual must be within sight and less than 60 feet away from the caster). While in vaporous form, subjects are immune to non-magical weapons, though they may sustain damage from high winds (i.e. a *Gust of Wind* or *Wind Wall* spell would deal 1d6 pts of damage per caster level; attacks from air elementals would deal +50% of damage; and against natural winds, subjects would be treated as small flying creatures, see p.125). No spellcasting is possible in vaporous form.

For the last minutes of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet), though he may descend faster if he wishes. This descent serves as a warning that the spell is about to end.

650. WIND WALL

Evocation

Level: Gry 3	Range: 60 feet
Casting Time: 3 segments	Duration: 2d6 + 1/level rounds
Save: None (see text)	Spell Resistance: Yes

Effect: Wall up to 10 feet per level long and 5 feet per level high

This spell makes an invisible vertical curtain of wind appear. It is 2 feet 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 wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance (massive ranged weapons are not affected). 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, the caster can shape it in any continuous path along the ground that the character likes.

651. WISH

Conjuration/Summoning

Level: Gry 9	Range: See text
Casting Time: See text	Duration: See text
Save: None (see text)	Spell Resistance: No (see text)

Effect: See text

The *Wish* spell is the true version of *Limited Wish*, an extraordinarily potent invocation of eldritch power, and probably the mightiest of all magic. As for the lesser version, *Wish* allows the caster to reshape reality in accordance with her desire, yet to a much greater degree. The caster must carefully visualize and formulate the effect she wants to obtain, as an ambiguous or imprecise wording might bring undesirable results. (That is: the GM has the final say on what the spell will do, and may decide to follow the wording of the spell precisely but pervert the intent, exploit loopholes, or create unpleasant consequences, when determining the definitive effects of the *Wish*.)

Generally speaking, a *Wish* can duplicate the effects of all spells of the 8th level or lower, and not even bother with material components. The spell is of course not limited to duplicating the effects of other spells, but they provide guidelines as to what could be possible to a *Wish*. It is for example powerful enough to make major changes in reality: A *Wish* can bring the dead back to life or permanently increase an ability score. It can also lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions (unwilling targets would still get a Charisma save and SR to negate). A *Wish* spell could also reveal a creature's true name at GM's discretion, but might attract that creature's attention at the same time if it is a greater extra-planar being.

In many cases, the GM will be called upon to determine whether the caster's wish is within the power of a *Wish* spell or whether the results of the request will suffer from flaws due to the spell's

limitations. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

After casting a *Wish* spell, the caster will be weakened considerably, requiring 2d4 days of bed rest. The only exception to this is when the *Wish* is used for mere spell duplication.

652. WITHDRAW

Alteration/Transmutation

Level: Wht 2	Range: Personal
Casting Time: 3 segments	Duration: See text
Save: None	Spell Resistance: No

Target: Caster

This spell puts the caster slightly apart from the normal flow of time, giving her 1 round/level of time within a single round. As such, she seems to be put in a sort of haze, and if she interacts in any way with anything around her (including just walking or speaking to someone else), it will put an end to the spell.

For the round of real time (to outside observers) that the spell is in effect, the caster cannot benefit from AC bonus due to dexterity and use of a shield (meaning dodging, moving, etc.), or will likewise break the spell. In fact, while in this state the caster may only do simple actions such as thinking, reading, or manipulating pieces of her equipment. She may also cast spells, but only divination spells, or spells cast on herself only (such as *Cure Wounds* spells or *Sanctuary*); spells that would require to interact with the environment immediately ends the *Withdraw* spell.

653. WITHSTAND ELEMENTS

Abjuration

Level: Gry 2	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: Yes

Target: One creature

This spell grants limited protection from damage of whichever one of six types of elements, selected upon casting: acid, air, cold, earth, electricity or fire. The recipient of the spell is covered with a thin layer of translucent shimmering energy (color: green for acid, azure for air, white for cold, bronze for earth, bluish for electricity, and red for fire). This layer of energy shields the subject, so as to reduce elemental damage (whether from a natural or magical source) by 10 points before being applied to the subject's hit-points. This elemental resistance increases by 5 points every four levels thereafter, granting a 15 points reduction of relevant elemental damage at 7th level, and 20 points at 11th level.

Note that the spell protects the recipient's equipment as well. *Withstand Elements* only absorbs damage; the subject could still suffer unfortunate side effects. Otherwise, *Withstand Elements* overlaps (and does not stack with) *Protection from Fire*, *Resist Cold*, etc.. If a character is warded by *Protection from Fire* and *Withstand Fire*, the protection spell absorbs damage until its power is exhausted. When the subject gets a save against an elemental attack, the damage reduction is subtracted first, then roll for saving throw.

654. WIZARD EYE

Transmutation/Alteration

Level: Gry 4	Range: 1 mile
Casting Time: 10 minutes	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Effect: Magical sensor to see ahead

This spell creates an invisible magical sensor that sends visual information to the caster. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The wizard eye sees exactly as the caster would see if he were there. The eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of the eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

The caster must concentrate to use the eye. If he doesn't, the eye remains inert until he again concentrates. The powers of the eye cannot be enhanced by other spells or items (though the caster can use magic to improve his own eyesight). The caster is subject to any gaze attack met by the eye. A successful *Dispel Magic* cast on the caster or the eye ends the spell. With respect to blindness, magical darkness, and other phenomena that affect vision, the *Wizard Eye* is considered an independent sensory organ of the caster's.

Any creature with Intelligence 12 or higher can sense the wizard eye by making an Intelligence saving throw. Spells such as *sense scrying* can also detect the eye.

655. WIZARD LOCK

Abjuration

Level: Gry 2	Range: Touch
Casting Time: 2 segments	Duration: Permanent
Save: None	Spell Resistance: No

Target: Door, chest, or portal, up to 30 square feet per level in size

A *Wizard Lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock(s) without affecting it. Otherwise, a door or object secured with a *Wizard Lock* spell can be opened only by breaking in, or by a successful *Dispel Magic* or *Knock* spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *Knock* spell does not remove a *Wizard Lock*. It only suppresses it for 10 minutes.

656. WIZARD MARK

Transmutation/Alteration

Level: Gry 1	Range: 0
Casting Time: 1 full round	Duration: Permanent
Save: None	Spell Resistance: No

Effect: One personal rune or mark, all of which must fit within one foot square

This spell allows the caster to inscribe his personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible.

A *Wizard Mark* spell enables the caster to etch the rune upon any substance without harm to the material upon which the mark 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 allow their users to see an invisible wizard's 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 cast on a living being, normal wear gradually causes the mark to fade in about a month.

Wizard Mark must be cast on an object prior to casting *Item Instant Summons* (see p.284) on the same object.

657. WOEFUL PRESERVATION

Necromancy [evil]

Level: Blk 5	Range: Touch
Casting Time: 5 segments	Duration: 1 day/level
Save: See text	Spell Resistance: Yes

Target: One living creature

The spell's purpose is to keep a severed head alive for a few days. The caster must first touch the target (which may require a successful attack roll in melee combat). The spell now has a duration of 1 day per level of the caster. If the target is killed before the end of the spell's duration, it must succeed a Constitution saving throw. If the save is failed, the target dies normally, and the spell fades. If the save succeeds, the target is now in a state of half-death: its body is dead, but the head remains conscious; the head is only able to perceive (hear, see, smell) and speak, but nothing else (no spellcasting for example). When the spell ends, the target definitely dies; nonetheless, it could be killed earlier if the head is dealt 3 pts of damage against AC10. Note that the target's soul remains in the head until the spell ends.

The purpose of this near useless spell, is for petty vengeance (such as bringing a foe's head to see further destruction of his possessions, allies, etc.), or for black magic (some unknown vile spells or magical rituals might require a severed head still alive).

Application of the spell *Permanency* upon a severed head kept semi-alive by this spell, is possible. However, as soon as the head is hit and wounded for 3 or more points of damage, it will die and the spell fades.

658. WOODLAND SIGHT

Divination

Level: Nat 1	Range: Personal
Casting Time: 1 segment	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: Caster

This spell allows the caster to see clearly through the densest forests and scrubs. Any leaves and small branches blocking the view become almost completely transparent to sight, and only rocks, trees, and other hard structures block her vision. Note that an unblocked view to the caster doesn't necessarily allows her a clear shot using a ranged weapon or spell.

659. WORD OF RECALL

Conjuration/Summoning

Level: Wht 6	Range: Unlimited
Casting Time: 1 segment	Duration: Instantaneous
Save: None	Spell Resistance: No

Targets: Caster + objects and creatures totaling up to 50 lb./level

Word of Recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when he prepares the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance on the same planet but cannot travel between planes. The caster can transport, in addition to herself, objects and creatures weighing up to 50 pounds per level. Exceeding this limit causes the spell to fail. An unwilling creature cannot be teleported by *Word of Recall*. Likewise, if the caster tries to grab a creature's item just before teleporting away, the creature is entitled to a Strength saving throw to prevent it. Unattended, non-magical objects receive no saving throw.

If the destination point suffered some change (e.g. it is a ship that moved away, a tower that collapsed, or a big object was placed there), see *Teleport* (p.342) to determine what mishap may occur.

660. WRAITHFORM

Illusion [Shadow]

Level: Blk 3, Del 3	Range: Touch
Casting Time: 1 segment	Duration: 2 rounds/level
Save: Dexterity negates	Spell Resistance: Yes

Target: One creature

This spell puts the subject halfway out of the material world, the other part remaining in the plane of Shadows. Thus in effect, the subject becomes partially insubstantial on the prime material plane. As such, while still being here, the subject becomes more difficult to physically interact with. The portion of the subject that is put into the Plane of Shadows is equal to 30% + 5% per caster level. Then, this percentage is the chance for any spell or physical attack to entirely miss the subject, as if he was not there. However, the reverse is also true, and anytime the subject tries to physically interact (such as making an attack) or cast a spell, he has the same chance to miss, his interaction being lost into the plane of Shadows instead. This effect may be used to attempt to go across walls or other physical obstacles (though only one attempt is allowed each round).

In addition, even if the subject can physically interact with the material world (i.e. he rolled higher than the miss chance), his weight is nonetheless reduced by the same amount (percentage), he can squeeze through narrow passages easily (such as between a cage's bars), and the damage he inflicts through spells and physical weapons is likewise reduced. Furthermore, any successful attack against him is also reduced by that amount.

Material Component: This spell can only be cast successfully in an area of medium or stronger shadows. Then, if the subject of the spell moves to a totally dark or brightly lit area, he must succeed a saving throw or the spell is cancelled. In such a case he is either transported whole into the plane of Shadows or brought back into the prime material plane (percentage chance for plane of Shadows

of 30% + 5% per caster level). Note that when the spell is dispelled or ends normally, the subject is always brought back into the prime material plane.

661. WRITE

Evocation

Level: Gry 1	Range: 10 feet
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: One blank parchment, paper, book, or similar item

This spell allows the caster to write and draw on a blank parchment, sheet of paper, or book, without using a pen and ink, but just with her speech. The target parchment/book must be within 10 feet of the caster, and she must concentrate and speak to make the writings or drawing appear. Note that concentration means the caster must want to have her speech written down on the parchment/book; the spell won't record anything she says unless she will it. As such, other people cannot affect the parchment/book with their own speech, and the caster will have to repeat their words if she wants them written down. The spell is also subject to the caster's knowledge, and thus doesn't write in a script she doesn't already know how to write, and cannot draw if she actually doesn't know how to do it herself. Note that such drawings will be sketches at best, never nice color paintings.

Material Component: The blank parchment, sheet of paper, or book on which will be written the texts; plus a drop of ink.

662. WYVERN WATCH

Evocation/Invocation

Level: Wht 2	Range: Touch
Casting Time: 1 full round	Duration: Up to 8 hours
Save: Dexterity negates	Spell Resistance: Yes

Area: 15 feet radius area

This spell wards an area against the next creature that would approach it. The caster must choose an inert object, such as an altar, campfire, door, statue, rock, tree, window, etc., upon which to cast the spell. Then, *Wyvern Watch* brings into existence an insubstantial magical force, vaguely resembling a flying snake made of energy, that will slowly fly in mid air all around the object upon which the spell was cast.

This magical force will strike lightning fast at the first creature larger than a normal rat, that will approach within 15 feet of the object thereafter; it ignores all the creatures that were in that area when the spell was cast. This attack causes a sudden flash of light and low detonation sufficient to awake most sleeping creatures in the area. The target of the "snake" must succeed a Dexterity saving throw or become paralyzed for 1 round per level of the caster (see the *Hold Person* spell p.276 for details on the paralysis effect). Whether the target succeeds its saving throw or not, the snake dissipates, thus ending the watch. The "snake" otherwise remains in existence for up to eight hour.

A Detection skill check at DC 15 is necessary to detect the *Wyvern Watch* when approaching close to the area it guards.

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663. ZEPHYR

Evocation

Level: Gry 2	Range: See text
Casting Time: 1 full round	Duration: Conc. + 1 round/level
Save: None	Spell Resistance: Yes

Effect: A light breeze 10 feet wide and 5 feet long per level

Zephyr brings forth fresh air in the form of a light breeze, filling an area 10 ft. wide and 5 ft./level long, and radiating out from the caster in some direction he chooses. This breeze is strong enough to cause candle flames to waver, larger flames to fan (causing +1 to any damage, as applicable), push away moving clouds (such as *Cloudkill*), reduce the duration of stationary clouds (such as *Wall of Fog* and *Fog Cloud*) by half, move back stagnant air and gas by the spell's range and reduce their duration and poisonous effect by half (if any). Note that gasses which spring from some renewing source (like a natural fissure spewing forth poisonous gas) will renew themselves as normal once the spell is no more in effect.

Zephyr remains in effect as long as the caster concentrates on it, doing nothing else but walk at a normal pace. The breeze originates from the caster, hence moves with him. Then, when his concentration ceases, the breeze remains in effect for another 1 round/level. Note that the breeze is the result of the creation of fresh air by the spell, hence would enable the caster and his allies to breath normally when breathable air would otherwise lack in the area.

Zephyr doesn't function underwater, and also doesn't in a vacuum, where the air created would be instantly spread far away in all directions, in effect rendering the spell ineffective and useless.

664. ZOMBIE SERVANT

Necromancy

Level: Blk 1	Range: Touch
Casting Time: 1 full round	Duration: 1 hour/level
Save: None	Spell Resistance: No

Target: One corpse

This spell turns the body of a creature into a zombie. *Zombie Servant* will only animate dead creatures of medium size or smaller. This zombie can follow the caster and it obeys the caster's simple commands, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The zombie remains animated until it is destroyed or the spell ends. A destroyed zombie cannot be reanimated again, but one that wasn't destroyed and simply ceased to be animated at the end of the spell's duration may be reanimated again.

A zombie can be created only from a mostly intact corpse. If the caster only has a skeleton devoid of flesh at his disposal, the spell will create a skeleton instead of a zombie.

Regardless of the number of times this spell is cast, only a single

zombie from this spell may be controlled at any one time by a single caster. If another zombie is animated using this spell whilst another is already under the caster's control, the original becomes uncontrolled. This undead does not count against the caster's HD limit of controlled undead.

665. ZOMBIE SPYING

Necromancy

Level: Blk 2	Range: Touch
Casting Time: 1 full round	Duration: 10 minutes/level
Save: None	Spell Resistance: No

Target: One undead

Zombie Spying allows the caster to establish a link between himself and one of his zombie's sensory apparatus. By casting this spell, a warlock can see and hear through the eyes and ears of a controlled undead (provided it still has flesh remaining) he has animated or raised. No other communication of senses is permitted through the use of this spell, nor are special sight or hearing abilities such as infravision. The caster needs to concentrate to see and hear through the zombie, and in doing so will be automatically surprised and cannot be truly aware of what's happening around his own body. The caster can then switch from his own senses to that of the undead as he wishes during spell's duration (any change from one to the other takes a full round). Only one such sensory link may otherwise be maintained at any one time. *Zombie Spying* operates at a range of up to one mile after being cast.

666. ZOMBIE STOOGES

Necromancy

Level: Blk 3	Range: 60 feet
Casting Time: 1 full round	Duration: 3 rounds/level
Save: None	Spell Resistance: No

Target: One undead

Zombie Stooze allows the caster to establish a puppet link between himself and one of his zombies. By casting this spell, a warlock can entirely control an undead (provided it still has flesh remaining) he has animated or raised, as if he was in its stead. As such the caster can see and hear through the eyes and ears of the undead, control its movements precisely, speak through its mouth (though with a rasping unrecognizable voice), and cast spells.

Any mind-affecting spell that would be cast at the zombie doesn't affect it per se, but still can affect the warlock normally. Otherwise, if the zombie is destroyed while the warlock is "in it", he suffers 1d6 points of damage and must succeed a Constitution saving throw or be stunned for 1 round.

The caster needs to concentrate to control the zombie, and in doing so will be automatically surprised and cannot be truly aware of what's happening around his own body. The caster can then switch from his own senses to that of the undead as he wishes during the spell's duration (any change from one to the other takes a full round). Only one such puppet link may otherwise be maintained at any one time. *Zombie Stooze* operates at a range of up to one mile after being cast.



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chapter 11 - - Appendices

This chapter provides additional, optional material. This could be seen as a sort of “Advanced Heroes and Witchery,” where several aspects of the game have been developed. For example, saving throws and skill checks mechanics are but succinctly presented at the end of chapter 2. This is for people who already know how to deal with them, or prefer relatively light rules, and thus don’t want to be lost and confused in long pages of details. However, for those who actually want such a level of detail, they are proposed here, in the relevant appendices.

- Appendix 1:* More About Ability Scores.
- Appendix 2:* Physical Appearance.
- Appendix 3:* Personality.
- Appendix 4:* Allegiances.
- Appendix 5:* Cultural Background.
- Appendix 6:* Social Background.
- Appendix 7:* Rolling Hit-Points.
- Appendix 8:* Sanity / Insanity.
- Appendix 9:* Skills in More Detail.
- Appendix 10:* Talents (Custom Abilities).
- Appendix 11:* Fighting Schools and Maneuvers.
- Appendix 12:* Adding More Character Classes.
- Appendix 13:* Epic Levels (14th to 20th / 25th level).
- Appendix 14:* More About Saving Throws.
- Appendix 15:* Domain Spells.
- Appendix 16:* Critical Hits (Complete Table of Secondary Effects).

appendix 1 Ability Scores

The six ability scores could in fact determine much more than just modifiers as is indicated in the first chapter. Sometimes, the GM might want to have players make a check based on a particular attribute, but deems that the base modifier is not appropriate. For example, if a character is brought back from death with magic, the GM might want the player to make a “system shock survival”

(as inspired by earlier editions of the game). This would typically be a percentage roll based on Constitution, using the “facile %” column in most cases, but occasionally the “severe %” column if the character was killed by demons and his or her soul would be difficult to retrieve from Hell. In any case, all of these variables are there to use at leisure as best fits the circumstances; they should never be obligatory. For example, a “system shock survival” might not always be necessary if the GM thinks that circumstances would warrant an automatic success (such as when using powerful magic); then, other GMs would rather call for a simple saving throw.

See next page for the complete table’s statistics.

- **Modifiers** apply mostly to combat, skill checks, or saving throws. (See the six attributes below for detail.)
- **Maximum Spell Level** indicates the highest level of spells magic-users will ever be able to cast, even if their character class would theoretically allow them higher level spells. This maximum is determined by their score in the attribute used to cast spells (e.g. Intelligence for wizards). For example, a wizard with 13 in Intelligence cannot have access to spells of 4th level and higher; if she has spell slots for such high level spells she may use them for lower level spells that she can cast.
- **Bonus Spells per Day** indicates the additional number of spells the characters can prepare and cast every day. This bonus is determined by their score in the attribute they primarily use to cast spells.
- **Random or Maximum Number** is another option to represent an “amount of something” that can be used in various circumstances as determined by the GM, for things that would reasonably correlate to an ability score, but for which the normal modifier doesn’t work very well. (See the different attributes next page for some examples.)

• **Percentage Chances of Success (severe and facile)** as related to ability scores, is normally of little use in most FANTASTIC HEROES & WITCHERY games, but is nonetheless provided just in case. When GMs want to also take the creature’s HD or character’s level into account, they might add +5% per HD-level to the base attribute’s chances. For example, the “facile” percentage column is typically used to determine both a character’s ability to survive being raised from the dead, or to survive a traumatic magical shape change, such as that caused by a polymorph spell (i.e. as per earlier editions System Shock).

• **Base Weight Allowance** is the weight, expressed in pounds, that a character can carry (which includes clothing, armor, weapons, plus equipment) based on the Strength score. Simply add all of the equipment’s weight in pounds. The number indicated in this column indicates the maximum light load for this Strength score, not the maximum load a character could carry. Multiply this number by 2 to get the maximum medium load, and by 3 to get the maximum heavy load. With

Table 11.1: Ability Scores Optional Variables

Score	Modifier	Maximum spell level	Bonus spells/day						Random number	Maximum number	Percentage roll		Base weight allowance
			1st	2nd	3rd	4th	5th	6th			Severe	Facile	
1	-4	none						1	0	0%	5%	3 lbs.	
2	-3	none						1	1	0%	25%	6 lbs.	
3	-3	none						1	1	01%	35%	9 lbs.	
4	-2	none						1d3	2	03%	40%	12 lbs.	
5	-2	none						1d3	2	06%	45%	16 lbs.	
6	-1	none						1d4	3	09%	50%	20 lbs.	
7	-1	none						1d4	3	12%	55%	25 lbs.	
8	-1	none						1d4	3	15%	60%	30 lbs.	
9	0	none						1d6	4	18%	65%	35 lbs.	
10	0	none						1d6	4	21%	70%	40 lbs.	
11	0	1st						1d6	4	24%	75%	45 lbs.	
12	0	2nd						1d8	5	27%	80%	50 lbs.	
13	+1	3rd	1	—	—	—	—	1d8	5	30%	85%	55 lbs.	
14	+1	4th	2	—	—	—	—	1d10	6	33%	88%	70 lbs.	
15	+1	5th	3	—	—	—	—	1d10	7	36%	91%	85 lbs.	
16	+2	6th	3	1	—	—	—	2d6	8	39%	94%	100 lbs.	
17	+2	7th	3	2	—	—	—	2d6	9	42%	97%	120 lbs.	
18	+3	8th	3	2	1	—	—	2d8	10	45%	98%	160 lbs.	
19	+4	9th	3	2	2	—	—	3d6	12	48%	99%	200 lbs.	
20	+5	9th	3	2	2	1	—	3d6	14	51%	100%	350 lbs.	
21	+6	9th	3	3	2	1	—	3d8	16	54%	100%	500 lbs.	
22	+7	9th	3	3	2	1	1	3d10	18	57%	100%	700 lbs.	
23	+8	9th	3	3	2	2	1	3d12	20	60%	100%	900 lbs.	
24	+9	9th	3	3	2	2	2	4d10	25	63%	100%	1200 lbs.	
25	+10	9th	3	3	3	2	2	4d12	30	66%	100%	1500 lbs.	

a light load, a character can move and operate without hindrance. A medium or heavy load reduces the character's speed from a base speed of 30ft./12" to 20 ft./8" (or from 20 ft./8" to 15 ft./6"). This assumes a well distributed equipment; but for something cumbersome such as carrying a chest in one's arms or an unconscious companion on the shoulder, the GM may rule that the character is at half speed, or even worse. In addition, carrying a medium load incurs a -2 penalty on all attack and damage rolls, physical saving throws and skill checks; then carrying a heavy load may preclude doing anything other than painfully carry this load, or otherwise incurs a -4 penalty.

THE SIX ATTRIBUTES

The following details the six ability scores, and what they represent:

1. STRENGTH (Str): This attribute measures a character's muscle and physical might, including the ability to lift or move heavy objects and make powerful attacks. Strength is the most important attribute for warrior types.

A strength of 0 means that characters cannot move at all. They lie helpless on the ground. A creature with no Strength score cannot exert force, usually because it has no physical body or because it doesn't move.

—**Modifier:** Melee attack and damage rolls; Physical skill checks such as climbing ropes, jumping, running, swimming, etc.

—**Saving Throws:** Modifier applies to saves against constricting or impeding effects by external forces and obstacles.

—**Examples of Random or Max Number:** Number of feet (or yards) of ditch excavated in one hour of work. Multiplier for determining

maximum distance an object could be thrown away. Number of minutes characters could hang by their hands before falling.

2. DEXTERITY (Dex): This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. Dexterity is the most important attribute for rogue-types.

A dexterity of 0 means that characters cannot move at all. They stand motionless, rigid and helpless. A creature with no Dexterity score cannot move. If it can act, it applies its Wisdom modifier to initiative checks instead of a Dexterity modifier.

—**Modifier:** Armor class; Ranged attack rolls (but not damage); Agility skill checks such as acrobatics, escaping bonds, opening locks, pick-pocketing, sneaking (hiding, moving silently), riding, etc.

—**Saving Throws:** Modifier applies to saves against any effect that can be dodged aside such as a dragon's breath, a trap, or an area-of-effect spell.

—**Examples of Random or Max Number:** Number of yards a character could walk a slippery ledge before falling (or having to make a saving throw). Maximum number of nearby falling objects a character could catch.

3. CONSTITUTION (Con): This attribute reflects a character's overall health and vitality, including the ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison.

A constitution of 0 means that the character is dead. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Constitution save unless the effect works on objects.

—**Modifier:** Added or subtracted number of hit-points per hit-die; Added or subtracted number of vitality hit-points recovered per night of sleep.

—**Saving Throws:** Modifier applies to saves against effects that affect health and body, such as poison, polymorphing, necromancy and energy draining.

—**Examples of Random or Max Number:** Number of hours of strenuous work before exhaustion.

4. INTELLIGENCE (Int): This attribute reflects a character's mental aptitude, including the ability to recall facts, analyze information and handle abstract concepts. Intelligence is the most important attribute for arcane spellcasters.

An Intelligence of 0 means that characters cannot think and are unconscious in a coma-like stupor, helpless. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects).

—**Modifier:** Knowledge skill checks, and all wizardry related checks (researching, learning or casting new spells, creating or identifying magical items, etc.).

—**Saving Throws:** Modifier applies to saves against illusions and politicians' lies.

—**Examples of Random or Max Number:** Maximum number of languages (including their own) characters may know. Maximum number of important clues a character could learn while reading a book in a hurry.

5. WISDOM (Wis): This attribute measures a character's perceptions and intuitions, including the ability to relate to them and make well-considered decisions or judgments. Wisdom is the most important attribute for divine classes (friar, etc.).

A Wisdom of 0 means that characters are withdrawn into a deep sleep filled with nightmares, helpless. Anything with no wisdom score is an object, not a creature. Anything without a wisdom score also has no charisma score, and vice versa.

—**Modifier:** Turn or Rebuke Undead attempts; Perception skill checks, such as noticing things (by taste, smell, view, sound), searching, orienteering, empathy, sensing others' motives, etc.

—**Saving Throws:** Modifier applies to saves against effects that mislead and disorient.

—**Examples of Random or Max Number:** Number of a specific plant a character could find in one hour of search in the forest. Maximum number of important things characters could notice in their environment at a glance.

6. CHARISMA (Cha): This attribute represents a character's force of will and personality, persuasiveness and personal magnetism, including the ability to lead and influence others. Charisma helps in social interactions but is not about physical traits or manners; it's about natural charm and a seduction or fascination ability fueled by inner confidence.

A Charisma of 0 means that characters are withdrawn into an autistic form of apathetic stupor, totally devoid of will and

helpless. Anything with no charisma score is an object, not a creature. Anything without a charisma score also has no wisdom score, and vice versa.

—**Modifier:** Creatures' loyalty toward the character; Communication skill checks such as bluffing, bargaining, intimidating, diplomacy, gathering information, handling animals, disguise, etc.

—**Saving Throws:** Modifier applies to saves against mind-affecting spells and effects that subjugate and dominate, as well as fear effects.

—**Examples of Random or Max Number:** Maximum number of persons a priest would have converted or convinced with a sermon. Maximum number of henchmen a character can have at any time. Maximum number of contacts a character can have (contacts do not adventure with the character like henchmen do, but are reliable and trustworthy NPCs who will help him when he needs it). Number of d6s rolled to determine how many gold pieces a minstrel earned for her performance.

GENERATING ABILITY SCORES

Normally, FANTASTIC HEROES & WITCHERY (and older editions of the game) assumes that common people have average scores of 9 to 11, which are the most likely results of a 3d6 roll. A score of 18 is an extremely rare occurrence, of less than 0.5% chances (likewise, a 17 is a less than 1.5% occurrence, and a 16 a less than 3% occurrence). Also note that rolling less than 3% three times out of six, is absolutely infinitesimal. Of course, player characters are supposed to be (or become)

heroes, and thus should have a fair chance for higher than average (i.e. ordinary people's) ability scores.

However, in practice either GMs provide too generous ability scores generation methods, or players keep rolling the dice until they get ability scores they deem high enough. As such, most PCs end up with several attributes in the 16-18 reach, and almost none in the 3-8 range. Then, where mighty creatures such as ogres, trolls or hill-giants only have a strength of 18 or 19, every warrior in the party comes with a 17 or 18 strength. This will be appropriate if the GM actually runs a game of fantasy superheroes; but, for a grittier sword & sorcery feel, this tends to create ludicrous characters. Henceforth, FANTASTIC HEROES & WITCHERY suggests two campaign options: either PCs begin with attributes in the traditional 3-18 range, or to limit über-characters, a more limited 5 to 15 range. Yet, in either case, nothing forbids the GM to later provide opportunities for the PCs to increase their ability scores up to 18 or even 19.

Once the 5-15 or 3-18 range has been decided, the GM should set the method for determining these ability scores. Most players and GMs are used to dice rolling rou-



tines. For a truly brutal game, the harsh method consists in rolling 3d6 six times in order, then see what character class would be the most appropriate with this set of ability scores. Then, a more popular method is to roll 4d6, dropping the result of the lowest die. Once the six scores are generated, each of them is assigned to one attribute, in any order the player chooses. Of course, GMs may devise their own methods for determining ability scores with dice rolls. For example, FANTASTIC HEROES & WITCHERY proposes a non-random method to determine ability scores. Instead of rolling dice, players choose one of the following sets of ability scores, and allocate the numbers between Str, Dex, Con, Int, Wis, and Cha, as they see fit:

Option 8-15 range, typical sword & sorcery						
1st level PC ability scores, choose one set						
A:	15 (+1)	15 (+1)	9 (+0)	9 (+0)	9 (+0)	9 (+0)
B:	15 (+1)	14 (+1)	14 (+1)	8 (-1)	8 (-1)	8 (-1)
C:	15 (+1)	13 (+1)	13 (+1)	9 (+0)	9 (+0)	8 (-1)
D:	14 (+1)	13 (+1)	13 (+1)	10 (+0)	9 (+0)	9 (+0)
E:	13 (+1)	13 (+1)	12 (+0)	12 (+0)	9 (+0)	9 (+0)
F:	13 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (+0)

Option 8-18 range, heroic high fantasy						
1st level PC ability scores, choose one set						
A:	18 (+3)	17 (+2)	9 (+0)	8 (-1)	8 (-1)	8 (-1)
B:	18 (+3)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)
C:	17 (+2)	15 (+1)	14 (+1)	9 (+0)	9 (+0)	9 (+0)
D:	17 (+2)	13 (+1)	13 (+1)	12 (+0)	10 (+0)	9 (+0)
E:	16 (+2)	14 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)
F:	15 (+1)	15 (+1)	15 (+1)	10 (+0)	10 (+0)	10 (+0)
G:	15 (+1)	14 (+1)	13 (+1)	13 (+1)	11 (+0)	11 (+0)
H:	14 (+1)	14 (+1)	13 (+1)	13 (+1)	13 (+1)	11 (+0)

These ability scores (A to F) in fact represent exceptionally gifted individuals. For example, the set A with the highest values assigned to Str and Con, could represent someone who spent his life performing strenuous work, but had no time to do anything else (like Conan at the Wheel of Pain). With the highest values assigned to Int and Wis, it could represent an intellectual who spent his life studying and observing the world, but forgot doing physical exercises and exchanging with others beyond his circle of like-minded scholars. Then, the set F would typically represent someone who spent his youth learning and training in various fields, like an aristocrat's son (or daughter) could have had the time, money and opportunity to do so. On the other hand, the bulk of everyday life people would have lower ability scores (i.e. roll 1d6 +6 for each of them).

Note that the A to F sets of ability scores were created using a point-buy system, not at random. When choosing one and trying to determine which provides the most advantages, don't forget that the race chosen will modify some of the scores, and then, that during the game there might be some opportunities to improve a character's ability scores.

CHANGING ABILITY SCORES

Over the course of his life, a character will have opportunities to improve some of his ability scores, while at other times, circumstances and accidents may diminish them. Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed

18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the GM.

• **Increase:** A character can increase his ability scores with different methods, but in any case no higher than a maximum of 18 + racial modifier. The most common method is by training, where (at GM's discretion) all characters can increase any one of their ability scores by +1 if they get the appropriate talent. Otherwise, use of magic could permanently augment an ability score by 1 point, such as a magical book or a *Wish* spell. Only magical items (such as Gauntlets of Ogre Power) or spell effects (such as a *Strength* spell) may raise a character's ability score above 18 + racial modifier.

• **Decrease:** Life is fraught with dangers and decline. There is many ways by which a character could suffer a reduction of his ability scores, whether permanently or not. The most inevitable is by aging, as in getting older a character also becomes weaker (see aging effects table). Otherwise, injury (as with losing an arm, eye, etc.), poison, magical curses, unfortunate encounters with certain supernatural creatures that feed on life force, etc., are all potential ways of losing points in one's ability scores.

ATTRIBUTE SCORES COMPARISONS

To maintain compatibility, the ability scores' progression is similar to that found in the older editions of the game, where an ability score's maximum is 25. These values are abstract rather than linear as in later 3e. As such, a creature "twice as strong as a very strong human" would not have a 30 strength, but just 18 (numbers here, are a mere indication not accurate mathematics). So, the table next page will give some indications to help players and GMs envision what a given strength score might represent. Similar remark for intelligence, with adjectives referencing to creatures from 1e and 2e monster manuals.

Optional rule: creatures of large size such as ogres, giants, etc., deal more damage than a medium size creature with otherwise the same strength: from 15 to 18 double the modifier to determine the damage bonus; then add +3 afterwards. Henceforth, a human with 18 strength would get a +3 bonus to hit and damage, but an ogre would get a +3 bonus to hit and +6 to damage.

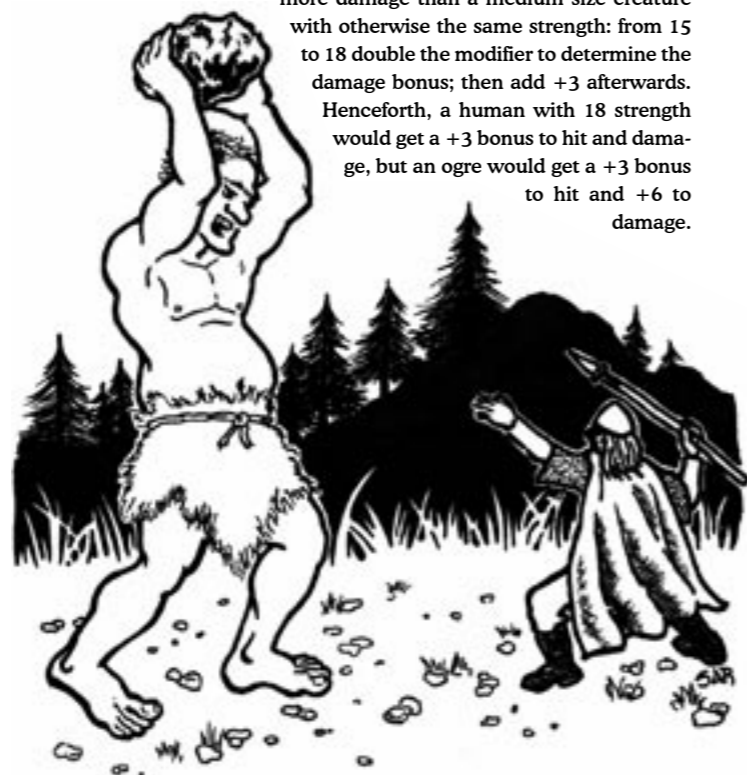


Table 11.2: Comparing Creatures' Ability Scores

Score	Comparisons: Strength	Comparisons: Intelligence	
1	Rat	Animal (primitive)	Horse, Sheep, Rat
2-3	Child, Leprechaun, Pixie	Animal (evolved)	Dog, Crow
4-5	Dog	Semi or Retarded	Moron, Gorilla
6-8	Elderly human, Halfling	Low	Bugbear, Orc, Ogre, Troll, etc.
9-11	Average human	Average	Average human
12-13	Strong human, Orc	Very	Green dragon
14	Lizardman	High	Djinni, Efreeti
15	Very strong human, Gnoll	Exceptional	Red dragon, Naga
16	Werewolf	Exceptional	Storm giant
17	Bugbear, Gorilla	Genius	Gold dragon, Yuan-ti
18	Ogre, Minotaur, Werebear	Genius	Mind flayer
19	Flesh golem, Troll, Treant	Supra-genius	Lich, Titan
20	Hill giant, Ettin	Supra-genius	Demon lord, Greater celestial
21	Stone giant, Efreeti	Godlike	Lesser deity
22	Frost giant, Huge treant	Godlike	Lesser deity
23	Fire giant, Stone golem	Godlike	Major deity
24	Cloud giant, Old dragon	Godlike	Major deity
25	Storm giant, Iron golem, Titan	Godlike	Greater deity

appendix 2 Physical Aspect

Many of a character's traits are directly decided by the player. As much as a player will choose his PC's race and class, he will also choose his character's gender, hair and eye color, whether he/she is right- or left-handed, etc., as he wants. There is no need for tables to determine these aspects that have no bearing on the game mechanics. On the other hand, some guidelines have been provided to determine a character's comeliness, age, height and weight:

COMELINESS

As already said, Charisma doesn't account for a character's comeliness. Furthermore, there is no ability score to measure beauty or ugliness. Instead, the game assumes that all characters have average physical features, that one may find pretty and another distasteful. Looking good or not is before all in the eyes of the onlooker, as people have varying criteria for who pleases their eyes (especially in a world with different character races). Physical attractiveness (as when romance is involved) could be based on Charisma, but in this case will result from personal magnetism and the ability to influence others, not on good looks, which Charisma doesn't measure.

AGE

The races described in chapter 2 all age at differing rates. Elves and humans have significantly different life spans. These are described below. Ages are given in years. The ages listed below denote the age at which

that race enters that age category. For example, a 225 year old dwarf is considered old. The ages listed below should be considered default ages but the GM may adjust them as fits his or her campaign.

When using the age of a character as a significant part of its background, the player should be aware of the significant impact that lengthy ages of several decades or more would have on that character's personality. Such a character's worldly knowledge and even the way he interprets and perceives the world around him would be affected.

• **Aging:** As time passes in the game world, the character will age, and when growing older will eventually become physically weaker, then senile, and eventually die (see Aging Effects table below). Note that supernatural events and magic can make a character age much faster. Finally, when a character dies of old age, no magic can bring him or her back from death (unless as an undead). However, before reaching that point, some rare and lucky characters could find a magical procedure to extend their lifespan beyond what is normal for their race.

Table 11.3: Racial Age Categories (in years)

Race	Young adult	Middle age	Old	Venerable	Maximum age
Dwarf	30	150	220	270	+1d100
Elf	50	300	450	550	+2d100
Half-elf	21	80	120	150	+4d12
Gnome	25	100	150	200	+5d12
Halfling	21	50	75	90	+3d12
Half-orc	16	35	50	65	+1d12
Human	18	40	60	75	+2d12
Tiefling	16	80	120	150	+4d12

Table 11.4: Aging Effects (cumulative)

Middle aged	-1 to Str+Con; +1 to Int+Wis+Cha
Old	-1 to Str+Dex+Con
Venerable	-2 to Str+Dex+Con; -1 to Int+Wis+Cha

appendix 3 Personality

Table 11.5: Racial Age Categories (in years)

Race	Young adult	Middle age	Old	Venerbl.	Max age
Human-Tainted	18	35	55	70	+3d12
Primate	16	35	50	65	+1d12
Reptilian	20	70	100	130	+3d12
Revenant	n.a.	n.a.	n.a.	n.a.	n.a.
Winged Folk	21	50	75	90	+3d12
Witchling	16	80	120	150	+4d12

HEIGHT & WEIGHT

The tables below indicate the average height and weight of individuals of each race. The values are given for male characters. As women tend to be smaller and leaner than men, just decrease these values by 10% for height and 20% for weight, to get the average height and weight of female characters. Players just choose within the indicated ranges, and it is suggested to remain consistent: a warrior with 15 in strength and constitution is likely to have the maximum height and weight indicated for his race.

The first two columns express height in feet and inches, and weight in pounds. Then, the two last columns give the same values, but recorded in meters and kilos.

Table 11.6: Characters' Height & Weight by Races

Race	Height	Weight	Height	Weight
Dwarf	4'-4'5"	135-170 lb.	1,20-1,32 m	60-76 kg
Elf	4'8"-5'6"	90-120 lb.	1,40-1,65 m	40-54 kg
Half-elf	5'-6'	110-170 lb.	1,50-1,80 m	50-76 kg
Gnome	3'2"-3'8"	55-80 lb.	0,95-1,10 m	25-36 kg
Halfling	2'8"-3'6"	45-70 lb.	0,80-1,05 m	20-32 kg
Half-orc	5'4"-6'4"	160-250 lb.	1,60-1,90 m	72-112 kg
Human	5'6"-6'6"	130-240 lb.	1,65-1,95 m	58-108 kg
Tiefling	3'-6'9"	45-250 lb.	0,90-2,03 m	20-112 kg

Table 11.7: Characters' Height & Weight by Races

Race	Height	Weight	Height	Weight
Hm-Tainted	5'4"-6'	130-200 lb.	1,60-1,80 m	58-90 kg
Primate	6'4"-7'4"	180-280 lb.	1,90-2,21 m	81-126 kg
Reptilian	6'-7'	200-260 lb.	1,80-2,10 m	90-117 kg
Revenant	special*	n.a.	special*	n.a.
Winged Folk	5'-6'	110-170 lb.	1,50-1,80 m	50-76 kg
Witchling	3'-6'9"	45-250 lb.	0,90-2,03 m	20-112 kg

(*: Special = as per former race when revenant was a living being)
(Note: 1 foot = 30 cm; 1 inch = 2,54 cm; 1 lb = 0,45 kg.)



Layers can of course determine their character's personality as they want, for which no dice rolls on a table are really necessary. Yet some guidelines have been provided below for those who ask for ideas. Note otherwise that FANTASTIC HEROES & WITCHERY doesn't use the nine alignments system of previous editions, but a simple Law/Chaos axis described chapters 2 and 8. Since the nine alignments system was often used to determine a character's ethics and behavior, a set of nine personality descriptors is proposed to replace them. However, these descriptors are not alignments per se, but indications of how a given character is supposed to behave in most situations. Straying from this descriptor should not hinder the character, as would straying from an alignment in earlier editions.

PERSONALITY DESCRIPTORS

Nine distinct descriptors define the most common behaviors encountered among sentient creatures. Remember that individuals vary from this norm, and that given characters may act more or less in accord with their descriptor from day to day. Use these descriptions as guidelines, not as scripts. These descriptors are not considered an alignment per se, and generally relate to the whole spectrum of neutral creatures. Nonetheless, the Virtuous and Ruthless descriptors will probably fit very well for Law and Chaos aligned creatures respectively, but are not the alignment in itself.

• **Virtuous. [former LG]:** These characters are driven by an ideal of justice. They hope to improve the world in promoting high standards of behavior that will benefit society and peoples at large. They normally tell the truth, keep their word, help those in need, and speak out against injustice. They typically seek to combine the values of both honor and compassion.

A virtuous character willing to dedicate his life to his ideals, will generally make an allegiance to Law. A virtuous knight would otherwise have an allegiance to Chivalry and the king, if not to Law.

• **Altruistic. [former NG]:** These characters like to do the best that a good person can do. They are devoted to helping others, and feel rewarded for doing it. Altruistic persons generally fit well within society, and will do whatever they can to improve the well being of those around them. They might work with or on behalf of kings and magistrates, but don't feel beholden to them if they feel that they are not serving the cause of good.

An altruistic character is likely to have an allegiance to his community, or to a charitable organization. The most dedicated may eventually gain an allegiance to Law.

• **Rebellious. [former CG]:** Such characters are typically good-natured people who act as their conscience directs, with little regard for what others might expect. They follow their own moral compass, which, although good, may not agree with that of society. Rebellious characters value the combination of a good heart with a free spirit. They have little use for laws and regulations, and disdain those who seek to intimidate others and tell them what to do.

A rebellious character is unlikely to have any allegiance, except maybe to a rather informal brotherhood dedicated to freedom and revolution.

• **Righteous. [former LN]:** These characters act as law, tradition, or a personal code directs them. Order and organization are paramount. They may believe in personal order and live by a code or standard, or might believe in order for all, favoring a strong, organized government. Righteous characters value reliability and honor, and some can be quite zealous about forcing these attributes onto society or other individuals. They have a strong dislike of those who don't abide by the rules, and hate to see the guilty go unpunished.

A righteous character is likely to have an allegiance to a ruler, government, or hierarchical organization. On the other hand, they more rarely get an allegiance to Law, as they favor the rules for its own sake, not as a mean to bring a higher good, and the rules they abide to may contradict the philosophy of Law (where Law is associated with goodness).

• **Agnostic. [former N]:** These characters mostly exhibit a lack of conviction toward any kind of ideal or faith. They normally think of good as preferable to evil (after all, they would rather have good neighbors and rulers than evil ones), yet such characters are not personally committed to upholding good in any abstract or universal way, especially when there is treasure to be had. In fact, these characters are mostly driven by satisfying their natural needs, and live their lives as best they can, but don't care for any philosophy nor have overwhelming ambitions or desires.

An agnostic character is unlikely to have any allegiance, except maybe to his family and community. They never gain allegiances to either Law or Chaos.

• **Individualist. [former CN]:** These characters but follow their whims. They value their own liberty but do not strive to protect others' freedom. Individualists do not normally intentionally disrupt organizations as part of a campaign of anarchy. They are too self-centered to bother with something like that. They just avoid authority, resent restrictions, and challenge traditions. Note however that being an individualist doesn't mean having an erratic behavior. Such characters may be unpredictable but do not act randomly. Individualists have their own agenda too: one could want to get and rule his own fief for example; it's just that he wouldn't bow to the king, nor have to follow the rules he would impose upon his subordinates.

An individualist character has no allegiance; it would go against his or her nature to have one.

• **Tyrannical. [former LE]:** Such characters believe that the elite should rule the masses with an iron fist, especially if themselves can belong to, or at least associate with that elite. They often care about tradition, loyalty, and order but not about freedom, dignity or life. They are comfortable in a hierarchy and willing to serve, if only they can have many under their rule. Tyrannical characters generally play by the rules, but without mercy nor compassion, and may do evil as part of a duty to an evil master. They are also used to condemn others not according to their actions but according to race, religion, homeland or social rank.

A tyrannical character is likely to have an allegiance to a despotic ruler, autocratic government, or grim hierarchical organization. On the other hand, he would not make allegiance to Chaos, unless convinced that his masters would abide by some rules.

• **Malevolent. [former NE]:** These characters are usually dark and brooding. They are noted for envy and jealousy, hating all of those who seem to be happy and own more than they do. Malevolent characters will steal when they have the opportunity, will hurt others if they can, and shed no tears for those they kill, whether for profit, sport or conve-

nience. They generally prefer that the rest of the world abides by order and decency, while themselves discreetly go on with their crimes and turpitude, as they see it more convenient than live in a world rife with danger and treachery. In any case, they normally prefer a devious and elaborate evil, than sheer wanton violence like a ruthless personality.

When malevolent characters enjoy cruelty (inflicting pain upon others), they quickly gain an allegiance to Chaos, whether they are aware of it or not. Even if it is not the case, malevolent characters are often willing to make pacts with demons (and thus get an allegiance to Chaos), if they believe nothing wrong will befall them in doing so (just that they will get more power from it).

• **Ruthless. [former CE]:** Such characters take whatever they want by force. They are typically hot-tempered, vicious, arbitrarily violent, and unpredictable. They have no qualms about hurting others, and consider them only as tools to use in the pursuit of their interests and personal objectives. As utterly self-centered and brutal personalities, these characters typically revel in power and material possessions, especially if they can rise above others and hold them in their control.

Ruthless characters never have any allegiance but to Chaos. In fact, their brutal and evil disposition almost always eventually lead them to gain an allegiance to Chaos. There always comes a time when dark entities will propose them demonic powers, which they are likely to crave and admire, in exchange for their souls (whether they are aware of this part of the bargain or not).



ADVENTURING MOTIVATIONS

Determining why the character is going on an adventuring life rather than plowing the fields or running some business, can flesh it out and bring flavor to the campaign, as well as suggesting plots to the GM. Here follow ten suggestions for basic motivations to go on adventuring. Players may choose them freely and elaborate on them.

• **Ambition.** A character motivated by ambition typically wishes to elevate himself above the others, or at least above his social condition. He may want to be rich, powerful, or the best professional in his field. A player character motivated by ambition probably sees adventuring as the best way to reach his goal or fortune, fame, experience, etc. Ambitious characters often like to display and recount their successes. Even an ambitious thief who otherwise would better remain unknown, won't resist leaving a signature of sort, to let others know about his "exploits."

• **Escaped Slave.** In many evil societies, slavery will be a common occurrence. Some are born into slavery, while others fell into servitude for crime punishment or as prisoners of war. In any case, slaves tend to resent their lot, so the most defiant will try to escape at the first opportunity. However, as this is often met with harsh retaliation, an escaped

slave will unfortunately have to flee far away and probably for a long time. That may be a good motive to take on an adventuring life rather than trying to go back home.

- **Fled Family.** Some families can be quite tyrannical, with a patriarch (or matriarch) deciding for everyone else in the family, including whom the sons and daughters will marry and what career they will follow. There is also boring families, where education, social restraints and perspectives in life are extremely dull. A character born in such a family could have determined that her only hope would be to flee far away from it. Then, she went on for an adventuring life to escape the boredom and constraints that had been her lot until then.

- **Fled Persecution.** The character was born in a harsh society where people are persecuted by a tyrannical government, invaders, etc. Or maybe it's just the character's community that is persecuted by a hateful populace or intolerant Church. Causes may be extremely varied, but usually relate to a different race, religion or way of life between the character and the oppressors. The character felt he had no future in such a society aside a dreadful end. He set out for an adventuring life (either hiding his identity or in a distant land) because he couldn't see any other choice.

- **Foretold Destiny.** Some people do not choose their life, or maybe they are just gullible. The character once met a seer, astrologer, prophet or lone hermit who told her about her destiny to come. This may have been a glorious or dreaded fate, but the character believed it and decided to act on that information. She went for an adventuring life either in an attempt to meet that glorious fate, or try to escape a horrible doom. In some cases, events conspired to (or it seemed so) get her into the right direction that would lead to the prophecy's fulfillment. Only time may tell what will eventually befall the character.

- **Impoverished.** In a harsh world (especially one ridden with orcs and demons) without insurances of any sort, the chance for loosing everything is a fact of life. In the medieval era, loosing one's house and business (e.g. to a fire) often leads to mendicant life. When it happens, an enterprising character might rather opt for an adventuring life, with the prospect of gaining back all he lost, and maybe even more.

- **Outlaw.** Although rogue characters are the most likely outlaws, you don't need to be a criminal to become one. Some outlaws could be wanted for wrongs they didn't commit, others could have been outlawed by an evil ruler while they fought injustice or just tried to survive. In any case, an outlawed character cannot remain in peace; he must constantly watch his back and be a step ahead of the authorities. Adventuring could be one of the few options left to such characters.

- **Personal Quest.** The character is adventuring not for its own sake, but as a mean to fulfill a personal quest. There can be many sorts of quests, some of them are endless while others are fulfilled when some conditions are met. They can include: fighting injustice; finding a lost relative (who was kidnapped by slavers, fled for some reason, disappeared during a travel, etc.); winning the heart of some inaccessible prince or princess; recovering the lost Book of Aleph; avenging a murder; restoring peace to the kingdom of Meudon; becoming immortal; etc. The possibilities are endless. Then, the character, with the help of the GM, should be able to use the adventures to pursue and maybe eventually fulfill this quest.

- **Refugee.** The character, often including his family and whole community, were the unfortunate victims of some disaster. Their land suffered from a flood, a troll invasion, a terrible magical curse, whatever. In any case, they had no other choice than flee to some other place where to begin anew. The character felt like an exile who couldn't settle anywhere, and but chose to lead an adventuring life instead.

- **Restless.** The character is unable to remain at the same location for long; he cannot stand the prospect of doing the same boring trade for all his life. He must move, travel, get excitement and discover new things. Eventually, such a character realizes he cannot but lead an adventuring life. The motivation for a restless character is not to get riches and fame, but to see what lies beyond the next sea or mountains, and boldly tread into the unknown seeking new experiences and sensations.

Table 11.8: Choosing a motivation randomly			
2d6 roll (bell curve)		1d12 roll (linear)	
2	Foretold destiny	1	Ambition
3	Escaped slave	2	Escaped slave
4	Outlaw	3	Fled family
5	Fled family	4	Fled persecution
6	Ambition	5	Foretold destiny
7	Impoverished	6	Impoverished
8	Personal quest	7	Outlaw
9	Fled persecution	8	Personal quest
10	Refugee	9	Refugee
11	Restless	10	Restless
12	Re-roll twice	11-12	Re-roll twice

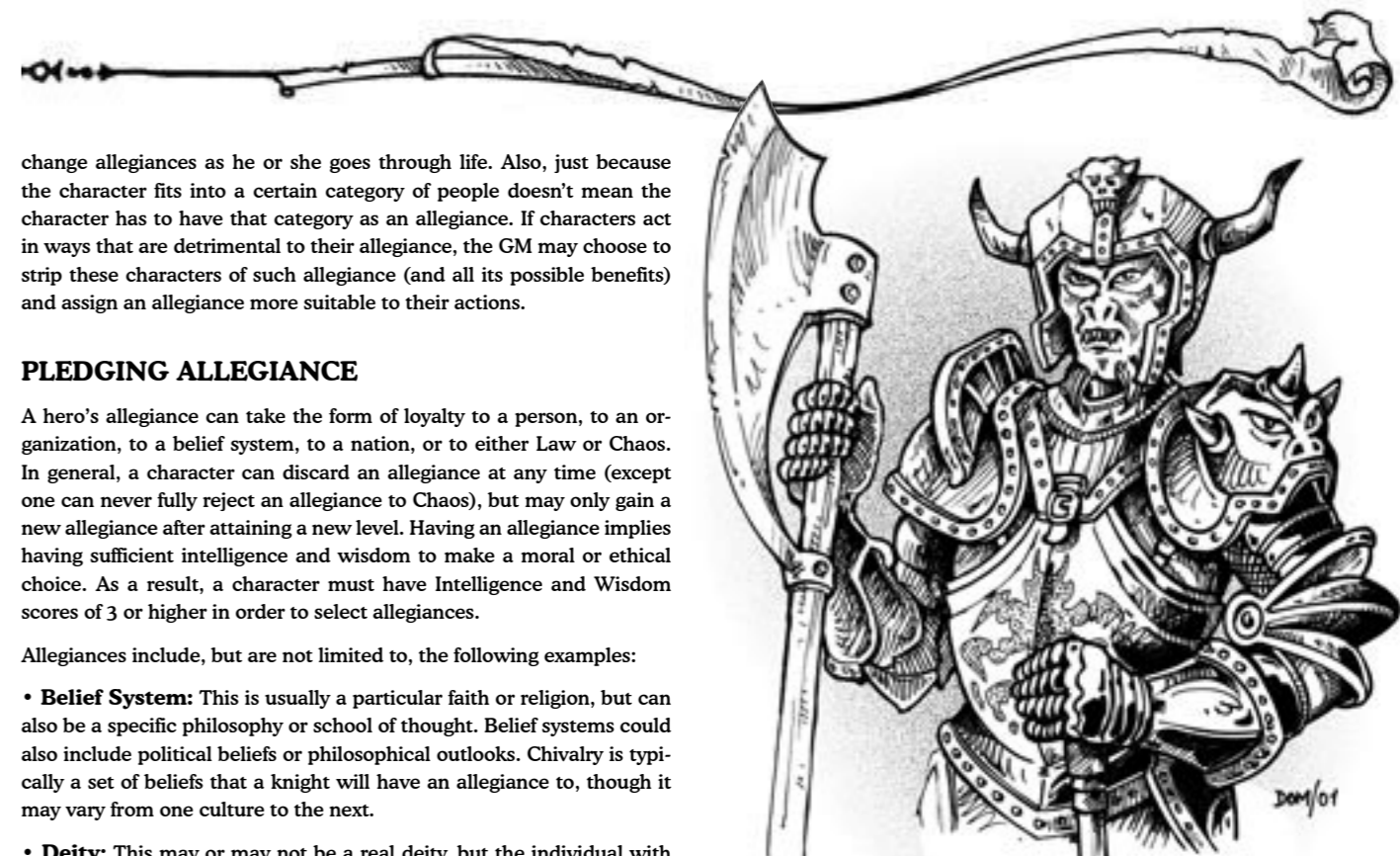
MORE DETAILED PERSONALITY

The above paragraphs on Personality Descriptors and Adventuring Motivation should be enough for most players, to flesh out their character. However, for those who have a hard time coming up with an interesting background for their character, or love to roll dice to determine everything, Internet can provide help. For as long as this web-site will be up and running, you could also look at Ash's Guide to RPG Personality & Background (URL: <<http://rpg.ashami.com/>>).

appendix 4 Allegiances

FANTASTIC HEROES & WITCHERY uses the Allegiances System, where a character could have an allegiance to the philosophical forces of Law or Chaos (and thus have an alignment), to a liege, organization or community, or have no allegiance at all. A character may thus have up to three allegiances, listed in order from the most important to the least important. Some people may have no allegiance at all, but most NPCs will have at least an allegiance to their family and community. Generally, animals and creatures of animal intelligence do not have any allegiance at all, but not always. A dog could have an allegiance to its owner, and a creature born from Chaotic influences (such as a corrupted/fiendish animal) could have an innate, rather than chosen, allegiance to Chaos.

These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may



change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance. If characters act in ways that are detrimental to their allegiance, the GM may choose to strip these characters of such allegiance (and all its possible benefits) and assign an allegiance more suitable to their actions.

PLEDGING ALLEGIANCE

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to either Law or Chaos. In general, a character can discard an allegiance at any time (except one can never fully reject an allegiance to Chaos), but may only gain a new allegiance after attaining a new level. Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples:

- **Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks. Chivalry is typically a set of beliefs that a knight will have an allegiance to, though it may vary from one culture to the next.

- **Deity:** This may or may not be a real deity, but the individual with an allegiance to it must obviously believe in its existence. An individual with an allegiance to a deity will generally strive to do whatever he thinks (or knows for sure) the deity expects of him. Allegiance to a deity is often associated with an allegiance to either Law or Chaos, and with a relevant religious organization, although this isn't required per se.

- **CHAOS:** This represents the forces of darkness and evil, the supernatural beings and deities that rebelled against the natural order and are bent on perverting and using it for their own ends without qualms nor remorse. Characters and creatures with this allegiance are not only willing to hurt others for their own ends, but often take pleasure in spreading evil as an end unto itself; showing a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life. They will hold up abuse and desecration as an ideal, committing them for its own sake, and reveling in the feeling of power it often gives them.

- **LAW:** This represents the forces of order and goodness, the supernatural beings and deities that created the universe and the creatures that populate it, and strive for universal harmony. Characters and creatures with this allegiance tend to protect innocent life, tell the truth, keep their word, respect authority and honor tradition, and generally expect others to do likewise. This allegiance implies altruism, respect for life, and a concern for the dignity of other creatures.

- **Nation:** This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

- **Organization:** This may be a mercenary company or religious order, a gathering of like-minded individuals, a secret society, a fraternal brotherhood, a local, state, or national government, an university, an employer, or an otherwise established authority. A knight will typically have an allegiance to his liege and to the king.

- **Person or Group:** This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's monastery, or individuals whose safety the character is responsible for).

ALLEGIANCES AND INFLUENCE

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 bonus on Charisma-based skill checks when dealing with someone of the same allegiance (but only if the character previously had some interaction with the other person to discover the connections and bring the bonus into play). In addition, whenever a character would be under the influence of some mind-affecting magic or ability, and would be asked to do something detrimental to her allegiance, she is entitled to a Wisdom saving-throw to not comply, although a successful save won't lift the mind-influencing effect otherwise.

Note that a character could fake an allegiance to gain a +1 bonus to reaction rolls when dealing with others of the same allegiance. However, she would not get a new saving throw when under a mind-influencing effect to resist suggestion to act against the allegiance.

ALIGNMENTS VERSUS SPELLS AND MAGIC OF ABJURATION AND DIVINATION

Abjuration and divination spells related to alignments work as follows:

- Know Alignment** reveals whether a creature has an allegiance to Law or Chaos, and if not, is detected as neutral (i.e. without alignment). If the game uses descriptors of personality inspired by the traditional nine alignments (see optional rule p.366), they are not revealed by the spell.

- Detect Evil** reveals if a creature has an allegiance to Chaos, not if it is neutral with malignant inclinations (i.e. that would be considered neutral-evil). Hence, this spell is used to detect things of a fiendish origin or allegiance.

- Detect Good** is as above, but with respect to Law and celestial creatures.

- Protection from Evil/Good** likewise relates to creatures of the Chaos or Law allegiance (in addition to repelling summoned or magically controlled creatures).

—*Dispel Evil/Good* likewise relates to creatures of the Chaos or Law allegiance.

—*Holy Word* affects creatures of the Chaos allegiance.

—*Unholy Word* affects creatures of the Law allegiance.

Etc.

Note that 3e proposes variants of the same spells that affect Law, Chaos, Good or Evil. If such spells were to be used in a FANTASTIC HEROES & WITCHERY game, simply assume that in such case Law = Good, and Chaos = Evil (as such, *Dispel Chaos* and *Dispel Evil* are but the same spell).

appendix 5 Cultural Origin

A character's cultural background will generally determine what he (or she) knows, and how he (or she) relates to others, especially other races, as prejudice is often learned as much as the ability to read and write. Then, this appendix also proposes names for various races and cultures.

LANGUAGES & LITERACY

What languages the players' characters do speak, read and write? In many campaigns this is mostly overlooked, where a character generally speaks easily with any sentient creature he encounters, and is able to read and write fluently. Earlier editions of the game stated that a character speaks his racial language (e.g. "dwarf" for dwarves), plus a number of additional dialects (e.g. of other races, or the universal tongue called The Common) determined by his race and Intelligence score. However, the character would read and write these languages only if he had the relevant proficiency. The table to the right (i.e. Table 11.10) indicates which additional languages a character may know, according to his race, and Intelligence score (as shown on Table 11.9).

Basic Literacy: Normally, in typical medieval-like cultures (the default civilisation level of heroic fantasy settings), there is often a lot of different dialects, and people from one area may not understand those living in the next region. Illiteracy will be the norm, and only a minority of educated nobles and priests will know how to read and write. There could be some kind of common language (such as Latin in medieval Europe) represented by the "Common" of earlier editions, but only the educated minority would speak it.

To determine a character's basic literacy (regarding reading and writing texts, as well as overall education), use Table 11.10. The character begins speaking her native local language (e.g. for a wood elf it might be Sylvan Elvish, not the language of all elves across the world), and then her Intelligence determines how many additional languages she could learn or already knows. Then use the next columns to determine if a character is literate (i.e. knows how to read and write).

Additional Languages: This is the maximum number of different languages a character could know in addition to his native dialect. [Note that this number is one point less than the "maximum number" given table 11.1, as the character's native language already counts for one.]

Character's Native Culture: Cross-read the column pertaining to the characters' native culture (which may be considered *advanced*, *primitive*, or just *default medieval*) with their Intelligence score, to determine their level of education. Some races are overall more focused on education and literacy, while other races tend to disdain intellectual pursuits. As such add +1 to the Intelligence score if the character is a half-elf, +2 if it is a dwarf or an elf, but -2 if it is a half-orc; this only for purposes of determining the character's literacy (it actually doesn't change the Intelligence score).

Race	Possible Additional Languages
Dwarf	Common, gnome, goblin, kobold, orc.
Elf	Common, gnoll, gnome, goblin, halfling, hobgoblin, orc.
Half-Elf	Common, elf, gnome, goblin, halfling, hobgoblin, orc.
Gnome	Common, dwarf, gnome, goblin, halfling, kobold, orc.
Halfling	Common, dwarf, elf, gnome, goblin, orc.
Half-orc	Common, orc.
Human	Common, plus any the GM might allow them.
Tiefling	As non-fiendish parent, plus Infernal tongue.

Table 11.9: Character's Basic Literacy

Intelligence score	Additional languages	Character's Native Culture		
		Primitive	Default Medieval	Advanced
1	0	Cannot communicate	Cannot communicate	Cannot communicate
2-3	0	Broken speech, illiterate	Broken speech, illiterate	Broken speech, illiterate
4-5	+1	Illiterate	Illiterate	Poor reading, no writing
6-8	+2	Illiterate	Illiterate	Partial reading and writing
9-11	+3	Poor reading, no writing	Poor reading, no writing	Good reading and writing
12-13	+4	Partial reading and writing	Partial reading and writing	Good reading and writing
14	+5	Partial reading and writing	Good reading and writing	Literate
15	+6	Good reading and writing	Good reading and writing	Literate
16	+7	Good reading and writing	Literate	Erudite
17	+8	Good reading and writing	Literate	Erudite
18	+9	Good reading and writing	Erudite	Erudite
19	+11	Good reading and writing	Erudite	Erudite

Table 11.11: Interracial Relationships (default acceptance or xenophobia) — Fantasy Races

	Dwarf	Elf	Half-Elf	Gnome	Halfling	Half-orc	Human	Tiefling
Dwarves	A	D	C	B	B	E	C	D
Elves	C	A	B	B	B	E	C	D
Half-Elves	C	A	A	B	B	D	B	D
Gnomes	B	B	B	A	B	D	B	D
Halflings	B	A	B	B	A	C	B	C
Half-orcs	B	E	D	C	C	B	C	C
Humans	B	B	B	C	B	D	B	E
Tieflings	C	C	C	C	C	C	C	C

Table 11.12: Interracial Relationships (default acceptance or xenophobia) — Weird Tales Races

	Hm-Earth	Hm-Exotic	Hm-Tainted	Primate	Reptilian	Revenant	Winged Folk	Witchling
Humans-Earth	A	B	C	C	C	D	B	D
Humans-Exotic	B	B	C	B	B	D	B	D
Humans-Tainted	C	C	B	C	C	D	C	E
Primates	C	C	D	A	C	E	C	E
Reptilians	B	B	B	B	A	D	B	D
Revenants	B	B	B	B	B	B	B	C
Winged Folk	B	B	C	B	C	D	A	D
Witchlings	C	C	C	C	C	C	C	C

- A. Affinity:** High level of acceptance and trust toward members of that race. All reaction rolls are at +1.
- B. Benevolence:** Some general goodwill, yet neutral expectations towards members of that race. No reaction roll adjustment.
- C. Caution:** Members of that race are tolerated, but not fully trusted or accepted. All reaction rolls are at -1.
- D. Distrust:** There is a strong antipathy toward that race. All reaction rolls are at -2.
- E. Enmity:** The race is traditionally reviled and hated. All reaction rolls are at -4.

Advanced represents cultures where almost all people go to school during childhood, and learn to read and write, as well as mathematics, general culture, etc. Our own contemporary society falls in this column, as well as rare fantasy cultures which put a heavy emphasis on education. *Default Medieval* represents most fantasy campaign settings, as based on the medieval period of our real world (where most people were illiterate). Lastly, *Primitive* represents most barbarian cultures, such as aborigine tribes, or even orcs. However, even though primitive people won't know how to read books from more civilized cultures, they will have their own form of literacy: wilderness signaling, gesture language, sound imitation, symbols, customs and behaviors, etc., as pertains to their own lands and cultures, and of which civilized characters remain ignorant.

Note in any case that the Linguistics skill supersedes any result determined on Table 11.9. Linguistics confers literacy (i.e. see "Literate" below) to any character getting this skill (though the GM might forbid it to characters with an Intelligence score inferior to 8).

Lastly, the column's results can be interpreted as follows: *Broken Speech - Illiterate* means that characters are basically morons. *Poor Reading* means that characters can read simple notes and words, but have a lot of difficulty with books, and will frequently misunderstand what they read in such books. *Partial Reading & Writing* means that characters can read most books, albeit with relative difficulty, and write simple texts (usually with horrendous style and a lot of typos). *Good Reading & Writing* is self explanatory, but characters only read and write well in their native language, being considered poor readers and writers in the other languages they know. *Literate* means that characters can read and write fairly well all the languages they know. *Erudite* means that characters are also well versed in the literature and writing styles of the languages they know, and generally have a refined speech.

INTERRACIAL RELATIONSHIPS

FANTASTIC HEROES & WITCHERY acknowledges that ancient (and even modern) history is full of violence and prejudice among humans. A lot of people will hate (or fear) each others just because they appear different in physique and/or culture, customs and traditions. This sad fact of life will likely exist in a fantasy world, especially one where dark mages customarily summon demons, and evil warlords enslave the innocents. When very different races such as humans, elves and orcs coexist, there is likely to be an amount of racial tension. PCs (and occasional NPCs) may strive to be open-minded, but generally there will be some prejudice between certain races.

Although this should remain dependant upon the GM's campaign world, the table above indicates general guidelines about the level of racism among the various PC races. This table is inspired but nonetheless different from the one found in earlier versions of the game. In looking at it, you will note that there isn't an automatic reciprocity of appreciation between two races; a race may hate another while the latter might only distrust the former. Likewise, members of a given race don't automatically have a high level of acceptance of their own kin; there are races who generally distrust everybody including themselves. In any case, this is the default racial bias, and specific NPCs or even whole communities might behave in a different way, according to circumstances.

The table reads from left to right. For example: dwarves react toward a dwarf with affinity, and toward an elf with distrust; then, elves react toward a dwarf with caution, and toward another elf with affinity; etc. The reaction roll modifier is applied either to encounter reactions (as explained Table 7.3, p.128), and to Persuasion skill checks when dealing with the relevant race.

Names

Dwarves often seem to have difficulty coming up with a name that doesn't sound like a stupid pun. You will find below examples of names for each race. Other than that, the internet has many online name generators, or collection of names by cultures (including from ancient cultures such as the Old Norse). For as long as this website will be up and running, I strongly suggest the Everchanging Book of Names (URL: <http://ebon.pyorre.net/>).

We are accustomed to people having two names, the forename and family name. However, during the middle-ages things were much more chaotic. Originally, people probably had only one name. Then, when several persons had the same name, which began to occur increasingly as villages grew and cities appeared, there was a need to distinguish between people who had the same name. Several methods were used, but the four most common were of adding to a person's name, either: 1. The name of their father (such as with Connor Mac Leod – i.e.: son of Leod, or Thorod Olafsson – i.e.: son of Olaf); 2. The name of their profession (such as with Alan Smith – i.e.: Alan the smith); 3. The name of their village or land (such as Baron Rupert of Greenshire – i.e.: Baron Rupert of the Greenshire barony); or 4. A fitting nickname (such as Carolus the Clever).

Lastly, you may use the following lists to help choose a name for PCs and NPCs alike:

DWARVES

Dwarves tend to have long names including their own name, the name of their father, of the clan and the clan's ancestor, and lastly for some of them also a nickname.

- **Male names:** Adils, Agnarr, Asbjorn, Bakki, Bjalfi, Bolverk, Egil, Eyjolf, Finnbogi, Finnur, Fjori, Floki, Frodi, Godrod, Gorm, Gungnir, Gunnar, Hafgrim, Helgi, Hjort, Hoskuldr, Knud, Koli, Magni, Melnir, Orr, Rolf, Snaevan, Snorri, Thord, Tryfing, Ulf, Vignir.
- **Female names:** Asa, Bodvild, Eyfura, Hallfrid, Hjotra, Ingigerd, Kara, Nauma, Sylgja, Yrsa.
- **Nicknames:** Belly-shaker, Bold, Bull-bear, Deep-minded, Fetterhound, Flat-nose, Hairy-cheeks, Keen-eyed, Mansion-might, One-hand, Silk-beard, Sleekstone-eye, Stubborn, Wartooth.
- **Clan names:** Fiery Axe clan, Thicket Farm clan, Red Well clan, Mountain Pool clan, Willows clan, etc.

ELVES

Elves get their names not from mere parents' choice, but are related to their ancestors names plus astrological influences at the time of birth. These names are supposed to carry some occult power that will help the individual to accomplish his/her destiny in the most favorable way.

- **Male names:** Aarendil, Aecthedil, Aralglin, Berendhros, Belinor, Caraglor, Caerand, Dalaenor, Derenduil, Elenion, Elorgas, Faelind, Finariond, Faedorin, Glorendur, Gwindarien, Gilanwe, Iragael, Iniryon, Lanandir, Lorolwe, Maeregorm, Medanor, Orolthirien, Odolbrant, Saerthelion, Solrend, Turgolas, Ulurien, Vanatil, Virfindal.
- **Female names:** Arianre, Arwen, Duindilian, Enerluin, Elannia, Elewynn, Feniviel, Finglanir, Gwynnifel, Inliriel, Lunelin, Luinafahr, Mirianyl, Nindilas, Nelania, Olrelin, Rhianon, Suibdhine, Tellenwe, Ulmeden, Valinstraee.

- **Family names:** Adalgloron, Celedhrindal, Cuthlondel, Elenmidh, Firlandil, Glorondor, Gwinthrondir, Hanthuriel, Irildhun, Issilvathar, Lomunlindir, Menelgar, Mirlondiel, Ninrodil, Odolmirdhyn, Saratellen, Undomidhir.

DARK ELVES

Dark elves have two names, one for dealing with others on a regular basis, and a long family name which second part remains always secret (their «true name», although not in the magical sense).

- **Male names:** Addumyl, Arvygal, Cilyr, Cyrvoon, Dilwyr, Divym, Elymyr, Glanvyr, Glywys, Huldyr, Hjylvar, Hylwoon, Irmhyl, Llyvam, Mudyr, Nefyld, Rhowalyr, Skrymir, Yngvarr, Yrkoon.
- **Female names:** Aderyn, Cerys, Cimoryl, Elwyn, Esyl, Evyr, Frydis, Glynis, Hylin, Ilmyn, Ivalys, Iweryl, Llyveleen, Lynwen, Myfanwy, Myrl, Signy, Sigyn, Yngvil, Yrsa.
- **Last names:** Amerghal, Aodhimir, Cuileen, Cyndylan, Dirinn, Doireidh, Dyggve, Eairdsidh, Eimhear, Eyfuran, Feidhelym, Lysagh, Muirinn, Nuallan, Rhywallan, Siadhail, Silbhe, Siran, Suibhne, Uaithne.

GNOMES

Gnomes can have extremely weird names, and furthermore are used to change them whenever they feel is necessary. Nonetheless, here are a few gnomish names:

- **Male names:** Booth, Brander, Canute, Carr, Dag, Erland, Esbern, Hallam, Halsten, Haral, Howe, Inger, Kell, Latham, Lunt, Odell, Roald, Rutlind, Skipp, Sorley, Sparke, Stig, Storr, Tait, Tarn, Torquil,
- **Female names:** Asta, Bo, Bodil, Dagna, Erica, Helga, Hulda, Inga, Kelda, Linnea, Liv, Runa, Signy, Solveig, Thordis, Valda;

HALFLINGS

Halflings are often obsessed with their genealogy and prompt to tell the names of several dozens of their ancestors if asked so.

- **Male names:** Adalbo, Bandibrus, Damion, Dandywise, Dorigol, Furdebro, Felagol, Fredebion, Gordibon, Hobnidas, Handobras, Lodifo, Mirmidas, Odosgar, Perladin, Rusco, Sarimac, Sanbradoc, Trelmangol, Wilfrio.
- **Female names:** Adamelia, Asfodine, Belledine, Berylina, Camedine, Daisy, Dorani, Eglantine, Esmereldine, Hadinnia, Estelline, Lindelia, Myrtoline, Pimpreline, Rosita, Salvina, Tortellia, Valandia.
- **Family names:** Belggins, Bunduk, Boliphin, Brundebuck, Chodworthy, Duhrfoot, Frubbee, Gameshee, Meggit, Purdfeet, Ramblegee, Socklefield, Teekburrow, Twelfeet, Whispergee.

HALF-ORCS

Half-orcs have either human or orcish names. Orcs have simple and meaningless names; those orcs who rise in some way above the others usually get a nickname, and often a disparaging one.

- **Male names:** Adak, Brital, Brul, Buris, Chilo, Churl, Drog, Engh, Fosk, Ghurs, Gork, Gralth, Krag, Lodo, Orel, Orl, Pugus, Pulo, Sult, Truvo.
- **Female names:** Celba, Darsa, Fylo, Fyra, Grada, Guta, Luz, Nele, Nuta, Ossa, Tala.
- **Nicknames:** Absent-Minded, Baby-Killer, Big-Nose, Bull-Head, The Dull, Flat-Skull, Long-Arms, Small-Eyes.

HUMANS

Humans names vary according to their cultures. Below are the names of some typical human cultures:

1) Carolingian names:

- **Male names:** Achard, Adalbert, Adhemar, Aimery, Alberic, Ambroise, Archibald Arnulf, Baldwyn, Balian, Basil, Benedict, Berenger, Bernard, Bertrand, Bervold, Bleys, Charles, Constantin, Corwyn, Crespin, Daimbert, Duncan, Dundald, Enguerrand, Eudes, Eustace, Foulques, Frodoart, Gabriel, Ganelon, Geoffroy, Gilles, Godfrey, Guibert, Holger, Hubert, Hugh, Humbert, Humphrey, Joscelin, Junius, Kevin, Kyle, Komier, Laurois, Lothaire, Louis, Martel, Martin, Miles, Nestor, Odo, Ogier, Perraine, Pepin, Phillibert, Raimberge, Reynald, Robert, Roland, Süger, Tancred, Theoden, Thibault, Thoros, Turpin, Urien, Waleran.

- **Female names:** Adela, Alberada, Alianora, Alicia, Angela, Bertha, Blanche, Blanchefflor, Catharina, Catherine, Constance, Daphné, Deirdre, Doda, Eléanor, Elvira, Eschiva, Eva, Eudocia, Godvere, Helen, Heloise, Helvis, Hodernia, Ida, Irmina, Isabella, Juliana, Lucia, Guenièvre, Maria, Mathilda, Mellisende, Morgana, Morphia, Plaisance, Richelda, Sybilla, Sigelgaita, Thamara, Theodora, Yolanda.

- **Family names:** Aloric, Amaynar, Amisor, Avicenne, Barbençoit, Beaujeu, Châtillon, Commynes, Dardand, Dabour, Daillon, Dolmant, Dunois, Gilpin, Gladmar, Golin, Grindel, Guildemort, Jehan, Laugones, Luzarches, Malddon, Mondragon, Montferrand, Montmouth, Nerac, Poncor, Ronceaux, Segrel, Seigneley, Siebert, Tallemant, Valloric, Villon.

- **Scholar surnames:** Agrippa, Amadeus, Augustinus, Basileus, Copernicus, Cornelius, Darrumus, Demetrius, Dionus, Eridanus, Ignatus, Marconius, Menenius, Nicolaus, Gustavus, Octavius, Otarius, Philarchius, Quirinus, Theophilus, Vitarius.

2) Celtic names:

- **Male names:** Aed, Aodhagán, Ailin, Aenghus, Artain, Beathan, Blaine, Caerill, Coinneach, Colmac, Comnhall, Cormag, Cradoc, Cui-lén, Diarmid, Domnall, Dunnchaidh, Dùghal, Duff, Eachann, Eallair, Eòghann, Erskine, Fagan, Fergus, Fingal, Fhionnlaigh, Giric, Guinoch, Ided, Keith, Lochlann, Léod, Lulach, Luloig, Meldin, Modan, Morcunn, Morgainn, Muiredach, Mungan, Neachdann, Niall, Oisein, Osgar, Ruairidh, Seaghdan, Siridean, Taogh, Teosag, Uarraig.
- **Female names:** Ailbhe, Ailsa, Alana, Angusina, Brenda, Brighid, Ciannait, Deirbhile, Deirdre, Diorbhail, Donella, Dolina, Eamhair, Eithrig, Eri, Euna, Fiona, Fionnuala, Gelis, Grainne, Ina, Lachina, Luiseach, Morna, Morven, Muadhnaidh, Muirne, Murdina, Neilina, Osla, Rhona, Rodina, Senga, Sorcha, Swannoc, Triduana.

- **Clan names:** MacClachlan, MacCulloch, MacDiarmid, MacDuff, MacEachain, MacEwen, MacFadyen, MacFarlane, MacFie, MacGhie, MacGill, MacGillivray, MacGregor, MacHardy, MacInnes, MacInroy, MacIntyre, Maclover, MacKay, MacKean, MacKendrick, MacKerrell, MacKillop, MacKinlay, MacKinnon, MacLachlan, MacLennan, MacLeod, MacLintock, MacMicking, MacNab, MacNaughton, MacNeil, MacPhail, MacPheeter, MacQuarrie, MacRae, MacTaggart, MacTavish.

3) Fantasy names:

- **Male names:** Adil, Agiyar, Alcimedes, Arideus, Arvos, Aymar, Azan, Basil, Beryl, Cratos, Cyrus, Daled, Dalius, Domitian, Dorcas, Eldran,

Eneas, Girias, Hissar, Hojanias, Jahir, Janos, Josias, Keldos, Korik, Kovil, Leoricus, Lionus, Lucian, Marcus, Nadan, Ramil, Servius, Silas, Talis, Thoros, Ular, Umar, Vitarius, Zagor.

- **Female names:** Adonia, Andiama, Arelie, Arya, Astie, Callia, Caliria, Dariane, Eblis, Essanie, Eryna, Essra, Helia, Hukaa, Irmina, Jedra, Junia, Kilya, Kinna, Kolina, Korlie, Lenore, Lestria, Lydis, Lyra, Marala, Marda, Mayra, Melissa, Nalie, Raffaella, Ryana, Sadira, Sibylle, Sita, Taramis, Treilja, Xenia, Yasmela, Yisselda.

- **Last names:** Adumon, Anavias, Bragoras, Caldís, Daclamitus, Daddon, Ellandune, Ericen, Ferdrugo, Forhun, Firdan, Himion, Hogistum, Holnur, Jalen, Kenion, Laenas, Leander, Lonsen, Loran, Malddon, Nastica, Nerula, Ogaron, Orestes, Sarthun, Silagion, Sovartus, Sulla, Thespides, Tabaros, Tigranes, Tuscelan, Vaellos, Varro, Valloric, Waleran, Xelimar, Yoldan, Zaimon.

4) Earthlings names:

- **Examples:** Leanne Berg, Tallie Booth, Linell Covington, Vivienne Dickey, Reyes Engle, Tyler Garreth, Charmaine Holder, Elliott Larson, Merle Lyon, Woodrow Michael, Byron Nash, Tasha Rankin, Norma Serrano, Fran Shaefter, Roderick Swift, Lessie Vance, Preston Youngblood, etc.

PRIMATES

Primates use two names: first their personal name, and then the name of their clan. In their own clan they only use their personal name, mentioning the name of their clan but to strangers.

- **Personal Names:** Arkaal, Bruutz, Dipree, Faarth, G'Iroos, Haatch, Istuulh, Jaare'l, Kroondo, Meerh, N'djiil, Oktaalh, Soorn, Tectaal, Tloolok, Valaash, Xuune.

- **Clan Names:** Am'har, Anoth, Bedy'wr, Brat'hach, Cawr'dav, Cnych'wr, Dert'hach, Drud'was, Evr'awg, Goby'wr, Gwawl'har, Huar'was, Llar'dav, Men'wr, Rhiog'naed, Rhuv'th, Tar'awg, Uch'dryd, Ystd'fach.

REPTILIANS

Reptilians use but one name. However, the way and intonation they pronounce it, seems to add much meaning and differentiation. Yet, only reptilians perceive such subtleties that always elude other races.

- **Male names:** Akris, Athanos, Daziss, Ischyros, Kress, Mariss, Oshphim, Salethar, Sarek, Selanu, Sellak, Shanastar, Shiraal, Silass, Thaxos, Tithian, Xamres, Xutan, Zorai, Zureth.

- **Female names:** Ashissa, Caress, Daisha, Deryssa, Ibisid, Ivaniss, Lalassu, Nassirah, Nessa, Nysia, Pyrrha, Saaveed, Sadai, Salah, Shallaia, Suehra, Thassia, Veeshis, Ydriss, Zivii.

TIEFLINGS

Tieflings usually get names appropriate to their mortal parents' race. However, many, upon becoming aware of their difference, give themselves a new, yet secret name to better reflect their true condition. Because tieflings tend to be pervert, they often favor evil or weird sounding names.

- **Secret names:** Baliassi, Ejendos, Ektral, Fodria, Kelashun, Mashrak, Molh, Oshruth, Pakanth, Selanzia, Verishal, Vostoros, Zathr.

WINGED FOLKS

Winged folk usually add their place of origin and some nickname to their name.

• **Male names:** Alagar, Amir, Andal, Atraharsis, Babur, Camran, Daniar, Dilum, Erilok, Erkin, Esen, Falim, Gelis, Halap, Ibbisin, Izzat, Kemhebek, Mashdu, Meshe, Nariman, Nurlan, Osman, Samug, Tizkar, Tolun, Selik, Sulak, Ulugh, Yajub.

• **Female names:** Akhezal, Alysda, Anenlilda, Bahina, Bazhoan, Buan, Lusa, Malika, Megalanna, Miram, Nila, Nazira, Nuhtezi, Shara, Tezheni, Uhndaz, Yadiza, Zisudra.

WITCHLINGS

Witchlings get a name and surname as many humans do. However, the names used in their society are meant to be thought provoking, for those who have a great appreciation and deep understanding of its language. To the rest of the world at large, they sound as just other names without special signification.

• **Male names:** Aukash-pad, Bramun-zhul, Dhojakt-doo, Er'thork, Horgo-zhul, Jo'orsh, Juni-thu, Ka'krith, Lu-ubarra, Ne'kadir, Or'joba, Pevuran-to, Ra-bosath, Sul-peshwan, Tal-nathdis, Tu'tathok, Urga-zoltal, Xal-totun, Xul'amir, Yol-thetto.

• **Female names:** Den-du, E'la, E'kee, Er'stali, Hu'kaa, I'toc, Jen-lune, Ki'iretti, Lalali-puy, Lag'phia, Li'thabi, Lo'buu, Meel'ybie, Mys'til, Nauhy-otl, Pa'laki, Sa'ram, Sa-rea, T'sor, Xel'eenia.

appendix 6 SOCIAL ORIGIN

Most societies, especially in fantasy worlds of medieval inspiration, have various social classes with corresponding privileges and duties. Generally there is four main social backgrounds: at the bottom, a fair number of serfs and slaves; then, a majority of free men and women of typically humble means; above, a minority of nobles with extended wealth and privileges, used to rule the populace; and lastly the priesthood. Depending on their campaign and preferences, GMs could let the players determine from where their characters come, with little effect on the characters' classes and starting wealth, or they could ask to roll on the following table:

CHARACTER'S SOCIAL ORIGIN

Not all people are born equal. Good or bad luck at birth will determine what class characters will be able to take later in life, and how much possessions they will have at the beginning of their career. Note that the table below is only intended to randomly determine a player character's background. It cannot be used to represent the spread and percentages of social classes and wealth among a given population. The general living conditions of a population will depend on the campaign setting's nations considered. For instance, the GM may have the grand majority of humans in his campaign world belong to the poor lower class, but that a majority of dwarves belong to the middle class.

2d6	Social background	Starting wealth
12	Nobility	5d6 x10 gp + A
11	Upper class / opulent	4d6 x10 gp + B
10	Upper class / wealthy	3d6 x10 gp + C
9	Upper class / affluent	3d6 x10 gp + D
8	Middle class / successful	2d6 x10 gp + E
7	Middle class / comfortable	2d6 x10 gp
6	Middle class / decent	3d6 x5 gp
5	Lower Class / modest	2d6 x5 gp
4	Lower Class / poor	1d6 x5 gp of equipment
3	Lower Class / miserable	3d6 gp of equipment
2	Pariah	2d6 gp of equipment

When a GM opts for the PCs rolling on Table 11.13: Character's Social Background, these PCs should then have a character profession relevant to their background. Players normally choose whatever character class they want, but professions that wouldn't fit well with the social background will require some appropriate (and preferably convincing) explanation. For example, a warrior may be of any social background. However, a knight coming from the pariah background is extremely implausible, if not outright impossible. In fact the GM may forbid such a combination unless the player can come up with a brilliant justification for it.

The pariah, poor and miserable classes begin with but a few battered equipment and rag-tag clothing. The gp indicated must be turned into common equipment, only a few silver and copper pieces of actual money can be kept.

The successful and upper classes, not only begin with wealth that can be turned into equipment, but also with some possessions as indicated on the table:

A: a medium warhorse, plus either a suit of plate mail and a longsword of superior quality, or a spellbook with 1d6 additional 1st level plus 1d3 additional 2nd level spells.

B: a light warhorse, plus either a suit of chain mail and a sword/mace/etc., or a composite longbow, or a spellbook with 1d6 additional 1st level spells.

C: a riding horse, plus either a suit of chain mail, or a longbow, or a spellbook with 1d4 additional 1st level spells.

D: a riding horse, or a suit of chain mail, or a longbow, or a spellbook with 1d4 additional 1st level spells.

E: a free melee weapon + shield, or a spellbook with 1d3 additional 1st level spells.

SOCIAL CLASSES FOR COMPARISONS

The table next page shows the typical standards of living of the different social classes. This table gives: the social class category, some examples of people belonging to that social class, the average value of possessions and assets people of that social class will own, and typical income per month of those belonging to this social class.

This table should help determine the relative value of things, and how much money adventurers could expect for their help. A small village of peasants offering 100 gp per adventurer to get rid of some nearby troll is just plain ridiculous, even in a fantasy world. GMs are suggested to keep these monetary references in mind when distributing treasures and rewards to the PCs.

Table 11.14: Social Classes' Standards of Living

Category	Social class	Examples	Possessions	Monthly income
A	Nobility	(landed noble, upper ranks churchman)	20,000+ gp	150+ gp
B	Upper class / opulent	(successful warlord or guild master)	10,000 gp	100-150 gp
C	Upper class / wealthy	(rich merchant, important landowner)	5,000 gp	75-100 gp
D	Upper class / affluent	(magistrate, master artisan, great sage)	2,500 gp	50-75 gp
E	Middle class / successful	(well-to-do merchant, major military officer)	1,200 gp	30-50 gp
F	Middle class / comfortable	(sage, successful artisan - farmer or soldier)	600-1200 gp	20-30 gp
G	Middle class / decent	(town priest, military officer, artisan)	300-600 gp	10-20 gp
H	Lower Class / modest	(shopkeeper, minor craftsman, civil-servant)	100-300 gp	6-10 gp
I	Lower Class / poor	(peddler, petty farmer, friar, soldier, scribe)	30-100 gp	3-6 gp
J	Lower Class / miserable	(unskilled laborer, vagabond)	10-30 gp	1-3 gp
K	Pariah	(beggar, serf, slave)	n.a.	n.a.

appendix 7 Rolling Hit-pts

FANTASTIC HEROES & WITCHERY proposes four different methods to roll hit-points. In any case, it is important that players roll their characters' hit-points in front of the GM and other players. Only the first roll is acceptable; one should not be allowed to re-roll until gaining a result he or she is satisfied with. If players and GMs don't like low rolls or too random results, three different methods have been created to produce either totally random, almost always average, or better than average results:

#1. Roll with polyhedral dice. This is the normal procedure; if your PC has d8 hit dice, just roll a d8 and see what number of hit-points it gives.

#2. Roll with but a d6 (to which is added a modifier). Whatever the type of hit-die (d4, d6, d8, etc.), roll a d6 for your PC's hit-points, then subtract or add a number of hit-points depending on the die (see table below). For example, 1d6+1 gives the same average results as a 1d8 (i.e.: 4.5), but results will lean more toward average numbers.

#3. Roll on a table that gives average results. Roll a d6, and see on the table below, the number of hit-points gained according to the hit-die type. For example, with d6 HD a roll of "1" doesn't indicate one hit-point, but indicates on the table that the character gains 3 hit-points at this level. Of the four methods, this one gives the most average results.

Table 11.15: Three different methods to determine Hit-Points

HD	Polyhedral	Modified d6	Special: roll 1d6 and see how many hp are gained for the relevant HD			
D4	Roll a d4	Roll a d6-1	1-3 gets: 2 hp	4-5 gets: 3 hp	6 gets: 4 hp	(average: 2.7 hp / lvl)
D6	Roll a d6	Roll a d6	1-3 gets: 3 hp	4-5 gets: 4 hp	6 gets: 5 hp	(average: 3.7 hp / lvl)
D8	Roll a d8	Roll a d6+1	1-3 gets: 4 hp	4-5 gets: 5 hp	6 gets: 6 hp	(average: 4.7 hp / lvl)
D10	Roll a d10	Roll a d6+2	1-3 gets: 5 hp	4-5 gets: 6 hp	6 gets: 7 hp	(average: 5.7 hp / lvl)
D12	Roll a d12	Roll a d6+3	1-3 gets: 6 hp	4-5 gets: 7 hp	6 gets: 8 hp	(average: 6.7 hp / lvl)

#4. Roll with polyhedral dice but discard low results. This is as per the normal procedure of rolling the appropriate polyhedral die, except that in this case, low rolls are now discarded and replaced as per the table below. This method produces above average numbers of hit-points.

Table 11.16: Discard low rolls method

Hit-die	If die roll results in	Hit-points gained
d4	1	1.5 hit-points*
d6	1 or 2	2 hit-points
d8	1, 2 or 3	3 hit-points
d10	1, 2, 3 or 4	4 hit-points
d12	1, 2, 3, 4 or 5	5 hit-points

(*: half of a hit-point is useless, but with two rolls of "1", the character will have a total of 3 hit-points.)

NOT SO RANDOM HIT-POINTS.

Players who do not cheat when rolling their hit-points probably make up for the minority. In fact, having a substantial number of hit-points is necessary if the character is to survive. As such, GMs and players often come up with various methods and houserules to avoid low die rolls. This usually results in PCs with amounts of hit-points that would have been impossible to obtain with honest randomness. The problem however, is that when all 9th level warriors have 75 hp rather than an average of 50, the GM must likewise push upward his monsters' hp. As a result, spellcasters, whose damage spells are still rolled normally, find themselves weakened, while warrior weapons seem to be less deadly (and to compensate for that, PCs have to eventually get more bonuses to hit and damage). You may ponder if it really enhances the game... For that reason, the semi-random method that provides average results has been created. It's of course up to the GM to choose the method he feels best with.

appendix 8 Sanity-Insanity

Sanity is but an optional rule for use in grim fantasy campaigns where the heroes must face absolute horrors from beyond, that have the potential for corrupting one's mind and soul. Witnessing unspeakable, supernatural atrocities can drive people mad. Deliberately delving into ancient eldritch secrets for the purposes of unleashing unnatural forces or contacting demonic creatures radically increases this risk.

All characters begin play relatively sane, so have a number of sanity points determined by their Wisdom score (see maximum amount on the table of optional ability score's variables). A character with a Wisdom score of 18 has a firm grasp of the nature of reality, considerable self-discipline, and remarkable strength of will. In contrast, a character with a Wisdom score of 3 is barely lucid, easily confuses reality with fantasy, and is on the border of lapsing into madness. Sanity Points act as a measure of a character's temporary buffer against madness. They are reduced by failing to resist mind bending horrors and when ever they expose their mind to the corruption of black magic.

Characters witnessing unspeakable horrors, or dealing with foul sorcery and powers, may be required by the GM to make a Wisdom saving throw. This save might be modified by the severity of the horror in question (typically from -1 to -4 at GM's discretion). Characters who fail their save normally lose 1 point of Sanity (though sometimes it might be up to 1d3 points). Characters who reach zero Sanity points are overwhelmed by the horror, and become completely demented or catatonic, but in any case under control of the GM until they regain their sanity, as explained below.

There is basically four ways of regaining sanity. From the best to the worse they are:

1. The spell *Restoration* (a 6th level spell of white magic) instantly restores lost Sanity points.
2. Spending time in prayer and quiet contemplation of the divine in a Law-aligned monastery, enables to recover 1 lost Sanity point per week. However, only Law-aligned characters can benefit from this.
3. Being granted 1d6 temporary Sanity points in consuming appropriate drugs and medicines (if they exist at all) that often have unpleasant side effects (such as a suffering a -1 penalty to all rolls for being somewhat dazed/drunken).
4. Getting an insanity (see below why).

An insanity is in fact a way for the mind, to cope with an otherwise unbearable reality. That is, the insanity acts as a buffer against the hopeless realization of the unforgiving and inescapable nature of evil that will eventually destroy all and everything. As such, when characters reach zero Sanity points, they must either sink into catatonia, mumbling incomprehensible ramblings, and so on, or, if they prefer to remain operational, gain an insanity. An insanity in fact enables to function at negative Sanity points, the exact number being rolled when gaining it (that is: 1d6 for a minor insanity, 2d4 for a major insanity). To cure the insanity, these negative points would have to be regained first, before regaining the original lost points.

MINOR INSANITY

- **Delusion:** This is any belief that is not true, for example that the arch-prelate is in fact possessed by the Devil and is plotting to convert all the believers to his worship; or that the Merciless Claw bandits are a bunch of lovable rogues rather than black-hearted murderers. The delusion could be a mild form of paranoia, or simply a complete misunderstanding of one minor aspect of the way the world works.

- **Phobia:** Choose one suitable phobia, such as snakes, canines, insects, spiders or plant creatures. Whenever the characters are in the presence of a creature that could trigger their phobia, they must make a Wisdom saving throw or be panicked (-2 penalty on attack rolls, saving throws and skill checks, and must flee the cause of the panic) until they can no longer see it.

- **Sleeplessness:** Such characters lie awake for several hours every night, unable to sleep or find rest. They must make a Constitution saving throw every morning or wake up fatigued (see Fatigue p.115). This is particularly hindering to magic-users who may not recover their spells if they don't sleep for 8 hours.

MAJOR INSANITY

- **Paranoia:** This is similar to delusion, but far more severe. Such characters believe in a number of highly personalized delusions, all of them relating to persecution and treachery toward themselves.

- **Voices:** These characters constantly hear voices, often insistently demanding that they perform particular actions. Any time they are in a stressful situation (at the GM's discretion) they must make a Wisdom saving throw or be controlled by the GM for 1d6 rounds, as they carry out an act to the order of the voices.

- **Hallucinations:** These characters see things that are not there, and things that are there are distorted. They suffer a constant penalty of -2 to Detection skill checks and all attack rolls.



appendix 9 Skills

FANTASTIC HEROES & WITCHERY deliberately remains succinct about skills, as role-playing should be privileged, and dice rolls come into play only when it brings suspense and risk to the adventure. The idea is that for a broad range of actions related to certain tasks (such as healing a wounded or diseased person, mending bones, etc.), some classes are more competent, and thus add the character's level to any check (i.e. d20 roll) that may be necessary. This can be set by the GM on the fly, without bothering for specific situations and such. When players and GM must always stop and read lengthy rules about skills, it slows down the adventure, without necessarily improving it. Nonetheless, some players and GMs prefer detailed rules, reason for which several skills are described thereafter.

Note that these descriptions do not take into account all the specific situations that may arise, such as climbing a wet wall, healing a crea-

ture with a different physiology, pickpocketing someone while being invisible, etc. When such conditions come into play, it's up to the GM to arbitrarily impose a bonus or penalty, usually ranging from -4 to +4. Or alternatively, have characters make two d20 rolls, and pick up the best if they are at an advantage, or the worst if they are at a disadvantage.

Note also that anyone should be able to attempt any task, whether they have an appropriate skill for that, or not. However, those who don't have a skill, will be limited compared to those who are proficient, independent of any die roll. For example, anyone can attempt first-aid on a wounded person, but the Healing skill is necessary to mend bones.

The 30 skills described thereafter do not represent all the existing skills, and more could be added by the GM if need be. In any case, when converting characters or using adventure modules from earlier editions of the game, here is the skills' correspondence:

Original Game		Fantastic Heroes & Witchery
Climb Walls	—>	Climb
Find Remove Traps	—>	Traps
Hear Noise	—>	Detection
Hide in Shadows	—>	Stealth
Move Silently	—>	Stealth
Open Locks	—>	Open Locks
Pick Pockets	—>	Legerdemain
Read Languages	—>	Linguistics

Table 11.17: List of Skills

Skill	Attribute	Action time	Example use
Acrobatics	Dex	Move action	Walk across a slippery ledge; tumble between a giant's legs
Alchemy	Int	1 hour +	Create potions, perfumes, fiery liquids, gold from lead, etc.
Animal Handling	Cha	varies	Handle, raise, train, etc., a domestic or wild animal
Arcane Lore	Int	varies	Recognize and know about things of a magical nature
Artistic Capacity	Dex/Cha	varies	Sing a song; recite a poem
Astronomy/Astrology	Int	10 minutes +	Navigate by the stars, establish a birth chart, etc.
Athletics	Str	Move action	Break a door; jump across a chasm; swim in rough waters
Climb	Str/Dex	Move action	Ascend a sheer cliff
Deception	Cha	varies	Lie convincingly; impersonate another; forge documents, symbols, etc.
Detection	Int/Wis	varies	Hear approaching footsteps; spot a hidden cutthroat
Engineering	Int	varies	Invent and operate a printing press; design a catapult
Escape Bonds	Dex	1 minute +	Slip free from manacles and restraining chains
Gaining Information	Int	varies	Eavesdrop on rumors told by passer-byes or in taverns
Gambling	Cha	varies	Win at card and dice games of chance
Healing	Wis	varies	Care for a wounded companion
Knowledge	Int	1 minute +	Recall interesting bits of information about various subjects
Legerdemain	Dex	Primary action	Palm small objects in the hand; pick-pocket someone's purse
Linguistics	Int	10 minutes +	Decipher and read an ancient and forgotten text
Navigate	Int	varies	Find the best route to reach a given location
Open Locks	Dex	1 minute +	Open a locked chest without the key
Persuasion	Cha	1 minute +	Convince the villagers to not burn the so-called witch; seduce a barmaid
Pilot	Dex	Primary action	Make an airplane take off and fly toward an intended destination
Poisons	Int/Dex	varies	Brew a lethal poison and apply it on a dagger's blade
Practical Abilities	Dex	varies	Build a raft; repair damaged equipment; drive a cart; etc.
Riding	Dex/Wis	Move action	Ride, train, and take care of a horse (or other common mount)
Stealth	Dex	Primary action	Hide in a shadowy alcove; move silently on a creaking floor
Survival	Wis	varies	Find food and shelter in the wilderness
Tech-use	Int	varies	Recognize, use and repair advanced technological items
Tracking	Wis	varies	Follow a creature's tracks on the ground
Traps	Int/Dex	varies	Set or disarm traps intended to kill or catch an animal

ACROBATICS

This skill is involved in gymnastics, tumbling, handstands, pole vaulting, balance when moving on precarious surfaces, etc. Characters normally cannot use this skill if they are encumbered by armor, excess equipment or loot. With a failed check by less than 5 points, the character cannot move; with a failure by 5 or more points he/she falls.

- **DC 10:** Walk on a narrow ledge or plank (DC 15 if very high)
- **DC 15:** Stand upside down on the hands
- **DC 15:** Walk on ice without falling
- **DC 15:** Fall like a cat to ignore the first 10 feet of falling damage
- **DC 20:** Walk on a floating tree trunk
- **DC 20:** Swift jumps and tumbles over/under/through opponents without being hit
- **DC 24:** Run onto a wall and up, then back flip jump and land behind a pursuer
- **DC 24:** Tightrope walking (DC 20 if using a pole)

ALCHEMY

Alchemy enables to identify potions and other substances, make acids or poisons, and create a small repertoire of extraordinary alchemical items with little risks. However, the character must be a spell-caster to be able to brew or identify magical potions. In any case, practicing alchemy requires a fully equipped laboratory.

- **DC 10:** Brew alcohol, make acid or gunpowder.
- **DC 10:** Identify a substance.
- **DC 10/15:** Detect the presence of poison.
- **DC 15:** Identify a poison.
- **DC 15:** Make alchemist's fire, anesthetic and curative potion, or tindertwig, provided the formula is known.
- **DC 15+:** Brew a magic potion which formula is known. The DC = 15 + spell's level (or equivalent spell's level).
- **DC 20:** Identify a magical potion.
- **DC 20+:** Discover or invent a new magic potion formula. The DC = 20 + spell's level (or equivalent spell's level). Alchemists can only invent a potion based on a spell they know.
- **DC 20:** Make antitoxin or healing salve.



ANIMAL HANDLING

Characters with this skill may calm down wild animals and can teach domestic animals how to perform a few tricks and tasks for their master (such as fetching food or other item, or standing watch for extended periods). Teaching a simple trick takes 1d4 weeks, a complex trick takes 1d4 months. All animals can learn a number of simple tricks equal to their Hit-Dice, with a complex trick being considered equal to two simple.

- **DC 10:** Handle a domestic animal, such as commanding a trained dog, driving beasts of labor, tending to tired horses, etc.
- **DC 15:** «Push» a domestic animal to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.
- **DC 15:** Teach an animal to obey commands and perform simple tricks. The character can work with up to three animals at one time.
- **DC 15/20:** Befriend, calm down, etc., a wild animal (DC 15 for most animals, DC 20 for aggressive predators).
- **DC 20:** Teach an animal to perform complex tricks, such as teaching a horse to rear on command or come when whistled for, or teaching a falcon to pluck small objects from someone's grasp.
- **DC 15/20:** Rear a wild animal (DC 15 for most animals, DC 20 for aggressive predators) from infancy so that it is domesticated. The character can rear up to three animals of the same type at once.

ARCANE LORE

Characters with this skill have a wide knowledge about everything of a supernatural or magical nature, including all that pertains to spell-casting, manufacture of magical items, identification of extra-planar creatures, etc.

- **DC 10 + 2/HD:** Identify a supernatural creature (if it is an undead and its type, if it is a demon or something else, etc.), and know a few things about it.
- **DC 13:** When using *Read Magic*, identify a *Glyph of Warding*.
- **DC 10 + 1/spell level:** Identify a spell that is inscribed in a spell-book (or anywhere else), if it is in a language known. Use of *Read-Magic* enables automatic identification.
- **DC 10 + 1/spell level:** Learn to use a new spell. This takes 1d4 days plus 1 day per spell level to learn and record. Use of *Read-Magic* grants a +6 bonus to the check.
- **DC 20 + 1/spell level:** Identify a spell that is already in place and in effect. The character must be able to see or detect the effects of the spell.
- **DC 10:** Carve and engrave a magic circle on a smooth stone floor.
- **DC 15:** Draw a magic circle on an even ground.
- **DC 20:** Draw a magic circle on a rough surface or in the sand.
- **DC 15 + 1/spell level:** Create a new spell. This takes 1d4 weeks plus 1 week per spell level.
- **DC 15+:** Discern whether a person observed at close range for at least 3 rounds, could be a magic-user, and which type of

magic-user (i.e. wizard, warlock, wise-man, or other). If such persons are disguised or try to hide their profession, DC = Deception skill check of the target.

- **DC 20+:** Identify a magical item (including potions).
- **DC 30:** Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies.

ARTISTIC CAPACITY

This ability references a character's skill in creating art, including musical performance, dance, painting and drawing, sculpture, and architectural art. This ability also assumes knowledge of art history, art identification, and appraisal of artistic worth. Identifying and appraising art relies on Intelligence; making a painting, sculpture, etc., relies on Dexterity; and singing and performing before a crowd relies on Charisma. The character must choose one type of art: drawing and painting; sculpture; jewelry making; musical composition and performance; poetry authorship and recital; etc.

- **DC 10:** Identify the artistic worth of a piece of art.
- **DC 15:** Identify the author or creator of a piece of art.
- **DC 20:** Create a superior, original piece of art.
- **DC 24:** Create an outstanding, original piece of art.

ASTRONOMY/ASTROLOGY

This single skill in fact includes both astronomy (i.e. the observation of the stars in the sky and their movements) and astrology (i.e. the occult influence of the stars on the world and its inhabitants). The first four example DCs concern astronomy, and the others concern astrology:

- **DC 10:** Determine where the north is.
- **DC 10:** Determine when the solstice or equinox occur, predict lunar stages.
- **DC 15:** Travel by the star to some destination (requires appropriate maps and information).
- **DC 20:** Predict eclipses and other natural, but rare phenomena.
- **DC 15:** Determination of a character's basic personality traits, provided the birth date is truly known. DC is reduced to 10 if the astrologer also knows the location and hour of birth.
- **DC 15:** Determination of a major event concerning the world at large (e.g.: an old stone structure could become a gate to the lower planes when the stars are in the right alignment. The astrology check would reveal that «Hell and Earth will meet, and woe will befall to the world»)
- **DC 20:** Determination of a major influence that could affect a whole society. (e.g.: a certain alignment of planets could have an «evil» influence on living creatures, inducing anger in almost everyone, so disputes and riots could erupt more easily than normally. The astrology check would reveal that «Sons and fathers will confront each others, kings will be overthrown, and hate will thrive».)
- **DC 25:** Determination of a major influence that could affect an endeavor. (e.g.: it could be used by the GM to give the PCs some clues about the adventure to come. As such the astrology check could reveal that «Against all expectations, a perverse treachery will ruin your plan».)

ATHLETICS

This skill is involved in all physical activities such as jumping, running, swimming, etc., and feats of strength such as breaking doors open. An athlete doesn't rely just on pure physical ability when doing such things, but also on experience and technique, and thus knows how to best apply effort for more efficient results.

- **Climb Rope:** With both arms and feet DC = 10; but if using only arms DC = 15 to 20 (depending on circumstances and encumbrance).
- **Open Doors:** Breaking through a normal wooden door is at DC 15 to 18; a reinforced door at DC 20 to 23; an iron door or small portcullis at DC 24 to 30.
- **Bend Bars / Lift Gates:** Bending normal iron bars about ½" in diameter, or lifting a heavy, vertically moving gate (such as a portcullis) is at DC 22 to 30.
- **Jump (Horizontal):** Jumping across a gap, chasm, etc., with a preceding 20+ feet run, is at a DC = 5 per 5 feet of distance jumped; and without running start at a DC = 10 per 5 feet of distance jumped.
- **Jump (Vertical):** Jumping to reach or grasp something overhead, with a preceding 20+ feet run, is at a DC = 4 per 1 foot height leaped; and without running start at a DC = 8 per 1 foot height leaped.
- **Hop-Up:** A character can jump up onto an object as tall as his waist, such as a table or small boulder, with a DC 10 Jump check. A running start is not needed for this.
- **Swim:** A character swims with a movement rate equal to half his base speed. DC = 10 for calm waters, 15 for rough waters, and 20 for stormy waters. If the character fails his check by 4 or less, he makes no progress through the water. If he fails by 5 or more, he goes underwater.

CLIMB

This skill enables a character to advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter his normal speed. Both hands free are required to climb, but a character may cling to a wall with one hand while he casts a spell or takes some other action that requires only one hand (which may require a Dexterity saving throw to not fall).

A Climb check that fails by 4 or less means that the character makes no progress, and one that fails by 5 or more means that he falls from whatever height he has already attained. Also, any time a character takes damage while climbing, he must succeed a Constitution saving throw (to resist the pain and shock) or fall from his current height.

- **DC 10:** Climb an unknotted rope.
- **DC 15:** Climb a surface with adequate handholds and footholds, such as a rough natural rock surface or a tree.
- **DC 15:** Making handholds and footholds by pounding pitons into a wall (1 minute per piton, and one piton per 3 feet of distance), or cutting handholds in an ice wall with a handaxe.
- **DC 20:** Climb an uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
- **DC 24:** Climb a rough surface, such as a natural rock wall or a brick wall.

- **DC 24:** Climb an overhang or ceiling with handholds but no footholds.
- **DC 30:** A perfectly smooth, flat, vertical surface cannot be climbed. Nonetheless, it could be attempted (at DC 30) with proper equipment (such as pounding pitons into the surface), or other appropriate circumstance (such as climbing a chimney with hands and feet bracing on each side).

DECEPTION

This skill is the overall ability of deceiving others through clever lying, disguise and impersonation, performing scams and swindling people, etc. This skill also enables to counterfeit false documents, provided the character is literate and has enough material and information (plus in some cases a model to copy) to make the forgery.

- **DC 5:** Lying to someone who wants to believe you.
- **DC 10:** Lying is believable and doesn't affect the target much.
- **DC 15:** Lying is a little hard to believe or puts the target at some moderate risk (e.g. losing some money).
- **DC 20:** Lying is hard to believe or puts the target at significant risk (e.g. losing own house, respectability, etc).
- **DC 25:** Lying is way out there, almost too incredible to consider.

The above DC assume that targets have neutral expectations regarding the character. If the targets trust the character, this DC is reduced by -2 to -10 points, and if the character would be distrusted, the DC then increases by +2 to +10. As such there can be synergies between different deception attempts; for example, if a disguise and some bluffing are used to make appear a forged document more convincing.

- **DC 10 to 20:** Creating a diversion to make someone (e.g. the palace guard at the entrance) look the other way.
- **DC 10 to 15:** Disguise to fool suspicious or knowledgeable people: DC = 10 if it just involves wearing some different clothing; DC = 15 to masquerade as another race.
- **DC 15:** Forging a simple military order, government decree, business ledger, etc., on which the handwriting is not specific to a person. (DC = 20 if the character only has a vague idea of how a real one would look). A document that contradicts procedure, orders, or previous knowledge, can increase suspicion, hence adds +2 to +10 to the DC, at GM's determination.
- **DC 20:** Reproducing an individual's signature or handwriting. When this is used to forge a military order, government decree, etc., add +1d10 to the DC.

DETECTION

This is the capacity to mentally note facts, including the power of observation and rationalization. All having to do with detecting, examining, investigating, observing, searching and watching, as well as researching and tracking down information. It can also be used to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the character has heard something soft (like a whisper or cat stalking), or overheard a conversation on the other side of a door or wall. Though all the five senses may be involved in a Detection check, vision and hearing are normally the most often called upon.

Hearing:

- **DC 5:** Hear people talking (i.e.: and distinctly hear what they say). Use this base DC 5, to hear people from afar, through doors, etc., using the following modifiers: +1 per 10 ft. of distance from listener; +2 to +5 if there is ambient noise (such as +5 to listening to a single conversation in a crowded tavern); +5 through a door or shuttered window; +15 through a stone wall or other thick surface.
- **DC 10:** While there is some ambient noise (including discussion between the PCs), hear a person in medium armor walking at a slow pace (10 ft./round) and trying not to make noise.
- **DC 10:** While it is quiet, hear an unarmored person walking at a slow pace (15 ft./round) trying not to make any noise.
- **DC 15:** While there is some ambient noise (including discussion between the PCs), hear an unarmored person walking at a slow pace (15 ft./round) trying not to make any noise.
- **DC 20:** Hear a cat stalking.
- **DC 30:** Hear an owl gliding in for a kill.



Other:

- **DC 10:** Ransack a chest full of junk to find a certain item.
- **DC 12:** Find a concealed door after actively searching for it.
- **DC 12:** Notice a medium size or large feature of an area in the middle of combat.
- **DC 15:** Smell or taste the presence of poison (or another inappropriate substance) in food.
- **DC 15:** Find a secret door after actively searching for it.
- **DC 15:** Spot a creature hidden in shadow or well covered. By default, for a common opponent, the Detection check is at DC 15; otherwise use the opponent's Hide skill roll as a DC for a major opponent.
- **DC 15:** Spot a stealthy predator (e.g. a leopard in the savanna).
- **DC 17:** Notice a small feature of an area in the middle of combat.
- **DC 20:** Spot a very stealthy predator (e.g. a panther in the jungle).
- **DC 20:** Notice a typical secret door or a simple trap with a casual look (in the appropriate direction).

- **DC 20:** Find a difficult non-magical trap after actively searching for it during one or more turns.
- **DC 24:** Find a magic trap after actively searching for it.
- **DC 30:** Notice a well-hidden secret door with a casual look.
- **DC 30:** Notice a nearby ethereal creature.

ENGINEERING

This ability represents the capacity to design (but not actually craft; which would require an appropriate artisan skill such as carpentry or masonry) effective castles, ships, war machines, or medieval technological devices such as a printing press. This skill furthermore allows to appraise such devices made by others, understand how they work, notice any flaw or weakness, etc. The GM should require that a character knows how to read and write, and has a minimum 11 in Intelligence for taking this skill.

- **DC 10:** Understand and build a simple machine, trap or building from a plan.
- **DC 15:** Understand and build a complex machine, trap or building from a plan.
- **DC 15:** Subtly sabotage a machine, device, etc.
- **DC 18+:** Discern weaknesses in a structure (e.g. bridge, building, machine, etc.)
- **DC 18+:** Invent (or re-create) a simple machine, trap or building, and draw its plan.
- **DC 20:** Operate an unknown simple machine after studying it.
- **DC 24+:** Invent (or re-create) a complex machine, trap or building, and draw its plan.
- **DC 26+:** Operate an unknown complex machine after studying it. For a medieval character, operating a computer (found during a time travel or what not) would be at DC 30.

ESCAPE BONDS

This is the ability to escape various forms of restraints through all manners of contortions and clever body movements. Escaping from a net or a spell usually takes but a full-round action. Escaping from rope bindings, manacles, etc., or squeezing through a short, tight passage, generally takes 2d4 rounds.

- **DC 10+:** Escape rope bindings. Standard binding is DC 10, but those who can use ropes efficiently (such as mariners or bounty hunters, can make escape more difficult).
- **DC 20:** Escape a net or a binding spell such as *Animate Rope* or *Entangle*.
- **DC 20-25:** Escape manacles.
- **DC 25-30:** Escape a straight jacket or masterwork manacles.
- **DC 20-30:** Squeeze through a tight space (i.e. where the head fits but the shoulders don't).

GAINING INFORMATION

This is the ability to get a place's overall impression, and learn bits of facts and rumors while wandering around, yet while also avoiding unwanted attention in asking too many questions.

- **DC 10:** Getting a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher the check result, the better the information. This usually requires 1d4+1 hours wandering the city, or buying drinks and making friends.
- **DC 15+:** Find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines.

GAMBLING

This ability reflects knowledge and practice of most games of chance and skill such as dice, cards, etc., as well as being acquainted with the gambling world.

A character may use this skill to make a living. That is, a character with access to gambling-dens or other players can earn about half the skill check result in gold pieces per week of dedicated play. (I.e. make a single skill check, at no particular DC; the roll plus appropriate bonus divided by two, is the number of gold-pieces earned that week.) At GM's discretion, on a natural roll of 20 the character earns double his total roll in gold pieces; on a natural roll of 1, the character has lost all precedent money, or is indebted of 10-40 gp, or both.

Otherwise, the outcome of a single game is generally determined by two opposed Gambling checks, the winner being the character with the highest roll. The GM could otherwise set a DC (typically equal to 10 + 1d10) to beat, in order for the character to win. Depending on the type of game, Gambling either uses an Intelligence or Charisma check (e.g. a game for which bluffing is important, would use a Charisma check). Non-magical cheating is normally handled with a Legerdemain check: the higher the DC (the more difficult, but the more effective the cheating is), the more points the character gets to add to his Gambling roll: DC 12 = +1; DC 14 = +2; DC 16 = +3; DC 18 = +4; DC 20 = +5; DC 22 = +6; etc. On a successful check the character adds the bonus on his subsequent Gambling check; on a failed check he is discovered cheating (with appropriate consequences...).

With a successful Gambling skill check, the character can also know where to find gambling-dens, who plays (e.g. a local thief, a rich merchant, the town's mayor, etc.), who has a reputation for cheating, etc. (In this case, an Intelligence check will reflect knowledge, while a Charisma check will reflect asking questions around to get the info.) DC 10 in the character's native place; DC 15 to 20 elsewhere.





HEALING

This is the ability to diagnose illness, cure wounds or diseases, and treat poison. However, this skill is not a magical spell, and thus doesn't give back hit-points after a single successful use of the skill. Healing instead stops aggravation and helps / speeds up natural recovery.

- **DC 12:** First aid to stop bleeding and prevent infection, and make a creature in the negative hit-points to stabilize.
- **DC 15:** Provide long-term care to a wounded person for a day or more, so it can recover hit-points more rapidly (see healing p.113). Basic items and supplies (bandages, salves, etc.) are necessary, or DC increases by +10.
- **DC 15+:** Treat diseased creatures in giving them various medicinal plants, concoctions, etc. If successful, each day the creature can make a new Constitution saving throw against that disease, with a bonus equal to the character's Healing skill's bonus. If the save is made, the creature is cured.
- **DC 15+:** Treat poisoned creatures (procedure as for diseases).
- **DC 20+:** Treat injuries (such as a broken leg) to remove the penalties due to the wound, provided the wound is also healed. Patient often requires 2d6 days or more thereafter, to be completely healed.
- **DC 25:** **Minor Medical Miracle.** Characters can maintain alive (i.e. stabilized) a victim reduced to -10 hit points or lower, provided they are able to administer aid within 1d4 rounds of the victim's "death", and the victim also succeeds a Constitution saving throw. Note however that the victim is traumatized, and won't be able to do anything until after 1d4 weeks of long term care (or until after 1d4 days of magical healing).
- **DC 30:** **Major Medical Miracle.** As above, except that characters can administer their aid within 2d6 rounds.

KNOWLEDGE

This skill actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study. A successful check means that the character either knows the answer to a question or knows where to look for the answer.

1) Feudalism (knowledge of chivalry and nobility, court behavior, heraldry, royal history, etc.)

2) Known world (knowledge of the history and geography of the campaign setting's civilized regions)

3) Local (knowledge of some campaign world's community, its people, culture, customs and traditions, etc.)

4) Military (knowledge of armies' strategies and organizations, engineering of war-machines and castles, etc.)

5) Nature (knowledge of flora and fauna, the properties and location of plants, behavior of animals, etc.)

6) Occult (knowledge of magic, extra-planar creatures, demons, legends about magic items and sorcerers, etc.)

7) Religion (knowledge of the major religions, including theology, history, saints, enemies, etc.)

8) Undead (knowledge of undead, their characteristics, how they come into being, how they can be slain, etc.)

With any of the above knowledge skills, use the following DCs:

- **DC 10:** Common knowledge, known by at least a substantial minority of the local population.
- **DC 15:** Uncommon knowledge but available, known by only a few people in the area.
- **DC 20:** Obscure knowledge, known by few, hard to come by.
- **DC 27:** Extremely obscure knowledge, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
- **DC 15:** Determine whether a book pertaining to that Knowledge field is valuable, interesting, etc. (or not).

LEGERDEMAIN

This is the ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. When performing this skill under close observation, the character's skill check is opposed by the observer's Detection skill check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

- **DC 10:** Palm a coin-sized object, make a coin disappear, and other feats of minor legerdemain.
- **DC 15:** Sleight of hand maneuvers, such as sliding a card up a sleeve, performing the shell game, and the like.
- **DC 15:** Cut a purse, or lift a small object easily accessible.
- **DC 20:** Steal an object from inside the character's clothing or even the backpack.

LINGUISTICS

Characters with this skill are master linguists. They know how to speak, read and write fluently their native language plus all the additional languages they know. Furthermore, whenever they encounter a new language, either spoken or written, they can make a check to determine if they can understand it.

This ability also allows a character to decipher writings in an unfamiliar language, a message written in an incomplete or archaic form, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script.

- **Comprehension:** Understanding the broad meaning of something relatively simple, in a foreign language. DC=15 if the language is related to a language the character knows; DC=20 if the language is unrelated to any other languages the character knows; and DC=24 if the language is ancient or unique. Note however, that while the character can glean enough meaning from a conversation to ascertain the basic message, this understanding in no way simulates actually being able to converse or fluently read and write an unknown language.

- **Deciphering:** Understanding a writing in an unfamiliar language, or a message written in an incomplete or archaic form. The base DC=20 for the simplest messages, DC=24 for standard texts, and DC=27 or higher for intricate, exotic, or very old writing. If the check succeeds, the character understands the general content, but if failing by less than 5 points, he may draw some false conclusion about the text.

NAVIGATE

This skill enables characters to find their way to a distant location with little, or even without directions or other specific guidance. Generally, characters don't need to make a check to find a local street or other common urban site, or to follow an accurate map. However, characters might make a check to wend their way through a dense forest or a labyrinth of underground storm drains. Characters cannot use Navigate to find a path to a site if they have no idea where the site is located.

If the check succeeds, characters move via the best reasonable course toward their goal. If the check fails, they still reach their goal, but it takes twice as long (characters lose time backtracking and correcting their path). If they fail by more than 5 points, they travel the expected time, but only get halfway to their destination, at which point they become lost. Use of appropriate clues or some maps, may grant a +2 to +10 bonus to the check, at GM's discretion.

- **DC 10:** Short trip (a few hours)
- **DC 15:** Moderate trip (a day or two)
- **DC 20:** Long trip (up to a week)
- **DC 25:** Extreme trip (more than a week)
- **DC 20:** Intuit the right direction when faced with multiple choices, such as at a branch in a tunnel. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, she realizes her mistake (only allowed once, after which the character is lost).

OPEN-LOCKS

A character can use this skill to open (or close) any sort of mechanical lock that would normally require a key to open. This ability requires the use of a set of special tools, including picks, blank keys, wires or other appropriate tools. A character may only make one attempt per lock. If that attempt fails, the character cannot try to open the same lock again until gaining one more level.

- **DC 10:** Open a very simple lock.
- **DC 15:** Open an average lock.
- **DC 20:** Open a good lock.
- **DC 25:** Open an amazing Lock.

PERSUASION

This skill is used for influencing others, in such attempts at diplomacy, seduction, bartering, ingratiating, as well as calming, amusing, angering or swaying immediate reactions toward the character, his/her companions, or others. The character must be able to speak and be understood; and immediate circumstances must not prevent the use of this skill (such as being in the middle of a fight). To convince someone of something through argumentation, has a base of:

- **DC 5:** The target wants to believe the character.
- **DC 10:** The argumentation is believable and doesn't affect the target much.
- **DC 15:** The argumentation is a little hard to believe or puts the target at some risk.
- **DC 20:** The argumentation is hard to believe or puts the target at significant risk.
- **DC 24:** The argumentation is way out there, almost too incredible to consider.

Then, trying to influence members of other races or very different cultures will usually add +1 to +4 to the DC; +5 to +10 to the DC with non-humanoid creatures that have human-like emotions and ways of thinking (e.g. treants, dragons, etc.). However, creatures with emotions or modes of thought completely alien to the character (such as an aboleth) cannot be influenced by this skill. Lastly, if the target would normally trust the character, DC is reduced by -2 to -10 points; but increased by +2 to +10 points if the target would normally distrust the character.



PILOT

This skill is necessary to operate any kind of motorized vehicle. The same skill applies to ground vehicles, watercraft, hovercraft, aircraft, and spacecraft. Characters of the Sky-runner class can pilot one such type of vehicle per level, but only if they had the opportunity to learn them. Those who got this skill as a special talent, only know a single type of vehicle. Typical piloting tasks with ground-based vehicles (cars, trucks, etc.) or small powered boats don't require skill checks, provided the vehicle is in good condition, and the road/river/sea/etc. (as appropriate) won't pose any problem. However, most flying vehicles require a skill check to take off or land, even in perfect conditions. Skill checks are primarily required during combat, for special maneuvers, or in other extreme circumstances, as well as when the pilot wants to attempt something outside the normal parameters of the vehicle.

- **DC 5:** Take off or land a flying vehicle in good circumstances.
- **DC 12:** Use the vehicle as cover against attacks, while piloting it, to gain a +4 bonus to AC. Characters can't attack or cast

spells while using their vehicle as cover. If they fail their Pilot check, they either don't get the cover benefit or have an accident.

- **DC 15:** Successfully push another, similar vehicle out of the road (with an accident if it fails its own Pilot check).
- **DC 15:** Fight while piloting. Characters can attack (though with a -2 or -4 penalty) while driving their vehicle. If they fail their Pilot check, they either cannot attack or have an accident.
- **DC 18:** Make a ground-based vehicle jump. It may be a vehicle propelled by legs, or a wheel-based vehicle using an appropriate or improvised ramp to jump over an obstacle. If the characters fail their Pilot check, they have an accident.
- **DC 12:** Use the vehicle's special attacks. Characters can use a vehicle's controls to command its special attacks (such as an airplane's machineguns) while piloting it.
- **DC 15+:** Take a fast and sharp turn between obstacles.

Add +5 to DC in demanding circumstances (e.g. flawed vehicle, inclement weather, etc.), +10 in extreme situations (e.g. damaged vehicle, storm, etc.).

POISONS

This skill resembles Alchemy, but is restricted to identifying and making poisons and antitoxins. Characters can identify a poison or antitoxin with a successful skill check. In addition, they can delay or neutralize the effects of known, natural poisons. To make a poison or antitoxin, characters need some alchemical equipment and raw materials. Otherwise, the characters' training in the use of poisons means that they never risk accidental poisoning when applying poison to a blade.

- **DC 15:** Identify a poison, or at least identify that a substance is poisonous.
- **DC 15+:** Delay or neutralize familiar poisons (i.e. those typically found in the wilderness, or manufactured poisons which the character specifically knows). Poison is delayed for 1d4 hours, or even neutralized if check exceeds DC by 5 points. However, damage done is not cured.
- **DC 15+:** Make poisons using alchemical procedures and equipment. Usually, brewing a poison takes at least 1d4 hours, but can take up to 1d4 days, to gather the components and manufacture. Then, the poison loses its potency after 2d4 days (DC 15), 1d6 weeks (DC 20), or 1d4 months (DC 25).

PRACTICAL ABILITIES

This skill represents several aptitudes rolled into one, an ability to deal with various daily-life problems that do not require a high degree of expertise. As such, Practical Abilities is the default skill of all adventurers, that let them: bribe a guard to look away (especially in corrupt societies); build a fire in the wilderness with only available wood and straw; build a hut or a raft with salvaged materials; drive a cart or wagon; handle domestic animals; repair damaged equipment (with appropriate tools); maneuver a raft or small boat; ride the most common mounts (such as a donkey or riding horse); use simple disguises (such as impersonating a beggar or peasant); etc.

- **DC 10:** Build a raft or a hut with but rope and salvaged wood.
- **DC 10:** Handle a domestic animal (e.g. commanding a trained dog, driving beasts of labor, tending to tired horses, etc.).

- **DC 10:** Use appropriate equipment and clothing to impersonate common people (such as a beggar, monk, soldier, peasant, etc.) by sight only.
- **DC 10:** Determine the right amount of supplies, appropriate equipment, beasts of burdens, etc., that are necessary for a successful adventure or travel.
- **DC 10:** Row a small boat or maneuver a raft in calm waters. In rough waters the DC = 15; in stormy water the DC = 20 to 24; in a hurricane or typhoon the DC = 27 to 30.
- **DC 10:** Bribe (1d4 gp) a simple guard at the city's gate, or the watch in the city's streets. More important officials increase the DC and amount of money required.
- **DC 10 + AC:** Repair an armor. DC check = the armor' total AC (hence, repair a chain-mail is DC 15), and takes 1d4 hours per 1 point of AC lost to damage.
- **DC 15:** Push a domestic animal to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.
- **DC 10:** Identify (and know the properties of) a common plant from the character's native region. (Rare plants would require to have the Knowledge Nature skill however.)
- **DC 20:** Preserve a dried-up plant so it doesn't lose its properties.



RIDING

This skill represents the ability to perform special maneuvers with a mount: leap above obstacles; fight from a mount (melee and ranged); control the mount in combat; guide a mount with the knees; stay in the saddle when a mount rears or bolts; ride bareback; etc. Mounting or dismounting is a secondary action. If the character is riding bareback, all riding checks DC increase by +5.

- **DC 5:** Guide with Knees (Dex): Characters can guide their mount with their knees so that they may use both hands in combat. Make the check at the start of the round. If the characters fail, they can only use one hand this round because they need to use the other to control their mount.
- **DC 5:** Stay in Saddle (Dex): Stay in the saddle when mount rears or bolts unexpectedly or when riders take damage.
- **DC 10:** Fight with Warhorse (Dex): Direct a war-trained mount to attack in battle, and still make their own attack normally.

- **DC 15:** Leap (Dex): Get their mount to leap obstacles as part of its movement, and not fall from it when doing so. Obstacles jumped can be no taller than two third of the height of the mount.
- **DC 15:** Soft Fall (Dex): Take no damage after falling from a mount, by rolling to the side or leaping off (otherwise take 1d6 points of falling damage on a failed skill check).
- **DC 15:** Cover (Dex): Drop and hang alongside the mount, using it as a cover to get a +4 bonus to AC against those on the opposite side of the horse (but cannot attack, cast spells, or hold anything while doing so).
- **DC 20:** Control Mount in Battle (Wis): Control a light horse, pony, or heavy horse while in combat. If check is failed, the character can do nothing else that round as the mount rears, bolts and jolts in fear. War-mounts being used to warfare, such checks aren't necessary when riding them.
- **DC 20:** Fast Mount/Dismount (Dex): Mount or dismount as a free action, rather than a normal secondary action.

STEALTH

Stealth encompasses hiding and moving silently. It helps characters remain unnoticed. Characters use their environment, whether it be shadows or underbrush, to hide or blend into the background. They also use deliberate and silent movements to slip away unheard.

Characters cannot try to hide while being observed, and can only move stealthily at one-half their normal speed. Moving silently assumes walking barefoot or with supple boots; wearing sturdy heavy boots incurs a -2 penalty to the check. On the other hand, the presence of ambient noise (e.g. street sounds in the vicinity, people discussing loudly, etc.) may grant a +2 to +10 bonus to the check. Lastly, trying to move silently at night generally increases the DC by +2 to +5, as the night is generally much more quiet than the day.

In some cases the GM may oppose the character's Stealth skill check against the opponent's Detection check. In other cases (especially when several opponents of lesser importance are involved), use the following DC:

- **DC 10:** Hide behind something (a door, column, curtain, etc.).
- **DC 10:** Hide in a lush and dark forest.
- **DC 15:** Hide in a light forest.
- **DC 15:** Hide in a moving crowd.
- **DC 15:** Hide in heavy shadows (a shadowy corner, an alcove, etc.).
- **DC 20:** Hide in light shadows (a shadow cast by a column, a tree, etc., but not cast by another person).
- **DC 5:** Move silently on a carpet or grass covered ground.
- **DC 10:** Move silently on a stone floor.
- **DC 12:** Move silently on a firm wooden floor.
- **DC 12:** Move silently on a sand dune or beach.
- **DC 15:** Move silently on a squeaky wooden floor.
- **DC 17:** Move silently on a gravel covered ground.
- **DC 20:** Move silently in a forest full of bushes, and which ground is littered with leaves, twigs, branches, etc.

SURVIVAL

This skill is about finding food and shelter, and not be lost in the wilderness, as well as better resist an inclement weather and harsh environment. By default Survival applies to environments where life thrives normally, such as jungles, forests and plains. In severe environments such as deserts, mountains, tundra and ice terrain, characters suffer a -5 penalty to their checks and need double time to achieve the same result (unless it is their native terrain).

- **DC 10:** Determine where the true north lies in normal wilderness environments.
- **DC 10:** When in the wilderness, provide food and water for one other person for every 2 points rolled over the DC 10. This activity reduces overland movement by half however.
- **DC 15:** Avoid getting lost, or avoid natural hazards such as quicksand or avalanches.
- **DC 15:** Predict weather 1d4 hours in advance.
- **DC 20:** Predict weather for the next day.

TECH-USE

This skill enables characters to understand, use and repair futuristic technology (e.g. bullet guns and sky boats). The GM should tailor this skill to the amount and level of technology found in the setting. For example, in a swords and planets setting where ancient remnants of technology are mostly guns and sky-boats, characters with this skill would still be unable to understand, use and repair a modern computer. Note otherwise that Tech-use allows only simple repairs (e.g. one could repair a bullet gun but not a starship), and cannot substitute for the Engineering and Pilot skills.

- **DC 10:** Identify a relatively common type of technological item (e.g. a vehicle and how it moves; that this strange statue is in fact a robot; etc.) by its external appearance.
- **DC 15:** Repair a bullet gun or other relatively simple mechanical device.
- **DC 20:** Recall the standard, factory-model design specs of a particular type of machine, vehicle or robot.
- **DC 25:** Identify an alien technological device or weapon.
- **DC 30:** Repair an advanced energy weapon (e.g. phaser).

TRACKING

This skill is about tracking in the wilderness any creature that leaves a discernable trace. It can also determine some of that creature's characteristics (wounded, tired, etc.). With a successful check, the character can find and follow a creature's tracks or trail for 5 hours. A new check must be made at any significant change in the trail (crossing a river, etc.). Tracking is done at half normal speed, or at normal speed with a -5 penalty on the check. The DC depends on the surface and the prevailing conditions:

- **DC 5:** Very soft ground (fresh snow, thick dust, wet mud).
- **DC 10:** Surface soft enough to yield to pressure, but firmer than wet mud or fresh snow.
- **DC 15:** Firm ground. Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors).

- **DC 20:** Hard ground. Any surface that doesn't hold footprints, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are washed away. The creature leaves only traces (displaced pebbles, etc.).

Tracking modifiers:

- Every three creatures in the group being tracked: -1 to DC.
- Size of creature or creatures being tracked: Small = +1 to DC; Medium = none; Large = -2 to DC; Huge = -4 to DC.
- Time passed since the trail was made: every 24 hours = +1 to DC; every hour of rain = +1 to DC; heavy snow fall = +10 to DC.
- Visibility: overcast or moonless night = +6 to DC; moonlight = +3 to DC; fog or precipitation = +3 to DC; tracked party hides trail (and moves at half speed) = +5 to DC.

Additional information:

- If check exceeds DC by 5 points (or more), also learn the number and type of creatures being tracked.
- If check exceeds DC by 10 points (or more), also ascertain distinguishing characteristics about the creatures tracked (e.g. if they are wounded, exhausted, carrying heavy objects, etc.).

TRAPS

This skill may be used in three manners: finding, disabling or setting traps. The character can find magical traps with this skill, but rarely disable or re-set them. Then, at GM's discretion, this skill could also be used to find and operate secret doors and other such mechanisms.

It takes one round to locate a trap in a specific area such as a lock or a doorknob, and 10 minutes to locate a trap in a 10 by 10 feet area. Note that a Detection skill check could also be used to find a trap, but not to disable or set/reset it. Once a trap is located, 1d4 rounds, pick tools and another successful check are required to disarm it. Failure indicates that the trap has been triggered, and the character is subjected to its effects. To set a trap, or to reset a previously disabled trap, another successful skill check is required. If characters reset a trap they previously disabled, they gain a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4+1 rounds.

- **DC 15:** Notice a typical secret door or find a simple trap. Disable or re-set a simple trap.
- **DC 20:** Find, disable or re-set a difficult non-magical trap.
- **DC 24+:** Find, disable or re-set a magical trap. Normally, the DC = 24+ level of spell used to create the trap.



appendix 10
Talents

Talents help customize and differentiate the characters. They represent the acquisition of additional skills, weapon proficiencies and other special abilities, that are optional and subject to the GM's determination. Talents aren't feats automatically gained and chosen when a character reaches the appropriate level. Instead, talents are a possible opportunity dependant on the individual player's wishes, GM's limitations, and campaign events. The maximum number of talents a character may have is set by the GM, though it is recommended it doesn't exceed half the character's level.

Note that GMs who are cautious about talents might first test them, in occasionally granting one to a single character, not to everybody. For example, if a PC appears to be weaker than the other party members at equal level, the GM might grant him a talent to beef him up. Another point to consider is that a PC could have to pay a XP cost to acquire a talent (equal to 20% of the XP necessary to get the next level). In any case, the acquisition of talents should reflect campaign events, where a character would have to find a mentor to learn something, or be granted an ability by supernatural creatures, magical events, etc. Simply choosing from a list just because the character leveled up should not be an option.

WHEN TO GRANT TALENTS?

This should be up to the GM, and also according to the character's doings in the campaign world. Maybe by 5th level, one PC will have two talents, another but one, and yet another none at all. Some GMs may favor a linear progression, but it's up to them to decide the progression: maybe giving a talent at every even level, or maybe at 2nd and then every three levels thereafter (5th, 8th, 11th, etc.). Note however, that if you allow to gain talents at fixed levels, a PC should only be able to freely choose a weapon proficiency or acquire a skill; for any other talent he should be subject to the GM's accord.

EXAMPLES OF TALENTS

Note that a talent could be anything the GM or player might think of. The talents proposed below are in fact just suggestions and guidelines. More talents could be converted from other editions of the game, such as feats, or just invented by the GM when he or she sees appropriate. So lets begin with the two most common talents, and then in alphabetical order several more ideas:

1. **Weapon Proficiency:** Characters gain proficiency in any single weapon type they may be aware of, and had the time to train with.
2. **Skill Acquisition:** Characters become trained in one skill of their choice, adding half their level (rounded down) to such skill checks. This talent may be taken multiple times with different skills, or may be taken twice with the same skill, so characters add their full level to skill checks.
3. **Armor Proficiency:** Characters gain proficiency in the next better type of armor beyond those they are already proficient in.



4. **Attribute Increase:** Characters increase one of their six ability scores. Any score of 9 or less is increased by +2 points, but any score of 10 or higher is increased by only +1 point. A primary attribute (i.e. Strength for fighters, Dexterity for thieves, Intelligence for wizards, etc.) can be increased to a maximum of 18 in this manner. All other attributes can only be increased to a maximum of 16.

5. **Battle Magic:** Characters gain a +1 initiative bonus when casting spells. They are considered 2 class levels higher than their actual level of experience for purposes of dispelling magic or penetrating a target's magic resistance.

6. **Bravery:** Characters don't panic and overcome their fears when they must, thus get a +4 bonus to all saving throws against fear spells and effects.

7. **Campaigner:** Characters are used to the rough life of the campaigning soldier. They can sleep in any kind of armor for any amount of time without suffering fatigue penalties or discomfort. In addition, they do not suffer penalties to surprise rolls when asleep, and can fight in the same round as they awake.

8. **Carouse:** Characters are used to spend their life in the tavern. They get a +2 bonus to saving throws made to resist alcohol, and also gain a +1 bonus to AC, attack and damage rolls during tavern brawls (or similar places), where only fists, daggers and improvised weapons are being used.

9. **Caving:** Characters have learned to keep a map in their head of where they are when exploring underground caves, cavern complexes, and rivers. They will automatically know the route they have taken to get where they are, provided they were conscious at the time. In cases of labyrinthine, complicated places, the GM may ask for an Intelligence saving throw to use this talent.

10. **Collegiate Wizardry:** Characters have received formal magical education from a guild of magic-users. They can automatically identify arcane symbols, spell signatures, trappings, and books of their own order, and can recognize those of other orders or traditions with an Arcane Lore check at DC 10. Rare or esoteric traditions may be harder to recognize (higher DCs).

11. **Combat Reflexes:** True warriors never hesitate in combat. As such, characters gain a +1 bonus on surprise rolls and initiative rolls. This bonus does not apply when casting spells.

12. **Combatant Mage:** Characters have learned to overcome pain and turmoil when casting spells in combat. When they are hit, grappled or pinned in combat while casting a spell, they can nonetheless complete their spell-casting (rather than simply lose the spell) if they succeed a saving throw. If they are hit in combat, it is a Constitution save; if they are grappled or pinned, it is a Dexterity save.

13. **Contacts:** Characters belong to some organization, or have a widespread web of contacts all over the land. As such, they can find an appropriate contact in any sizeable settlement. It's automatic; no roll is necessary. Sometimes, they need a day or two to find that person, and sometimes they may not find the exact person they are looking for, but a contact is found nonetheless. The type of contact must be determined when the talent is gained, such as: fences for illicit goods, members of the veiled alliance, law officers, followers of a certain cult, merchants, etc.

14. **Dabbling in Sorcery:** Characters have learned or been imparted with the ability to cast Black Magic spells and use related magical items (including spell scrolls). Any non-spellcaster can thus learn and record in their own spell-book a maximum number of 1st-level arcane (black

magic) spells equal to 1 + their intelligence modifier. These characters can then prepare and cast one (and only one) of these spells every day, just as if they were a 1st-level warlock. Then, any magic-user can learn and record 1 + intelligence modifier worth of black magic spells, of any level they could actually cast, but don't get bonus spell slots per day. Warlocks cannot gain this talent.

Note that casting spells of black magic will eventually corrupt characters. Each time they cast such a spell, dabblers must make a Charisma saving throw or feel compelled to turn to the Chaos alignment.

15. **Deep Breath:** Characters can hold their breath for twice as long as normal.

16. **Diehard:** Characters are able to overcome pain and fainting when badly injured. When reduced to between -1 and -9 hit points, they automatically remain stable. In addition, these characters can take simple and non strenuous actions, such as drinking a potion, casting a 1st-level spell, saying something, or slowly and painfully crawling away. However, if these characters attempt to do something strenuous such as fighting or running, they immediately fall unconscious and loses hit-points as normal.

17. **Dweomercraft:** Characters are able to learn and cast spells of up to three levels higher than their highest level spell slot normally allows (e.g. a 9th level wizard could prepare and cast one 8th level spell each day). It requires to be in a magical laboratory, remain undisturbed, spend a much longer time to cast the spell (30 minutes per spell level + regular casting time) and then succeed a spell casting check or face disastrous consequences. This is an Intelligence check + level at DC = 10 + spell's level; on a failed check something goes wrong as determined by the GM (it could have reverse effects, or target the caster and allies instead of foes, or fizzle yet exhaust the caster, etc.).

18. **Intimidation:** Characters know how to bully others to get what they want. They receive a +4 bonus on all reaction rolls when implicitly or explicitly threatening violence or dire consequences. The targets must be 5 HD or less, or the characters and their allies must outnumber or grossly outrank the targets.

19. **Land Surveying:** Characters are experts at surveying the land around them. With a successful Wisdom saving throw, they can predict (or at least avoid) dangerous sinkholes, deadfalls, collapses, or rock slides when they enter the area. In dungeons, explorers with this talent gain a +2 bonus to their skill checks and saving throws to escape detection due to their ability to find the best cover. Where this talent would overlap with the Survival skill check, it grants it a +2 bonus to the roll.

20. **Mimicry:** Characters can imitate animal calls and foreign language accents, provided they studied them long enough. Maximum number of animals calls (e.g. imitating the screech of a hoot owl or a noise from some other beast) known is determined by their Intelligence score. Woodsmen, hunters and other people who spend their lives in the wilderness are entitled a Wisdom saving throw to notice that such noises are not made by the animal imitated.

21. **Prophecy:** Characters are subject to premonitions and dreams of the past and future (usually no more than once or twice per adventure). The GM will make these visions both cryptic and useful.

22. **Puritanism:** Characters follow a religion of strict discipline and ethics that rejects all vices and magic (as they are considered belonging or leading to Chaos). As such they gain a +4 bonus to all saving throws vs. spells and other supernatural effects, as well as saving throws against temptations of any sort. However, such characters must refuse any use of spells or magical items. The only exception are the magical prayers and holy magical items of priests of their own faith.

23. Quiet Magic: Characters can cast spells with minimal words and gestures. A successful Detection skill check to hear noise is required to hear these characters cast spells. Full gagging is necessary to prevent them from working magic.

24. Raider's Greed: Characters are before all raiders interested in looting. As such, whenever they attack some target for the express purpose of looting it, they gain a +1 bonus to their attack and damage rolls, as well as any skill check related to that looting. This ability applies when fighting people carrying wealth, creatures guarding a treasure, etc. It doesn't apply when merely defending from attack, or against animals, even if their pelt or other body parts could be sold.

25. Ruthless (Cleave): Characters are bolstered by bloodshed and victory on the battlefield. When they fell an opponent (dropping it dead or to zero hit-points), they get an immediate, extra melee attack against another creature within reach. They cannot move before making this extra attack, and must make it with the same weapon that dropped the previous creature. This ability can be used but once per round.

26. Second Sight: Characters gain a +2 bonus on all saving throws vs. illusion magic, and to Detection skill checks. In addition, a number of times per day equal to 1 + their Wisdom modifier, these characters can concentrate for 1 round, and if they succeed a Wisdom saving throw, discern magical enchantments laid on creatures or items, or see nearby invisible or ethereal creatures.

27. Sword-hurler: Characters can use in ranged combat weapons not meant to be thrown. They can use any melee weapon they are proficient in (such as hurl a longsword, battle axe, great club, etc.) as a thrown weapon. The range increment for such unbalanced weapons is 10 feet for large weapons and 20 feet for medium or smaller weapons.

28. Toughness: Either due to natural hardiness, special training or magical enhancement (such as alchemy elixirs, being granted toughness by a deity, etc.), these characters become more resilient to injury. They gain 1 permanent bonus hit-point to their wound hit-points total, and 3 permanent bonus hit-points to their vitality hit-points total.

29. Unflappable Casting: When these characters lose a spell by being interrupted or taking damage during the round, they don't lose their action for the round. While they still lose the spell, they may now move and attack normally. Characters without this talent lose the opportunity to act at all if they are interrupted while casting a spell.

30. Weapon Finesse: Characters have learned to primarily use adroitness and precision instead of brute force when using a light weapon. With one of the following weapons: dagger, rapier, short sword, or spiked chain, they may use their Dexterity modifier instead of their Strength modifier on attack rolls (but not damage).



appendix II Combat Schools

This appendix is for the fighter class. As noted in the class' description, fighters will learn special combat styles and maneuvers as they gain levels. A few generic ones have been described, that probably all fighters could discover at one time or another during their career. Yet, some fighters will instead adhere to a particular armed or unarmed fighting school, learning its specific combat techniques in a fencing academy or from a weaponmaster. As such, seven different fighting schools are proposed thereafter. Each of them provides a basic style that must be learned before the fighter can learn its specific combat maneuvers (which can then be learned in any order).

Note that each style is exclusive of the others. Henceforth, if a character learns several of them, he can nonetheless only use one at a time, so can only get the benefits of the style used. For example, if the character knows two styles that provide a +2 bonus to AC when fighting unarmed, she won't get a +4 bonus to AC, but only the bonus granted by the style she uses. Likewise, except otherwise noted, only one special maneuver can be used at a time, not two. Lastly, the benefits of a style or maneuver can only be gained when using the relevant weapons or unarmed attack forms. For example, a character proficient in Boxing, won't gain its AC bonus if fighting with a club, sword, etc.

Note otherwise that most of these combat styles and maneuvers can quickly bring complexity to a character, especially when they are combined to the already available options found in the combat chapter. GMs and players should thus better carefully evaluate what these new options may bring to the game before allowing them.

1. ARCHERY STYLE

The character is an expert with any type of bows. Alternately this fighting style could be learned with crossbows. However, the style must be learned for either the bow or crossbow, not both. Archery is mostly appreciated for being able to attack from a distance and thus reduce the risks to oneself.

Requirements: Dex 13+; Proficiency in the short and long bow.

Benefit: Characters suffer only half the penalties to missile attack rolls for every range increment beyond the first (i.e. -1 per increment instead of -2).

ARCHERY MANEUVERS:

- **Deadly Shot:** The character scores a critical hit on a natural roll of 19 or 20, not just 20 for everybody else.
- **Double Shot:** By placing the arrows in a particular pattern on the bow, the character can fire two arrows at the same time. These arrows can be fired at the same target, at -2 penalty to hit, and -1 to damage and initiative; or at two separate targets, at -3 penalty to hit, and -2 to damage and initiative. The two targets cannot be more than 20 feet apart from each other.
- **Nock Shot:** If the character begins combat with an arrow nocked and ready to shoot, he can make a single attack with his bow before

combat begins, regardless of which side won initiative. This maneuver may not be employed if the character is surprised, even if he has an arrow at the ready.

• **Mounted Archery:** The character suffers only half the penalty for shooting arrows from a moving mount (i.e. -1 instead of -2 for a walk; -2 instead of -4 for a hustle; -3 instead of -6 for a run; and -4 instead of -8 for a sprint).

• **Point Blank Shot:** The character gets a +1 bonus to attack and damage rolls when shooting targets within 30 feet.

• **Shot on the Run:** The character can make a full move action during that round, and shoot while running, albeit with a -2 penalty to hit. This is especially useful during chases when pursuing enemies.

• **Weapon Specialization:** The character gets a +1 bonus to hit, and a +2 bonus to damage rolls with a specific type of weapon appropriate to this style (i.e. bow, crossbow, etc.). This ability can be taken more than once, but each time applying to a different type of weapon. The character can attempt archery maneuvers while benefiting from weapon specialization.

2. BOXING STYLE

Using one's fists as natural weapons against others is the most natural form of unarmed fight. Henceforth, boxing has become the oldest form of unarmed combat. Boxing techniques usually revolve mostly about punching hard in the opponent's face, midsection and groin. They are mostly effective against humanoids, and the GM might impose penalties to hit against creatures with very different anatomies.

Requirements: Dex 11+; Str 11+

Benefit: Characters deal 1d4 points of (lethal) damage when striking with their fists, and gain a +2 bonus to AC when boxing (but only if unencumbered, and wearing no armor or just a leather armor).

BOXING MANEUVERS:

- **Boxing, Improved:** Damage done when boxing increases to 1d6, and the AC bonus increases to +3. Character can attempt boxing maneuvers while benefiting from these augmented capabilities.
- **Boxing, Greater:** This requires to already have the Improved Boxing maneuver. Now the character deals 1d8 of damage and gains a +4 AC bonus. Character can attempt boxing maneuvers while benefiting from these augmented capabilities.
- **Flurry of Blows:** As a full round action the character may attack twice per round (one attack per fist) with only a -1 penalty per attack roll (instead of -2 normally). This may be combined with brass knuckles or metal gauntlets, but no other weapon.
- **Haymaker:** This all-out punch can be devastating if it lands. This maneuver first imposes a -4 penalty to hit; then, if it nonetheless hits the attack deals double (base unarmed) damage (bonuses for Strength, etc., are not doubled), and the opponent must succeed a Constitution save or be stunned for 1d4 rounds.

• **Punch Head:** The character focuses his attacks on the opponent's head whenever possible, depriving him of his vision, stunning him slightly, etc. As such, whenever the character hits with at least 4 points more than required to hit the opponent's AC, the opponent must succeed a Constitution save or suffer a -1 cumulative penalty on subsequent attack rolls, skill checks and saving throws during that combat. The maximum penalty that can be imposed by repeated applications of this maneuver is -4. This maneuver may not be employed against an opponent with a full helmet however; nor against undead, constructs, robots, etc.



• **Sidestep Defense:** The character fights defensively, protecting his body's vital areas with his arms and agile dodging. The character suffers a -2 penalty to his attack rolls, but gains a +2 bonus to AC, as well as a +2 bonus to all saving throws against Haymaker, Punch Head, Stunning Fist, called shots to body parts, and the like.

• **Weapon Specialization:** The character can use brass knuckles or metal gauntlets when boxing, thus gaining a +1 bonus to hit and +2 bonus to their boxing damage. The character can attempt boxing maneuvers while benefiting from weapon specialization.

3. FENCING STYLE

Fencing is the typical duelist style, wielding a longsword or rapier in one hand, and nothing in the other hand, that is used for balance. It is generally more suited to duels of honor than the battlefield. Fencing is most likely to be in favor among elves, or in Renaissance types of cultures and civilizations, being told to gentlemen in urban environments.

Requirements: Dex 13+; Proficiency in the longsword, shortsword, rapier, or other appropriate weapon.

Benefit: Characters get a +1 bonus to AC

when using this style while keeping the other hand free, or just wielding (but not using) a small weapon or item. Furthermore, if they are unarmored (or just wearing a leather armor) and unencumbered, the characters get a +1 bonus to initiative.

FENCING MANEUVERS:

- **Deadly Strike:** The character scores a critical hit on a natural roll of 19 or 20, not just 20 for everybody else.
- **Deflect Arrows:** The character may use his attacks (with the relevant weapon) to deflect incoming missiles he is aware of (i.e. arrows, thrown daggers, etc., but not hurled rocks and the like). To be successful, make an attack roll equal or higher than that of the missile attack. If failed, determine normally if that missile would hit or not.
- **Feinting:** This is usually a quick weapon thrust designed to catch the opponent off-guard. If the opponent fails a Wisdom saving throw, the character gains a +1d4 bonus to hit, otherwise makes a normal attack roll. In both cases, the character is at a -1 penalty to initiative. A feint is slightly different from a dirty fighting trick, in that it doesn't necessitate to describe what the character must do to achieve it, and

can be used almost every round. (However, opponents will get a +2 cumulative bonus to each of their subsequent saving throws against this maneuver, during the same combat.)

- **Find Weakness:** During three rounds in a row, the character must observe how his opponent fights him (the character fights normally and cannot perform any special maneuver during that time), and then make an Intelligence saving throw. If successful, the character has found a weakness in the way this opponent fights, granting him a +2 bonus to hit for the remainder of that combat. (Next combat with the same opponent would require to observe for three rounds again, but the character would get a +2 cumulative bonus to his save.)

- **Lunge:** This maneuver must be made as part of (i.e. in conjunction with) a charge. If the attack is successful, the character doubles his damage roll (only the base weapon die is doubled). However, if it fails, the character is vulnerable for a brief period while he regains his balance. Opponents gain a +2 bonus to hit him for their next attack (either during this round or the next).

- **Weapon Finesse:** When using a rapier, short-sword, or similar light slashing weapon (but not a long-sword), the character can choose to use his Dexterity modifier instead of his Strength modifier on attack rolls. However, this Dexterity modifier cannot apply to damage rolls. Weapon finesse can be used in conjunction with another fencing maneuver.

- **Weapon Specialization:** The character gets a +1 bonus to hit, and a +2 bonus to damage rolls with a specific type of weapon appropriate to this style (i.e. longsword, rapier, etc.). This ability can be taken more than once, but each time applying to a different type of weapon. The character can attempt fencing maneuvers while benefiting from weapon specialization.

4. MARTIAL ARTS STYLE

Martial arts refer to eastern forms of unarmed combat using feet as much as hands, and performing complex body movements inspired by animals, peculiar philosophies, and so on. Yet, martial arts need not be restricted to ninja and samurai types. For example, martial arts could be found in a refined culture (such as an elvish one) having merged graceful dance movements with deadly unarmed strikes. Nonetheless, in traditional medieval settings, martial arts should be more difficult to learn (i.e. find an appropriate school or mentor) than common boxing and wrestling.

Requirements: Dex 13+; Str 11+

Benefit: Characters deal 1d4 points of (lethal) damage when striking with their fists, feet, knees, elbows, etc., and gains a +2 bonus to AC when fighting unarmed (but only if unencumbered, and wearing no armor or just a leather armor).

MARTIAL ARTS MANEUVERS:

- **Agile Riposte:** The character must designate an opponent to whom he devotes all of his attention. If the latter makes a melee attack against the character and misses, this grants the character a free unarmed attack (in addition to normal actions for the round) against this opponent. However, focusing his attention in such a way grants a +1 bonus to hit to all other attackers against the character, who also suffers a -1 penalty to surprise rolls.

- **Blind Fighting:** The character can fight in unarmed melee combat without seeing, suffering no penalty to hit in poor lighting conditions, and only -2 in total darkness. Furthermore, against invisible opponents, the character only suffers a -2 penalty to hit.

- **Deflect Arrows:** The character may use his unarmed attacks to deflect incoming missiles he is aware of (i.e. arrows, thrown daggers, etc., but not hurled rocks and the like). To be successful, make an attack roll equal or higher than that of the missile attack. If failed, determine normally if that missile would hit or not.

- **Flying Kick:** The character can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, he adds his level as a bonus to the damage he deals with an unarmed strike.

- **Martial Arts, Improved:** Damage done when fighting unarmed increases to 1d6, and the AC bonus increases to +3. Character can attempt martial arts maneuvers while benefiting from these augmented capabilities.

- **Martial Arts, Greater:** This requires to already have the Improved Martial Arts maneuver. Now the character deals 1d8 of damage and gains a +4 AC bonus. Character can attempt martial arts maneuvers while benefiting from these augmented capabilities.

- **Vicious Strike:** The character delivers a brutal attack from above, either slamming a smaller opponent with the elbow, or trampling a prone creature. This attack delivers double damage (Str bonus is not doubled) if successful. However, if it misses, this maneuver leaves the character vulnerable for a brief period, granting opponents a +1 bonus to hit the character on their next attack (but provided they occur this or next round only).

5. TWO-HANDER STYLE

This style must be used in conjunction with a large two handed weapon such as the great sword or the halberd.

There are many differences between a great sword and a halberd, so characters will learn the style and maneuvers with one or the other, but not both. On the other hand, a character who learns them for the halberd could also use them with most polearms; if learning them for the great sword, could also use them with the claymore and great scimitar; etc.

Requirements: Dex 13+; Str 13+; Proficiency in the great sword, a polearm, or any other appropriate two handed weapon.

Benefit: Characters reduce the speed factor of their two-handed weapon by -3 segments (but only when the weapon is indeed two handed, which is not necessarily the case for some, such as the bastard sword).

TWO-HANDER MANEUVERS:

- **Cramped Fight:** The character knows how to use a great sword in such a way (including holding it with one hand on the blade), that it can be used in spaces normally too narrow to use large weapons (but where a short sword could still be used).

- **Mighty Sweep:** If two or more opponents are facing the character side by side, he may attack all of them with a single sweep of the sword.



(Though this should not exceed more than four small size foes, three medium size, or two large size.) To determine if the attack roll hits all of them, each subsequent opponent after the first is treated as if the attack roll was 2 points less (cumulative), and likewise for the damage roll. With this method, samurai were able to behead three victims (probably zero level commoners) in a single sweep of their (sharp) katana.

- **Slash:** This vicious weapon swing from the shoulder, is somewhat slower but more powerful, thus granting a +2 bonus to the character's damage roll, but at the expense of a -3 penalty to initiative (which thus cancels the advantage granted by the base style).

- **Sunder Weapon:** The character may strike at the opponent's weapon (instead of the opponent itself) in order to shatter it. This is normally used against polearms and other weapons with a wooden shaft, not daggers. This takes an attack roll equal to, or higher than the opponent's attack roll with that weapon. If successful the weapon must succeed an item saving throw vs. crushing blow, or be ruined. Note that the weapon used to do this, is normally big and strong enough to not risk being itself ruined in the process.

- **Swirling Defense:** The character twirls and spins his weapon all around his body, creating a sort of deadly barrier between himself and all others. This takes a full round action (each round) and can be maintained for a maximum number of rounds equal to 1d4 + Con modifier. It grants the character a bonus to AC equal to +2 or half his level (rounded down), whichever is greater. Any successful attack against the character breaks the maneuver, but opponents will often have to make a morale check in order to attempt an attack through a Swirling Defense. Then, if they try, they must make a Dexterity save or suffer damage from the weapon; save is normal if using a long reach weapon (e.g. a polearm), but at -2 if using a medium size weapon (e.g. a longsword), and -4 if using a small weapon (e.g. a dagger) or none at all.

- **Knock Down:** The character pushes ahead when striking his opponent, in order to make it fall prone. The target cannot be of a larger size than the character, and is entitled a Strength saving throw to resist the attempt. Some creatures may get a bonus to their save, such as +4 for quadrupeds. If using a polearm, this maneuver could be used to unhorse a rider. In any case the character slightly loses his footing in doing so, making him vulnerable for a brief period afterwards. Opponents gain a +2 bonus to hit the character for the next 1d2 rounds, or 1d4 rounds if the attack missed.

- **Weapon Specialization:** The character gets a +1 bonus to hit, and a +2 bonus to damage rolls with a specific type of weapon appropriate to this style (i.e. great sword, halberd, etc.). This ability can be taken more than once, but each time applying to a different type of weapon. The character can attempt two-hander maneuvers while benefiting from weapon specialization.

6. WEAPON & SHIELD STYLE

The shield is the oldest and most common form of protection on the battlefield, yet only a few people know how to use it truly effectively. For example, although most knights will wear a shield on which to display their coat of arms, they generally use it in a most basic way. The weapon and shield style is particularly favored by mercenaries and soldiers who don't want, or cannot tread the battlefield in heavy metal armor.

Requirements: Dex 11+. Proficiency in shield use.

Benefit: Characters get an additional +1 to AC when using a shield (e.g. a normal shield would thus grant a +2 bonus to AC, or +3 if it is a +1 magic shield).

SHIELD MANEUVERS:

- **Attack and Parry:** The character can make both an attack and parry an opponent with his shield during the same round of combat. This is somewhat treated as the two weapons fighting maneuver (see combat chapter); the character suffers a -2 penalty to his attack rolls, and since the shield is used to parry his opponent's attacks, the shield cannot protect against other attacks if any. This maneuver grants the character an additional +2 AC bonus (on top of that provided by the shield, its magic, the base style benefit of +1, etc.).

- **Block Missiles:** As a primary action the character can automatically block a number of missiles (arrows, crossbow bolts, thrown axes and daggers, etc., but not gun bullets or boulders) equal to up her Dexterity bonus. If she doesn't have a Dexterity bonus, this maneuver works against a single missile attack as per the Deflect Arrows maneuver (see Fencing style).

- **Extended Shield Protection:** The character can add his shield's AC bonus (including the +1 bonus granted by the style) to any Dexterity or Constitution saving throw against threats and attacks that may be hindered by cover (e.g. breath weapon, *Lightning Bolt* spell, hail, etc.). This cannot be used against area of effect spells (e.g. *Fireball*) or anything that directly manifests into the target.

- **Shield Bashing:** The character is proficient in also using shields as a weapon. As such, a small shield does 1d3 points of blunt damage (speed factor = 5 seg); a medium shield does 1d4 (speed factor = 7 seg); and a large shield does 1d6 (speed factor = 9 seg). When using a shield as a weapon, it doesn't grant its AC bonus, but its magic bonus if any, may be used as an attack and damage bonus.

- **Shield Block:** This is an improved form of shield parry (see combat chapter p.90), in that the parry is automatically successful, but the shield absorbs all damage and thus must succeed an Item Saving Throw vs. Crushing Blow, or be destroyed in the process. Note that the character must have the initiative to effectively parry the attack.

- **Shield Others:** In melee combat, the character can use his shield to protect an adjacent ally (on the shield's side) rather than himself, without hindering his own actions or that of the protected ally.

- **Spear and Shield:** The character can use a spear two-handed in conjunction with a large shield that is strapped to his shoulder. The character cannot attempt other special maneuvers with either the shield or the spear, but if he has spear specialization, can apply its bonuses normally.



7. WRESTLING STYLE

Wrestling is, with boxing, the other most oldest form of unarmed combat. This style emphasizes on grappling attacks, where combat is meant to eventually end up on the ground, and where the combatant on top will win generally win the fight. In medieval societies, the prevalence of armor also promotes this fighting style: Armor provides excellent hand-holds for grappling, and the added weight makes it easier to throw an opponent to the ground. Once he's on the ground, the added weight of the armor is more a hindrance than an advantage.

Requirements: Str 13+; Dex 11+.

Benefit: Characters gain a +1 bonus to grapple (touch) attack rolls, and a +2 bonus to contest rolls (i.e. Strength checks or saving throws) when trying to overbear, bull rush, etc., opponents (or resist attempts of the latter at these maneuvers).

WRESTLING MANEUVERS:

- **Arm Lock:** When successfully holding* an opponent, the character can apply it an arm lock, meaning that the opponent thereafter cannot move, and cannot attempt to free itself from the lock. If the opponent wants to break free despite the dolor, he must first succeed a Charisma save; then freeing from the lock requires a contest roll* to which the character gains a +4 bonus; and successfully freeing from the lock will nonetheless deal 1d8 points of damage to the opponent.

(* Holding is resolved as follows: The character must succeed a grappling attack, which is a touch attack roll that doesn't deal any damage in itself. Then, each combatant rolls a d20 + BtH + Strength and Dexterity modifier, and the higher score wins. If the character wins, the opponent is held immobile, and the roll must be made again next round. If the opponent wins, he frees himself from the hold.)

- **Back Breaker:** When successfully overbearing* an opponent, the character makes it fall/slam on the knee of his bending leg, for 2d4 points of damage (plus Str modifier). The victim must then succeed a Constitution saving throw or be stunned for 1d4 rounds.

(* Overbearing is resolved as follows: The character must succeed a grappling attack, which is a touch attack roll that doesn't deal any damage in itself. Then, each combatant rolls a d20 + BtH + Strength and Dexterity modifier, and the higher score wins. If the character wins, the opponent is brought down to a prone position, otherwise remains standing.)

- **Bear Hug/Chokehold:** This brutal maneuver involves grabbing an opponent with both arms and crushing him. As such, when successfully holding* an opponent, the character deals him 1d4 points of damage per round (plus Str modifier). Then, if the character succeeds the contest roll* with a natural roll of 20, or exceeds the opponent's roll by 10 points or more, he succeeds in applying a chokehold to the opponent. A creature in a chokehold cannot breathe nor speak, and thus cannot cast spells. It also has to hold its breath or begin suffocating. See strangulation in the combat chapter (p.91) for suffocation effects.

(* See Arm Lock above on how a holding attempt is resolved.)

- **Elbow Slam:** When holding a grappled opponent, the character can deal him 1d6 points of damage (plus Str modifier) with an elbow strike. If the character jumps from a standing position onto a prone opponent to perform this maneuver, he deals 2d6 points of damage (plus Str modifier). In both cases, holding a grappled opponent then strike, or jumping on a prone opponent to strike it, takes a full round action.

- **Ground Fighting:** The character knows how to fight prone. As such, he retains his Dexterity bonus to AC (if any), and standing op-

ponents only get a +2 bonus to hit against him (instead of +4). Then, if fighting with another prone opponent, he gains a +2 bonus to hit against that prone opponent, and can also perform other wrestling maneuvers against it.

- **Head Butt:** Against a grappled humanoid opponent of the same size category or smaller, the character can deal 1d6 points of damage (plus Str modifier) rather than 1d3.

- **Wrestling, Improved:** The bonuses of the basic style's benefits are doubled (+2 bonus to grapple attack rolls; +4 bonus to contest rolls). The character can attempt wrestling maneuvers while benefiting from these augmented capabilities.

appendix 12 Adding Classes

Some players and GMs like to add more classes, while others may want to use FANTASTIC HEROES & WITCHERY only with a set of traditional classes. Converting the character classes from basic, 1st or 2nd editions (or from games such as Osric and Labyrinth Lord) is relatively easy, as shown below. On the other hand, converting classes and prestige classes from the 3rd edition, will prove more difficult, since they tend to be more power-loaded and use slightly different game mechanics. In fact, it is rather suggested that such classes would be used as guidelines and sources of inspiration when you invent new classes.

CONVERTING 1E/2E CLASSES

The classes that are easier to convert are those from the basic, first, and second edition inspired games. For example, to convert OSRIC or Labyrinth Lord classes into the FANTASTIC HEROES & WITCHERY format, you would only have to do as follows:

1) Bonus to Hit: Its value is obtained by subtracting the ThAC0 from 20 (i.e. 20 - ThAC0 = BtH).

2) Saving Throws: Use the saving throw progression (and bonus to saving throws) of the FANTASTIC HEROES & WITCHERY's most similar class (e.g. fighter for paladin; friar for cleric; etc.).

3) Skills: Characters add their level to the d20 roll when making skill checks using class skills. Thieves add their level +2. Non-weapon proficiencies become skills to which is added half the character's level, or the full level if the character spends a second slot in the same non-weapon proficiency.

4a) Class Abilities: This includes the number of weapon and non-weapon proficiencies gained, the number of attacks per round, spells per day, Turn-Undead, Lay-on-Hands, etc. Nothing needs be changed or adapted, just keep them as they are.

4b) Abilities and Level Range: FANTASTIC HEROES & WITCHERY gives an important number of special abilities to the classes across 13 levels, and none afterwards. As such, if you convert a class with all abilities distributed over 36 levels, with only a few from 1st to 13th,

you could alter their progression to make the class on par with those of chapter 2. Lets take for example the witch class from *The Witch* by Tim Brannan (this is a PDF ebook available on rpgnow.com). In this case you could distribute its special abilities as follows: "Least, Herb Use" at 1st level; "Lesser" at 3rd level; "Minor" at 5th level; "Medial" at 7th level; "Major" at 9th level; and "Superior" at 11th level.

5) Spells: If using FANTASTIC HEROES & WITCHERY's spells and lists, note that clerics cast spells from the White Magic list; wizards from the Gray Magic; druids from the Nature Magic, and illusionists from the Delusion Magic.

6) Multiclassing: Nothing forbids to use the multiclass option from the book which classes are converted. Likewise, the original XP progression can be kept. However, in this case FANTASTIC HEROES & WITCHERY's split class rules cannot be used.

ADAPTING 3E CLASSES

This must be evaluated by the individual GM, because a straight conversion would create more powerful classes than those presented in chapter 2. When converting core and prestige classes, in order to not outshine or overpower the regular classes of FANTASTIC HEROES & WITCHERY, the following is suggested:

1) Bonus to Hit: Rather than using the BAB of the 3e class, use the one of the most similar class presented chapter 2. Note that in FANTASTIC HEROES & WITCHERY, there is no additional attacks per round (such as +6/+1).

2) Saving Throws: Rather than using 3e saving throws, use the save progression (and bonus to saving throws) of the most similar class presented chapter 2 (e.g. fighter for paladin; friar for cleric; etc.).

3) Skills: From the class skills list, choose a set among the most relevant ones. The number of skill points granted each level (e.g. 6 per level for bards), determines the number of skills that the converted class will get. Then, characters add their level to the d20 roll when making skill checks using class skills.

4) Class Abilities: Only keep the most relevant abilities (usually discarding those that only provide a bonus to skill checks), and then spread the remaining abilities over 13 levels (in cases of prestige classes), or discard those that come later (in case of core classes).

5) Spells: As above for 1e/2e conversions, where spell lists are considered. Use the 3e class' spell progression, except that zero level spells are simply discarded.

ADDITIONAL CHARACTER CLASSES

This appendix otherwise proposes 6 new classes that draw from different editions and concepts, to make classes in the style of FANTASTIC HEROES & WITCHERY. The Animist relates to the earlier druid class, in the same way as the friar relates to the cleric. Then, the Scarlet Fist is a relatively faithful adaptation of the 1e monk; the Sea-dog is an adventuring sailor; the Sea-witch is an example of magic-use tied to spheres of spells (see appendix 15); and lastly, the Adventurer and Thick Brute are very simple classes that could appeal to players who don't like complicated rules. In any case, all of these new classes are but options that are just flavorful. It's up to the GM to tell if he would allow players to take any.



The following table sets level limits by character races. It includes the additional classes found in the magic and religion chapters.

Table 11.18: Maximum Class Levels by Race (Traditional Fantasy)

Classes	Dwarf	Elf	Half-Elf	Gnome	Halfling	Half-orc	Human	Tiefling
Crusader	8	—	5	—	—	6	U	7
Inquisitor	8	—	5	—	—	—	U	—
Preacher	5	—	5	—	4	—	U	—
Witch-hunter	7	5	6	5	5	—	U	7
Agent of Chaos	—	7	5	—	—	8	U	U
Agent of Law	8	7	5	—	—	—	U	—
Guardian of Neutrality	—	9	9	7	6	—	U	—
Mage specialist	—	9 ⁽¹⁾	7	6 ⁽²⁾	—	—	U	9 ⁽³⁾
Warmage	—	11	6	—	—	—	U	9
Adventurer	4	11	U	8 ⁽⁴⁾	4	4	U	9
Animist	—	U	U	7	6	5	U	—
Scarlet Fist	—	—	—	—	—	—	U	7
Sea-dog	—	—	9	—	—	5	U	7
Sea-witch	—	9	9	—	—	4 ⁽⁵⁾	U	11 ⁽⁵⁾
Thick Brute	9	—	—	—	—	U	U	7

(1) Elves cannot be necromancers; elves enchanters can reach up the 11th level.
 (2) Gnomes can only be illusionists.
 (3) Tieflings necromancers can reach up the 11th level.
 (4) Gnomes adventurers can only learn spells from the Delusion list.
 (5) Half-orcs and tieflings sea-witches may only be of the malignant sort.

The ADVENTURER

This class represents the prototypical, roguish jack-of-all-trades who learn many things from many different situations in the course of their adventuring careers. Adventurers are versatile and resourceful characters flying by the seat of their pants and living on the edge. They are swashbuckling individualists operating on the fringes of society, seeking fame, fortune and diversion. Adventurers enjoy nothing more than the thrill of exploring a lost catacomb, ridding a village of foul invaders, or discovering long lost secrets. This class doesn't follow any philosophy other than that of pragmatism and opportunism. They just take life as it comes, being impulsive rather than planning, and deciding on the spur of the moment what they should do in any given situation.

REQUIREMENTS: Dexterity 11+, Intelligence 11+

ARMORS: All armors up to chain-mail, and all shields.

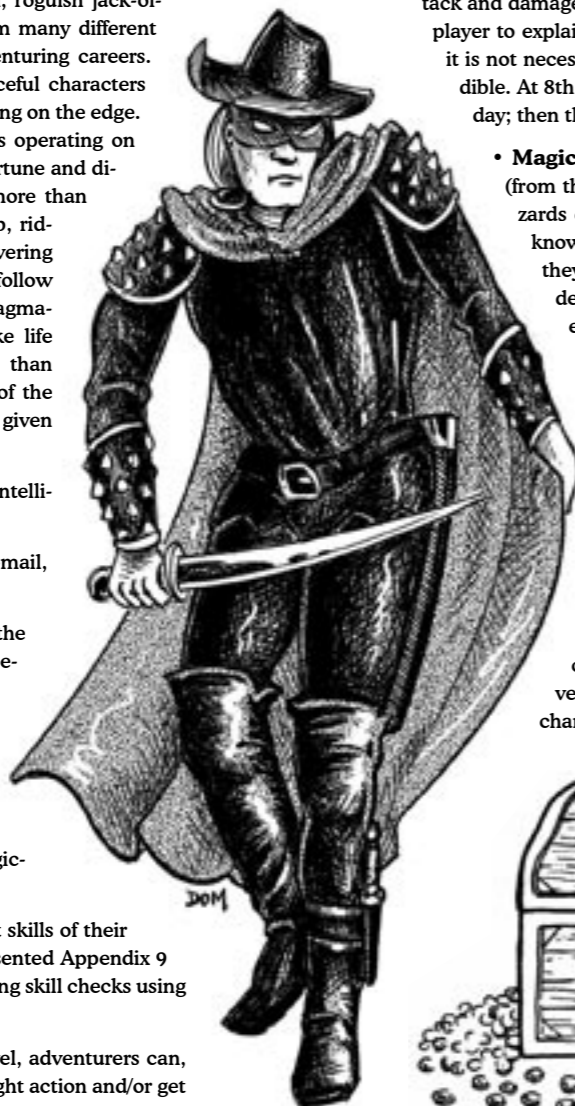
WEAPONS: Any four weapons of the character's choice. Non-proficiency penalty: -3 to hit.

SAVING-THROWS: +2 bonus to all Dexterity and Constitution saving throws.

CLASS FEATURES: Class skills; Lucky improvisation (3rd level); Magic-use (5th level).

- **Class Skills:** Adventurers get eight skills of their choice, selected from the skill list presented Appendix 9 p.377. They add their level when making skill checks using them.

- **Lucky Improvisation:** At 3rd level, adventurers can, once per day, cleverly improvise the right action and/or get a useful insight when doing something they normally don't



know. As such, they may add a bonus equal to half their level (rounded down) to any single skill check (whether with a class skill or not), attack and damage roll, or saving throw. The GM may require the player to explain what he does to obtain this bonus, although it is not necessary that the thing done must be perfectly credible. At 8th level adventurers can use this ability twice per day; then thrice per day at 13th level.

- **Magic Use:** At 5th level, adventurers can cast spells (from the Gray Magic spell list*), the same way as wizards do. They may prepare and cast any spell they know (i.e.: is recorded on their spell-book), provided they can cast spells of that level. The class table details the number of spells adventurers can cast each day, as relevant to their level in the class. Adventurers must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour studying their spell-book. While studying, the adventurer decides which spells to prepare.

Note that like wizards, adventurers cannot cast spells in armor, or with steep hindrances if the GM allows it.

(*: At GM's discretion, it might be possible to choose White or Black magic instead. However, once the choice has been made, it cannot be changed thereafter.)



Level	HD	BtH	Saves	Abilities	Number of spells per day			
					Cast. lvl.	1st	2nd	3rd
1st	1d8	+0	16	Eight chosen class skills	—	—	—	—
2nd	2d8	+1	15	—	—	—	—	—
3rd	3d8	+2	14	Lucky improvisation (1/day)	—	—	—	—
4th	4d8	+3	14	—	—	—	—	—
5th	5d8	+3	13	Magic-use (gray magic, as wizard class)	1st	1	—	—
6th	6d8	+4	12	—	2nd	1	—	—
7th	7d8	+5	11	—	3rd	2	—	—
8th	8d8	+6	11	Lucky improvisation (2/day)	4th	2	1	—
9th	9d8	+6	10	—	5th	2	1	—
10th	9d8 +3	+7	9	—	6th	2	2	—
11th	9d8 +6	+8	8	—	7th	2	2	1
12th	9d8 +9	+9	8	—	8th	2	2	1
13th	9d8 +12	+9	7	Lucky improvisation (3/day)	9th	2	2	2

The ANIMIST

Animists are priests of nature who believe that nature is sentient and inhabited by spirits. As such, animists tell people that they should respect nature, for not doing so would anger the spirits who in turn would retaliate with famines, plagues, predators, etc. Some animists pay homage to particular nature gods, while others eschew all deities and commune directly with the spiritual power of nature. In any case, their magic is rooted in the mystical oneness of nature, and they have particular power over plant and animal life. Animists are never found in urban societies, but officiate among rural and primitive people, as shamans, druids, and the like. They usually help their flock better cope with their often unforgiving environment, and maintain among them a sense of kinship with all natural life-forms.

REQUIREMENTS: Charisma 15+, Wisdom 12+. Animists cannot be of either Law or Chaos alignments; in addition, they must have an allegiance to some nature deity or to the impersonal forces of nature.

ARMORS: Leather and hide armors only, and small wooden shields. An animist who wears metal armor or shield is unable to use any of his supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

WEAPONS: Any two weapons chosen from the following list: club, dagger, dart, quarterstaff, scamasax (a sort of scimitar), sickle, shortspear, sling, and spear, and also the deity's or religion's favored weapon (if any, in which case it is mandatory). Non-proficiency penalty: -4 to hit.

SAVING-THROWS: +2 bonus to all saving throws against attacks (or hazards) of an elemental nature (e.g. cold, fire or lightning).

CLASS FEATURES: Nature skills, Spiritual invocations; Percipience (3rd level); Speak with animals

(5th level); Speak with spirits (7th level); Immune to spirits charm (9th level); Woodland Companion (11th level).

- **Nature Skills:** Knowledge (nature) and Survival. Animists add their level to these skill checks.

- **Spiritual Invocations:** Much similar to the friar's prayers, animists can call upon spirits of nature in times of need, so they perform supernatural effects on their behalf. This is considered a full round action, the player must roll 1d6 + Wis modifier. Any roll over a 1 succeeds, but each subsequent invocation during the same day, adds a cumulative +1 penalty to the roll. For example, if an animist is using this ability for the third time that day, the player must roll a 4+ in order to continue receiving aid. A failure indicates that the invocation is unanswered, and that no more aid will be granted for 1d6 hours. At GM's discretion, making invocations for unjust causes or creatures will incur a penalty to the roll (maximum: -4), but a just and urgent cause may grant a bonus to the roll (maximum: +4). Other than that, invocations rolls use a d6 at 1st and 2nd level, then a d8 at 3rd and 4th level, a d12 at 5th and 6th level, etc., as indicated on the Animist's progression table. The various spiritual invocations at the animists' disposal (chosen as they need them) are:

—**Calm Animals.** As per the spell of the same name.

—**Entangle.** As per the spell of the same name.

—**Fertility Ritual.** As a 1 day long ceremony held during the summer solstice, it will make a barren land (1 hectare/level) into a fertile one; as a 1 day long ceremony held during the sowing, it will make a field (1 hectare/level) grow bountiful harvests; and as a 1 hour long ritual held during the night of the full moon, it will make a sterile woman able to get a child.

—**Guidance.** Answers a question with a short vision, a few words, a coincidental sign, etc.

—**Healing Touch.** Cures 2 hp/level, or grants a new Con save (+ animist level) to cure a disease.

—**Locate Animals or Plants.** As per the spell of the same name.



Level	HD	BtH	Saves	Abilities
1st	1d6	+0	15	Nature skills, Spiritual Invocations (1d6)
2nd	2d6	+1	15	—
3rd	3d6	+1	14	Percipience, Spiritual Invocations (1d8)
4th	4d6	+2	13	—
5th	5d6	+3	13	Speak with animals, Spiritual Invocations (1d12)
6th	6d6	+3	12	—
7th	7d6	+4	11	Speak with spirits, Spiritual Invocations (2d8)
8th	8d6	+5	11	—
9th	9d6	+5	10	Immune to spirits charm, Spiritual Invocations (2d12)
10th	9d6 +2	+6	9	—
11th	9d6 +4	+7	9	Woodland Companion
12th	9d6 +6	+7	8	—
13th	9d6 +8	+8	7	Spiritual Invocations (3d12)

—**Resist Cold or Fire.** As per the spells of the same name. Upon asking for this supernatural effect, the animist chooses either being protected against cold or against fire.

—**Summon Animals.** Summons 1d4 animal spirits of a number of HD equal or less than the animist's level, for 2 rounds per level. They obey the caster to the best of their abilities.

—**Totem Fury.** All allies within 30 feet get a +1 bonus to attack rolls and saving throws vs. fear for a duration of 2 rounds per animist level. At 9th level, the bonus increases to +2.

• **Percipience:** At 3rd level, animists can peer through plants and animals, and see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). When looking at animals, it enables them to determine what type they are (predators, etc.), and if they are normal, natural animals, or have been perverted in some way (though they don't discern in detail); when looking at plants, it let them know their type and if they are poisonous, edible, etc.; and when looking at the nature spirits of an area, if they are quiet, upset, or even absent, which may alert the animists to the presence of a problem.

• **Speak With Animals:** At 4th level, animists can speak with animals at will (as per the spell of the same name). Note that animals have very poor intellects and limited interests, and mostly relate to natural / instinctual drives. As such, animals can only give basic information when questioned. For example, an animal couldn't notice a character's clothing. However, if said character was garbed in bright red, the animal couldn't name the color, but might tell that the character seemed to be sexually attractive, since many bird species would display bright colored feathers to attract mates.

Note that 8th+ level animists who want better information from an animal, could use the Speak with Spirits ability to directly speak with the animal's spirit. In this case, the GM might give the animists more developed information than a simple one-word answer.

• **Speak With Spirits:** At 8th level, animists can speak with the spirit of a tree, a brook, the air, or any other part of nature that they touch. Once per day they can ask a particular spirit a question with a one-word answer. Generally, only natural things have spirits (wood made into a door or water in a fountain usually has lost its spirit). The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. For example, if an animist asked the spirit of a river if any people on horseback had crossed it in the last three days, it would be able to answer the question. A spirit's surroundings are never more than a 100-yard radius, however (a river miles long has many spirits). A spirit has a 75 percent chance, plus 1 percent per level of the animist, to know the answer to a question about things farther afield, such as, "Is the dragon still over the next hill?" It never knows the answer to a question pertaining to the future or to the thoughts of another: "Can I defeat the dragon in battle?" or "Does the dragon know I'm here?"



Animists can use this ability at will, but can only request one answer per day from any given spirit. Furthermore, to convince the spirit to give an answer, animists must succeed a Persuasion skill check. A failed check might result in no answer, or it might result in a lie (at GM's discretion, depending on the animist's party's behavior toward nature). The skill check's DC depends on the type of spi-

rit: animal spirit = DC 10; plant spirit = DC 15; water spirit = DC 20; air spirit = DC 24; fire spirit = DC 27; and stone spirit = DC 30.

• **Immunity to Spirits Charm:** At 9th level, animists becomes immune to charms and other such mental enchantments cast by spirits. Incorporeal undead can be considered spirits at GM's discretion, but not necessarily.

• **Woodland Companion:** At 11th level, animists attract a powerful creature, such as a cave bear, giant eagle, griffin or treant, to act as a loyal companion willing to accompany them in their adventures. This is independent from gaining followers in the usual way.



The SCARLET FIST

Scarlet fists are mysterious and shadowy figures skilled in information and deception, as well as martial arts and mind training. They are members of secluded monastic orders who discipline their mind and body in order to unlock their true potential and improve themselves. For example, scarlet fists train in martial arts not to become warriors, but to develop their physical capacities, acquire inner confidence, and be able to defend themselves when need be. As their name suggests, the scarlet fists normally all belong to the Scarlet Monastery, a nefarious and secretive religious-like organization. Where they are known, people often nickname them as "monks," and the scarlet fists could indeed be considered as an evil breed of mystics. Yet, this doesn't need to be necessarily the case, as renegade scarlet fists and splinter groups of the scarlet monastery might also exist, who would follow their own agendas and abide by different ethics. In any case, scarlet fists are required to lead simple lives, refraining from drinking alcohol, eating meat or owning excess wealth. They must also be honest (at least toward their order) and must take a vow of celibacy.

REQUIREMENTS: Strength 12+, Dexterity 12+, Wisdom 12+, and Constitution 9+. Scarlet fists must have an allegiance to their monastic order (normally the Scarlet Monastery), including its philosophy and code of behavior.

ARMORS: None

WEAPONS: Any two weapons chosen from the following list: bow (short, long), club, dagger, hand axe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, sling, spear, and staff. Non-proficiency penalty: -4 to hit.

SAVING-THROWS: +2 bonus to all Dexterity and Constitution saving throws.

CLASS FEATURES: Spying skills, Stunning attack, Unarmed combat; Anatomical strike (2nd level), Evasion (2nd level); Still mind (3rd level); Fast movement (4th level), Slow fall (4th level); Purity of body (5th level); Catalepsy (6th level); Heal self (7th level); Swift and alert (8th level); Improved evasion (9th level); Ki-strike (10th level); Quivering palm (13th level).

• **Spying Skills:** Scarlet fists add their level to all skill checks pertaining to Climb, Detection, Open Locks, and Stealth.

• **Stunning Attack:** Once per level, per day, scarlet fists can attempt a stunning attack. If the target fails a Constitution saving throw, it is stunned and unable to act for 1d4 rounds. Those struck by a stunning

attack always take normal unarmed attack damage. Scarlet fists must declare its use before making an attack roll. A missed attack roll ruins the attempt and counts against the scarlet fist's limitation.

• **Unarmed Fight:** Scarlet fists are trained in martial arts, turning their body into lethal weapons (fists, knees, etc.) and learning to swiftly dodge attacks. As such, when fighting bare-handed they are nonetheless considered as if armed, and their attacks deal lethal damage: 1d4 at 1st level, 1d6 at 3rd level, 1d8 at 6th level, 1d10 at 9th level, and finally 1d12 at 12th level. Similarly, provided they are unarmored and but lightly encumbered, they gain a base AC11 at 1st level, which increases to AC12 at 2nd level, and again by +1 every two levels thereafter (AC13 at 4th level, AC14 at 6th level, etc.), up to AC 17 at 12th level.

• **Anatomical Strike:** At 2nd level, scarlet fists know how to use the melee weapons in which they are proficient to greater effectiveness, adding half their level (rounded down) to their damage rolls. Anatomical strike can only be performed against living creatures that have a discernible anatomy, and cannot be performed if wearing armor or being more than medium encumbered.

• **Evasion:** At 2nd level, scarlet fists can escape magical harm and unusual attacks with great deftness. If exposed to any effect that normally allows a character to attempt a dodge saving throw for half damage (i.e.: typically against breath weapons or spells such as *Fireball*), scarlet fists take no damage with a successful saving throw. At 9th level, they also take only half damage on a failed save. Evasion can only be used if the scarlet fist is wearing no armor and is unencumbered; he must also have room outside the area of the attack, where to evade, and can do nothing else in that round than evade (he cannot attack and make an evasion save at the same time).

• **Still Mind:** At 3rd level, scarlet fists gain a +2 bonus to their saving throws against all mind-affecting spells, plus spells that can read the mind. This bonus increases to +4 at 9th level. Then, at 12th level scarlet fists become specifically immune to the Geas/ Quest spells; and when under effect of a mind affecting spell, nonetheless cannot be ordered, suggested, etc., to do anything that would go against their religious oaths and monastic order.

• **Fast Movement:** At 4th level, scarlet fists gain an enhancement bonus to their speed of +2" (+5 feet); this bonus increases to +4" (+10 feet) at 6th level, +6" (+15 feet) at 8th level, etc., until +22" (+55 feet) at 13th level (see table). A scarlet fist in armor or carrying a medium or heavy load loses this extra speed.

• **Slow Fall:** At 4th level, scarlet fists within arm's reach of a wall can use it to slow their descent. When using this ability, they take damage as if the fall was 20 feet shorter than it actually is. This distance augments by 5 feet/level thereafter.

• **Purity of Body:** At 5th level, scarlet fists gain immunity against disease (except for supernatural and magical diseases) and *Haste* and *Slow* spells. Then, at 11th level, scarlet fists become immune to poison.

• **Catalepsy:** At 6th level, scarlet fists gain the ability to slow their vital bodily functions in order to appear dead. Scarlet fists can maintain this state of feigned death for a number of turns equal to their level.

• **Heal Self:** At 7th level, scarlet fists can heal their own wounds of 2 hit-points per level once per day. This requires 10 minutes of undisturbed meditation to accomplish.

• **Swift and Alert:** At 8th level, scarlet fists are less likely to be surprised, and more likely to surprise opponents. They get a +1 bonus to surprise rolls (to both surprise others, and avoid being surprised). They also react more quickly to danger, and thus when unarmored they also gain a +1 bonus to their initiative rolls.



Table 11.21: Scarlet Fist Progression Table

Level	HD	BtH	Saves	Abilities	Dmg	AC	Mvt rate	Slow fall
1st	1d6	+0	15	Spying skills, Stunning attack, Unarmed fight	1d4	11	12" (30 ft.)	—
2nd	2d6	+1	14	Anatomical strike, Evasion	1d4	12	12" (30 ft.)	—
3rd	3d6	+1	14	Still mind (+2)	1d6	12	12" (30 ft.)	—
4th	4d6	+2	13	Fast movement, Slow fall	1d6	13	14" (35 ft.)	20 feet
5th	5d6	+3	12	Purity of body (disease-haste-slow)	1d6	13	14" (35 ft.)	25 feet
6th	6d6	+3	11	Catalepsy	1d8	14	16" (40 ft.)	30 feet
7th	7d6	+4	11	Heal self	1d8	14	16" (40 ft.)	35 feet
8th	8d6	+5	10	Swift and alert (+1)	1d8	15	18" (45 ft.)	40 feet
9th	9d6	+5	9	Still mind (+4), Improved evasion	1d10	15	18" (45 ft.)	45 feet
10th	9d6 +2	+6	8	Ki-strike (+1)	1d10	16	20" (50 ft.)	50 feet
11th	9d6 +4	+7	8	Purity of body (poison)	1d10	16	20" (50 ft.)	55 feet
12th	9d6 +6	+7	7	Still mind (compulsion effects)	1d12	17	22" (55 ft.)	60 feet
13th	9d6 +8	+8	6	Ki-strike (+2), Quivering palm	1d12	17	22" (55 ft.)	65 feet

- **Ki Strike:** At 10th level, the scarlet fists' unarmed attacks are empowered with ki. They are treated as a +1 magical weapon for purpose of hitting creatures immune to magical weapons. This ability doesn't provide an actual bonus to hit and damage however. Then, at 13th level, they can strike as if +2.

- **Quivering Palm:** At 13th level, scarlet fists can set up vibrations within the body of another creature that can thereafter be fatal if the scarlet fist so desires. They can use this quivering palm attack 1/ week, and must announce their intent before making their attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the scarlet fists strike successfully and their target takes damage from the blow, the quivering palm attack succeeds. Thereafter the scarlet fists can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to the scarlet fist's level. To make such an attempt, the scarlet fist merely wills the target to die, and unless the target makes a Constitution saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

CLASS HINDRANCES: Austere life, Test of skills, Disciples.

- **Austere Life:** Scarlet fists are required to live a simple life, refraining from drinking alcohol, eating meat or owning excess wealth (i.e. more than enough to cover the scarlet fist's immediate needs). Scarlet fists must also be devoted to their order, and must take a vow of celibacy. Furthermore, scarlet fists may not own more than 1 magical item per two experience levels, up to a maximum of six (two weapons and four miscellaneous items). Any excess magical item or treasure found is normally given to their order or monastery.

- **Test of Skills:** As the scarlet fists rise in level, they must prove themselves in tests of skill against members of their order. At levels 9 and above, they must seek out and defeat another scarlet fist of that level, of their order, to maintain the newly gained level for more than 60 days. Defeating this character does not cause him to lose his place, it just proves that the scarlet fists are worthy of joining his ranks. If the scarlet fists lose but are not killed, they lose enough experience points to place them midway between the former level and the one they just attained.

- **Disciples:** Normally, scarlet fists do not attract followers as other classes can do. However, at 9th level, those who have defeated another 9th level scarlet fist in fair unarmed combat, and have established a place of learning (typically a small monastery), will attract disciples willing to learn under their tutelage. They are 2d4 scarlet fists of the 1st level, and each level thereafter, the character attracts 1d4 additional disciples. The GM may allow some of the disciples to increase in level (if the campaign's events warrant it), but never past the 6th level.



The SEA-DOG

Sea-dogs are tough and hardy adventurers bred to the sea, its wonders and its dangers. These characters totally devote their lives to the ocean, not just make a living out of it like common mariners and sailors. Henceforth, sea-dogs are the true masters of the high seas and ships of all sizes; they are seafarers who live a passionate existence that few people can understand. While most use the open ocean for fishing or transport, the ocean is an entire way of life for the sea-dogs. These characters could be pirates, explorers or honest traders all the same. They typically are the wizened sailor who saved the ship in the terrible storm, the old bent man who tells wild tales in the dockside inns, the deckhand on a great sailing ship, and the ruthless buccaneer attacking any that he dares. Seasoned sea-dogs generally captain their own ship. Old sea-dogs who retire from sailing still need to stay close to the water for their own sanity. They often own taverns or other businesses found on docks and in small seaside towns.

REQUIREMENTS: Dexterity 11+, Constitution 11+

ARMORS: Leather, studded-leather, and padded armors, plus all shields (except tower shield).

WEAPONS: Any three weapons of the character's choice. Non-proficiency penalty: -3 to hit.

SAVING-THROWS: +2 bonus to all Dexterity and Constitution saving throws.

CLASS FEATURES: Seamanship, Sea legs, Underwater action; Sea-lore (2nd level); Onboard combat (3rd level); Sea perceptions (5th level); Sea tracking (10th level).

- **Seamanship:** Sea-dogs are competent sailors expert in all that relates to ships and navigation. They add their level* to all maneuvering and piloting checks, climbing the ship's hull and rigging, using ropes and making knots, not slip and fall, orienteering, detecting hazards and predicting weather at sea, repairing a boat and appraising its seaworthiness.

[*: Note that if sea-dogs take the Seafarer background skill, they add their level +2 to these skill checks.]

- **Sea-Legs:** Sea-dogs are immune to seasickness. Then, they also reduce any penalty for operating on a slippery and moving boat by 1 point (this cannot result in a negative modifier applied as a bonus). This reduction increases to 2 points at 4th level, 3 points at 8th level, and 4 points at 12th level.

- **Underwater Action:** Unlike many seafarers, sea-dogs are expert swimmers, and learn to fight and operate underwater. They add their level to all dive and swim checks; they can hold their breath 2 rounds longer than others; and they reduce any penalty for operating underwater by 1 point (this cannot result in a negative modifier applied as a bonus). This reduction increases to 2 points at 4th level, 3 points at 8th level, and 4 points at 12th level.

- **Sea Lore:** At 2nd level, sea-dogs begin to remember extraordinary things they learned during their travels and explorations. As such, they can make an Intelligence check (adding half their level, rounded down) to know the general history surrounding a magical item, legendary place, or important individual (e.g. a dreaded pirate from the past, a fabled mermaid, etc.). Remembering about obscure heroes and lesser magical items, or information related to distant or foreign cultures is generally more difficult, so will incur a higher skill check DC at GM's discretion. This ability never gives the details (specific enchantment, special abilities, etc.) of a magical item, but its background can give clues to its



function. A failed check indicates that sea-dogs have no knowledge about the item, place or individual; but they can make another check when they gain a new level (which assumes they have learned additional lore in the meantime).

- **Onboard Combat:** At 3rd level, sea-dogs are used to fighting onboard and get advantage of rolling decks and all that exists onboard of a ship (mast, ropes, etc.). As such they get a +2 bonus that they can apply to either their attack roll, or their damage roll, or their armor class, each per round. During the round the sea-dog must decide which roll will benefit of that bonus before being rolled. Once used in a round, the sea-dog must wait for the next round to use it again, and possibly change its assignment.

- **Sea Perceptions:** At 5th level, sea-dogs become able to predict dangers at sea by observing subtle changes in the climate, sea, etc. This includes sudden weather changes, encounters with ships and mons-

ters, reefs, maelstroms and similar things. The sea-dog must succeed a Detection skill check: at DC 10 the sea-dog gets a bad feeling about the situation, and he is ready and alert when it happens, but otherwise doesn't know what it is in advance. If he succeeds the check at DC 15, the sea-dog gets a last minute warning that leaves him just enough time to avoid the danger if he does the right thing. If he succeeds the check at DC 20, the sea-dog predicts the danger in advance and can avoid it easily.

- **Sea-tracking:** At 10th level, sea-dogs can track ships, and even aquatic creatures (such as whales and sea monsters) on the sea. They can do it from a long habit of observing sea currents, prevalent winds, and other common nautical conditions, which eventually turns into instinct. So, to track a ship or creature at sea, the sea-dog must succeed a Wisdom check (+ level) against a DC variable according to the situation. Make one roll per day, using the Sea-Tracking table below:

Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Seamanship, Seal legs (-1 pt), Underwater action (-1 pt)
2nd	2d10	+2	15	Sea-lore
3rd	3d10	+3	14	Onboard combat
4th	4d10	+4	13	Seal legs (-2 pts), Underwater action (-2 pts)
5th	5d10	+5	12	—
6th	6d10	+6	11	Sea perceptions
7th	7d10	+7	10	—
8th	8d10	+8	9	Seal legs (-3 pts), Underwater action (-3 pts)
9th	9d10	+9	8	—
10th	9d10 +4	+10	7	Sea tracking
11th	9d10 +8	+11	6	—
12th	9d10 +12	+12	6	Seal legs (-4 pts), Underwater action (-4 pts)
13th	9d10 +16	+13	6	—

Quarry	DC
Large vessel	20
Medium ship	25
Small boat	30
Great sea-monster (e.g. sea-dragon)	20
Big sea-creature (e.g. whale)	25
School of dolphins, sharks, etc.	20
School of fishes	30
Rough weather	+5
Per hour since the quarry passed	+1

The SEA-WITCH

Sea-witches are characters who have been touched by the supernatural, and as a result feel an inexplicable affinity and lure for the sea. Most of the time they are mariners or people living on a coast, but occasionally a landlubber hears the call of the ocean (of which she might know nothing), and then travels to it. This particular event and subsequent attraction may occur at any age, and develop at any rate, depending on the circumstances. Yet, once it happens characters will feel a strong urge to go to the sea, becoming enamored with it and its inhabitants; where the waves and all the wonders beneath them will fascinate them for the rest of their life. Then, as they follow this call, the sea-witches' bodies undergo irreversible changes, and they will eventually get an ability for water magic that will come to them naturally.

Sea-witches are among the rarest of magic-users, and do not form any kind of organization, priesthood or sisterhood of their own. In fact, there can be very different sea-witches. Some of them will just have an inexplicable love for the sea, while others might have been called by the Kraken god in their dreams, and plunge under the waves to mingle with the odious dwellers of the deep. In any case, sea-witches will unsurprisingly be found living at sea, be it on the shores of forlorn coasts or islands, or onboard of ships, helping the crew against the odds of the ocean with their magic. Note lastly that though sea-witches aren't restricted to the female gender, women who hear the call nonetheless greatly outnumber the men who do.

REQUIREMENTS: Wisdom 13+. Sea-witches must have an allegiance to a sea deity.

ARMORS: All armors up to scale-mail, no shields.

WEAPONS: Any two weapons chosen from the following list: cross-bow (sea-witches often have special crossbows that can function underwater), dagger, shortspear, spear, and trident. Non-proficiency penalty: -4 to hit.

SAVING-THROWS: +4 bonus to all saving throws against water-based spells and natural effects, and against spells cast by sea creatures (such as nereids).

CLASS FEATURES: Aquatic skills, Aquatic transformation, Sea familiar, Sea-magic; Speak with sea animals (4th level); Sea-folk shape (7th level); Aquatic shape (10th level); and Hydromorph (13th level).

• **Aquatic Skills:** Knowledge-oceans (as knowledge nature, but limited to the sea and oceans), and Swim. Sea-witches add their level to these skill checks.

• **Aquatic Transformation:** Sea-witches are physically adapted to their life at sea and underwater. They grow functional gills on their neck that allow them to breath underwater, but do not prevent to breath air otherwise. Their eyes also adapt so they can see clearly underwater to a range of 60 feet (provided there is enough visibility). And lastly they grow webbing between their toes and fingers that allow them to swim easily at the same movement rate as their normal land-based speed.

These changes have a supernatural origin, but are now a natural part of their physiology, that cannot be dispelled short of a *Wish* spell.

• **Sea Familiar:** Sea-witches gain an aquatic familiar as soon as they reach the sea. This operates as per the *Find Familiar* spell, except that for benign sea-witches it is a dolphin, and for malignant sea-witches it is a shark. This familiar has 3 HD, AC 14, BtH = +2 with 1d6 of damage per attack, Save = 14, and Swim speed = 60 feet (24"). The dolphin familiar grants the sea-witch a +2 bonus to Dexterity saving throws, while the shark familiar grants a +2 bonus to Constitution saving throws. This familiar improves as the sea-witch gains levels:

Sea-Familiar Progression

Witch level	Hit-dice	Armor class	BtH	Attack	Saving throw
1st	3d8	14 (or 6)	+2	1d6	14
4th	4d8	14 (or 6)	+3	1d6+1	13
7th	5d8	15 (or 5)	+4	2d4	12
10th	6d8	15 (or 5)	+5	2d6	11
13th	7d8	16 (or 4)	+6	2d6+2	10



• **Sea Magic:** Sea-witches can prepare and cast spells. They cast spells from their own list, as determined by the spheres of spells they have access to (see Appendix 15). Hence, all sea-witches have access to the spheres of Air, Animal (though restricted to aquatic creatures) and Water. In addition, sea-witches of the benign type have access to the sphere of Abundance and Healing; and those of the malignant type to the sphere of Chaos/Evil and Summoning. Lastly, sea-witches who become priestesses of a sea god get the All Priests sphere.

However, sea-witches don't learn, record and prepare their spells in spell-books like wizards do. Instead, they are granted spells by their affinity and communion with the sea (and also probably with the elemental plane of water). As such, the sea-witch's spells use Wisdom for the related ability score rather than Intelligence. Then, all sea-witches must choose a time at which they have to spend an hour each day in quiet contemplation or supplication to sea-spirits to regain their daily allotment of spells. Time spent resting has no effect on whether sea-witches can prepare spells.

Note that sea-witches being dependant on the sea for their magic, may not necessarily get their spells when they are away from it (as a rule of thumb: out of sight of the sea). In such cases sea-witches might have to succeed a Wisdom saving throw to be able to regain their spells, with a +1 to +4 bonus if near a body of fresh water (lake, river, etc.). Likewise, sea-witches might suffer a percentage chance of miscasting their spells. All of this at GM's discretion.

• **Speak with Sea Animals:** At 4th level, sea-witches can at will understand and speak with aquatic creatures such as fishes, dolphins, seals, otters, sea turtles, etc. Note that apart intelligent species such as dolphins or whales, communication with a sea animal can be extremely limited and basic.

• **Sea-folk Shape:** At 7th level, benign sea-witches may shape-change into a mermaid (plus back to normal form) 3/day; while malignant sea-witches can shape change into a sahuagin or similar evil fishmen of the deep. In this form they can swim at double their base movement rate (i.e. 60 feet / 24"), gain a +2 bonus to their natural AC, see underwater with a 300 feet range, and operate without hindrance at great depths where human divers would endanger their lives. Sea-witches also do not suffer the usual penalties for operating underwater (e.g. to attack rolls, skill checks, etc.) while they are in this form. The mermaid/sahuagin form can be kept indefinitely, and when reverting back to their normal form sea-witches recover 2d8 hit-points.

Note that while assuming this mermaid or sahuagin form, the sea-witches will be considered as one of them by the specie they mimic.

• **Sea Animal Shape:** At 10th level, sea-witches may shape-change into sea animals in addition to the mermaid (or sahuagin) form. The shape assumed must be a natural sea creature (be it a dolphin, fish, octopus, otter, etc.), no smaller than a lobster, and no larger than double the sea-witch's normal weight; sea-witches acquire the creature's natural AC, attack and movement modes, but retain their own intelligence and wisdom, and their own hit-dice (and thus hit-points, saving throws, base attack bonus, etc.).

• **Hydromorph:** At 13th level, sea-witches can assume the shape of a water elemental, retaining their own hit-dice/hit-points, saving throws, and base attack bonuses; but gaining the special abilities of a water elemental. Note this is a real shape, a second nature for the sea-witch, that cannot be dispelled, and has an unlimited duration. The sea-witch can make the change to one form to the other twice per day (thus from humanoid to elemental, then back to humanoid, once per day). Each change is a full round action, and returning to humanoid form heals 2d8 hit-points.



Table 11.23: Sea-witch Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d6	+0	15	Aquatic Skills, Aquatic Transformation, Sea familiar, Sea magic	1	—	—	—	—	—
2nd	2d6	+1	15	—	2	—	—	—	—	—
3rd	3d6	+1	14	—	2	1	—	—	—	—
4th	4d6	+2	13	Speak with sea animals	3	2	—	—	—	—
5th	5d6	+3	13	—	3	3	1	—	—	—
6th	6d6	+3	12	—	3	3	2	—	—	—
7th	7d6	+4	11	Sea-folk shape (mermaid/sahuagin)	3	3	2	1	—	—
8th	8d6	+5	11	—	3	3	3	2	—	—
9th	9d6	+5	10	—	4	4	3	2	1	—
10th	9d6 +2	+6	9	Sea animal shape	4	4	3	3	2	—
11th	9d6 +4	+7	9	—	5	4	4	3	2	1
12th	9d6 +6	+7	8	—	6	5	5	3	2	2
13th	9d6 +8	+8	7	Hydromorph	6	6	6	4	2	2



The THICK BRUTE

Thick brutes are warriors who develop their resilience and toughness to the exclusion of everything else. They don't care too much about adroit fighting skills in combat, preferring to smash obstacles and foes with just a brutal determination. Thick brutes tend to be straightforward and uncomplicated, yet are not necessarily dispensed of smartness and subtlety when it comes to assess a situation and deal with other people (though they generally seem to lack it entirely). These rare characters almost always appear as massive kind of persons, but could otherwise be found in all cultures and social classes. They are much more likely to operate as pit-fighters or bandits, than military leaders, though.

This is the concept of a most simple class without complicated abilities to record and know about, for players who don't want to bother with such things. A good example of thick brute would be Gregor Clegane in the A Game of Throne series (i.e. A Song of Ice and Fire) by George R.R. Martin. Another example would be the characters portrayed by actor Bud Spencer in many of his films. This class could also be a good choice (with an appropriate Barbarian or Seafarer background) to create a Viking character.

Level	HD	BtH	Saves	Abilities
1st	1d12	+1	15	Athletic skills, Hardened fists
2nd	2d12	+2	14	—
3rd	3d12	+3	13	—
4th	4d12	+4	12	+1 to damage rolls
5th	5d12	+5	11	—
6th	6d12	+6	10	—
7th	7d12	+7	9	+2 to damage rolls
8th	8d12	+8	8	—
9th	9d12	+9	7	—
10th	9d12 +5	+10	6	+3 to damage rolls
11th	9d12 +10	+11	5	—
12th	9d12 +15	+12	5	—
13th	9d12 +20	+13	5	+4 to damage rolls

REQUIREMENTS: Strength 15+, Constitution 15+.

SAVING-THROWS: No special bonus (but the save progression is nonetheless better than most others).

ARMORS: All types of armors and shields.

WEAPONS: Any six weapons of the character's choice. Non-proficiency penalty: -2 to hit.

CLASS FEATURES: Athletic skills, Hardened fists; Bonus to melee damage rolls (4th level).

• **Athletic Skills:** Thick brutes add their level to all skill checks that mostly rely on Strength and Constitution, such as breaking things, moving heavy objects, running, jumping, swimming, climbing ropes (but not walls and cliffs), etc.

• **Hardened Fists:** Thick brutes do 1d4 of lethal damage with their fists (instead of 1d3 of non lethal damage for others).

• **Bonus to Melee Damage Rolls:** At 4th level, thick brutes gain a +1 bonus to all their damage rolls with melee weapons (in which they are proficient) and unarmed strikes. This bonus increases to +2 at 7th level, +3 at 10th level, and +4 at 13th level.

appendix 13
Epic Levels

Although FANTASTIC HEROES & WITCHERY suggests a game-play that stays within a reasonable range of levels, some players and GMs nonetheless want access to very high levels, if only to create arch-mages of legend.

Normally, FANTASTIC HEROES & WITCHERY caps most common people with NPC classes at 6th level, major heroes and villains at 9th level, and legendary characters at 13th level. This is intended to retain a gritty fantasy style, that may evolve into more heroic campaigns, but not a rubbish power escalation where invincible demi-gods encounter 30th level villains and 10th level innkeepers on a regular basis (all of this in a world supposedly populated by zero-level commoners and 1 HD orcs). This also accounts for a grand majority of campaigns rarely making it past the 8th or 9th level (and only during the end of the campaign), with players remaining frustrated of never reaching the power level of true heroes. As such, the campaign events should make it clear that reaching the 6th level is an important accomplishment, and getting from 7th to 13th level is the stuff of great heroes.

Yet, the possibility of epic-level characters beyond the 13th experience level is proposed, at least as an opportunity to use 7th to 9th level spells (which, in FANTASTIC HEROES & WITCHERY should be considered mighty magic from a forgotten past, or belonging to but powerful extraplanar creatures). Epic characters should always represent great legendary heroes or villains, of the past and present. That is, if the GM wants to include "Perseus the Immortal Warrior" in his/her campaign world, such NPC would probably be a 20th level fighter or knight, compared to regular heroes of 6th to 9th level. (Rather than having an absurd 100th level warrior, just because 20th level NPCs are everywhere...)

Epic levels (beyond the 13th) provide the following benefits:

• **Hit-points:** Each level, the character class grants the same fixed number of hit-points (e.g. +4 for Fighters, or +1 for Wizards), to which the Constitution modifier doesn't apply.

• **Bonus-to-Hit:** It follows the same rate of advancement, such as +1 each level for Fighters, up to a maximum of +20.

• **Saving Throw:** It follows the same rate of advancement, until reaching a value of "5", at which point it doesn't improve anymore.

• **Special Class Features:** Past the 13th level, characters do not gain any special ability; bonuses (such as adding level to skill checks) also do not improve anymore.

• **Spells:** Characters still get more spell slots per day, and of higher levels. Of course, this also increases the caster level. Then, at 20th level (25th for pure spellcasters), the spell power increase stops, even if characters can still acquire levels. Use the tables below to determine the spellcasting increase:

Char. lvl.	Caster lvl.	Spells per day									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
14th	14	5	5	5	4	4	2	1	—	—	
15th	15	5	5	5	5	5	2	1	—	—	
16th	16	5	5	5	5	5	3	2	1	—	
17th	17	5	5	5	5	5	3	3	2	—	
18th	18	5	5	5	5	5	3	3	2	1	
19th	19	5	5	5	5	5	3	3	3	1	
20th	20	5	5	5	5	5	4	3	3	2	
21st	21	5	5	5	5	5	4	4	4	2	
22nd	22	5	5	5	5	5	5	4	4	3	
23rd	23	5	5	5	5	5	5	5	5	3	
24th	24	5	5	5	5	5	5	5	5	4	
25th	25	5	5	5	5	5	5	5	5	5	

Char. lvl.	Caster lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	5	5	5	4	4	2	1
15th	15	5	5	5	5	5	2	1
16th	16	6	6	5	5	5	2	2
17th	17	6	6	6	5	5	3	2
18th	18	6	6	6	6	5	3	3
19th	19	6	6	6	6	6	4	3
20th	20	7	7	6	6	6	4	4
21st	21	7	7	7	7	6	5	4
22nd	22	7	7	7	7	7	6	5
23rd	23	8	8	8	7	7	7	6
24th	24	8	8	8	8	8	7	7
25th	25	8	8	8	8	8	8	8

Char. lvl.	Caster lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	3	3	3	3	2	—	—
15th	15	3	3	3	3	3	—	—
16th	16	3	3	3	3	3	1	—
17th	17	3	3	3	3	3	2	—
18th	18	3	3	3	3	3	3	—
19th	19	3	3	3	3	3	3	1
20th	20	3	3	3	3	3	3	2

Char. lvl.	Caster lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	6	6	6	5	3	2	—
15th	15	7	7	7	5	4	2	—
16th	16	7	7	7	6	5	3	1
17th	17	8	8	8	6	5	3	1
18th	18	8	8	8	7	6	4	1
19th	19	9	9	9	7	6	4	2
20th	20	9	9	9	8	7	5	2

Char. lvl.	Caster lvl.	Spells per day								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
14th	14	6	6	6	6	6	5	3	—	—
15th	15	6	6	6	6	6	6	4	—	—
16th	16	6	6	6	6	6	6	5	3	—
17th	17	6	6	6	6	6	6	6	4	—
18th	18	6	6	6	6	6	6	6	5	3
19th	19	6	6	6	6	6	6	6	6	4
20th	20	6	6	6	6	6	6	6	6	5
21st	21	7	7	6	6	6	6	6	6	6
22nd	22	7	7	7	7	6	6	6	6	6
23rd	23	7	7	7	7	7	7	6	6	6
24th	24	7	7	7	7	7	7	7	7	6
25th	25	7	7	7	7	7	7	7	7	7

Char. lvl.	Caster lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	3	3	3	3	2	—	—
15th	15	3	3	3	3	3	—	—
16th	16	3	3	3	3	3	1	—
17th	17	3	3	3	3	3	2	—
18th	18	3	3	3	3	3	3	—
19th	19	3	3	3	3	3	3	1
20th	20	3	3	3	3	3	3	2

Saving Throws

Table 11.31: Epic ILLUSIONIST Spells

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	5	5	4	3	2	2	1
15th	15	5	5	4	4	2	2	2
16th	16	5	5	5	4	3	2	2
17th	17	5	5	5	5	3	2	2
18th	18	5	5	5	5	3	3	2
19th	19	5	5	5	5	4	3	2
20th	20	5	5	5	5	4	3	3
21st	21	5	5	5	5	5	4	3
22nd	22	5	5	5	5	5	5	4
23rd	23	5	5	5	5	5	5	5
24th	24	6	6	6	6	5	5	5
25th	25	6	6	6	6	6	6	6

Table 11.35: Epic GUARDIAN OF NEUTRALITY Spells

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	6	5	5	5	4	3	2
15th	15	6	6	6	6	5	4	2
16th	16	6	6	6	6	6	4	3
17th	17	6	6	6	6	6	5	3
18th	18	6	6	6	6	6	6	4
19th	19	6	6	6	6	6	6	5
20th	20	6	6	6	6	6	6	6

Table 11.36: Epic AGENT OF LAW/CHAOS Spells

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	13	5	5	5	5	5	2	—
15th	14	6	6	6	5	5	2	—
16th	15	6	6	6	6	6	3	—
17th	16	7	7	7	6	6	3	1
18th	17	7	7	7	7	7	4	1
19th	18	8	8	8	7	7	4	2
20th	19	8	8	8	8	8	5	2

Table 11.32: Epic TRICKSTER Spells

Char. lvl.	Cast. lvl.	Spells per day					
		1st	2nd	3rd	4th	5th	6th
14th	13	3	3	3	3	1	—
15th	14	3	3	3	3	2	—
16th	15	4	3	3	3	2	1
17th	16	4	4	3	3	3	1
18th	17	4	4	4	3	3	2
19th	18	4	4	4	4	3	2
20th	19	4	4	4	4	4	3

Table 11.33: Epic WARDEN Spells

Char. level	Casting level	Spells per day			
		1st	2nd	3rd	4th
14th	7	3	2	2	—
15th	8	3	3	2	—
16th	9	3	3	3	—
17th	10	3	3	3	1
18th	10	3	3	3	2
19th	10	3	3	3	3
20th	10	4	3	3	3

Table 11.34: Epic ADVENTURER Spells

Char. level	Casting level	Spells per day			
		1st	2nd	3rd	4th
14th	10	3	2	2	—
15th	10	3	2	2	—
16th	10	3	3	2	—
17th	10	3	3	3	—
18th	10	3	3	3	—
19th	10	3	3	3	1
20th	10	3	3	3	2



A saving throw (or “save”) is a die roll to determine if a spell, poisoning, trap, accident, etc., is effective against a character or monster. Saving throws represent a creature’s ability to avoid or partially resist any aggression other than a melee or ranged combat attack. When the characters are subject to a dragon’s fire breath and try to dodge past it, or if they are subject to the effects of extremely cold weather, and try to resist them, they roll a saving throw. A successful saving throw either negates or reduces the effectiveness of the threat being saved against.

Saving throws are determined by a character’s class and level, as well as his or her attribute modifiers, reflecting particular training, strengths and weaknesses. For example, as thieves mostly rely on agility and quickness, they have better saving throws when it comes to swiftly dodge a threat; as warriors develop their strength and toughness, they are best when it comes to resisting what would affect them physically; and as magic-users are used to train and focus their minds, they are better at resisting magical hazards.

FANTASTIC HEROES & WITCHERY proposes a game mechanic identical to earlier editions of the game, except it doesn’t have 5 different saving throws categories. There is only one base save number, but as a saving throw can call upon any one of the six attributes (Str, Dex, Con, Int, Wis, and Cha), the character may apply different modifiers depending on the ability used.

BASE GAME MECHANIC

Roll equal or higher than the base saving throw number of the character’s class and level, with a d20 (+ modifiers if any).

This target number is indicated in the *Saves* column of your character’s class. For example, a 1st level fighter has a base saving throw number of 16. As such, he or she needs to obtain a 16 or higher with a d20 roll to successfully save against some threat, attack, etc. Various bonuses could be added to that roll to help obtain a 16 or more. For example, fighters get a +2 bonus to all Strength and Constitution saving throws (in addition to any modifier they may individually have).

When a saving throw is successful, the threat/attack/magic/etc. may be avoided or cancelled, or be less effective on the character. The GM tells what happens on a successful (or a failed) saving throw.

ATTRIBUTE MODIFIER

Characters add the relevant ability score’s modifier to the d20 roll.

A saving throw always calls upon a particular attribute, such as Dexterity if dodging aside an area of effect spell, or Constitution if resisting the effects of an ingested poison. Different types of threats call on a different type of save as shown below.

- **Constitution save:** indicates an ability to resist something due to a vigorous stamina. This is most often used to resist poisons, diseases, as well as some monstrous abilities and spells (e.g. energy drain).
- **Wisdom save:** is made to notice something; in effect, “resisting” a creature’s attempt to make itself (or something else) go unnoticed. It can also be used to notice incorrect or missing details that reveal an illusion. It will also protect against mind-affecting effects in making the character realize that “it isn’t real.”
- **Strength save:** indicates an ability to resist something by sheer brute force. For example, a character being bull rushed off a cliff might attempt to resist by pushing back against his attacker. This would be performed with a Strength save.
- **Intelligence save:** indicates an ability to resist something through logical reasoning. This save is most often used to discover that illusions are not what they seem, but it can also be used to gain extra clues when solving a logic puzzle or riddle.
- **Dexterity save:** indicates an ability to avoid something by dodging out of the way. A character being bull rushed off a cliff might attempt to resist by dodging the attack. This would be performed with a Dexterity save. Similarly, this save may be used to dodge a *Fireball* spell, maintain a precarious position, and so on.
- **Charisma save:** protects a character’s personality from being influenced or controlled by an outside agency, such as a *Fear* effect.

Table 11.37: Saving Throws Summary

Attribute	Threats and attacks it applies to
Strength	Paralyzation, constriction -> Active physical resistance (muscular action)
Dexterity	Breath weapons, area of effect spells -> Dodging incoming threats
Constitution	Death magic / energy drain, disease, poison -> Passive physical resistance (health)
Intelligence	Illusion spells, scams and manipulations -> Intellectual discernment
Wisdom	Charm spells, confusion, gaze attacks -> Common sense, intuition
Charisma	Fear and domination mind affecting spells -> Force of personality

Table 11.38: Saves Equivalence Between Editions

1e-2e / OSRIC	Death, Paralysis, Poison	Petrification, Polymorph	Breath Weapon	Aimed Magic Item (e.g. rod, staff, wand)	Spells (for unlisted category)
Science-fiction	Radiation, Drugs	Stun	Energy Attack	Technological Device	Brainwashing
Heroes & Witchery	Constitution	Strength	Dexterity	Variable* (or Dex.)	Variable* (or Cha.)
3e	Fortitude	Fortitude	Reflex	Variable* (or Ref.)	Variable* (or Will.)

(*: see spell description)

AUTOMATIC SUCCESSES AND FAILURES

- **A natural roll of 20** (the d20 comes up 20) on a saving throw is always a success. In this case, as it is a critical success, the GM may grant the least detrimental effect possible on the character or creature (when there is still one). For example, if success means “take 3d8 points of damage instead of dying,” then the character or creature will take only 3 points, not 3d8.
- **A natural roll of 1** (the d20 comes up 1) on a saving throw is always a failure. In this case, as it is a critical failure, the GM may impose the worst detrimental effect possible on the character or creature. For example, if failure means “stunned for 1d4 rounds,” then the character or creature will be stunned for 4 rounds (the maximum).

MORE DIFFICULT SAVING THROWS

Saves in FANTASTIC HEROES & WITCHERY and older editions of the game, are but a flat roll against a target number determined by the character’s class and level, rather than by the attack’s dangerousness, poison’s potency, spell’s level, etc. However, the GM is in his right to impose bonuses or penalties to saving throws rolls, when the threat’s lethality might suggest it.

Some bonuses and penalties will be at the GM’s whim based on circumstances. For example, if a PC ingests a diluted dose of a certain poison (or maybe a full dose of weak poison), she may get a bonus to her saving throw; but ingesting a double dose of that poison would probably incur a penalty to the save. In most cases, a bonus should not exceed +4, and a penalty should not exceed -4.

FANTASTIC HEROES & WITCHERY otherwise gives the following modifiers to saving throws:

Table 11.39: Optional Saving Throws Penalties	
Threat / Hazard	Modifier to the roll
Mild attack or danger	+1 to +4
Most attacks and dangers (default)	none
Dire attack or danger	-1 to -4
Any spell by a 1st to 6th level caster	none
Any spell by a 7th to 9th level caster	-1
Any spell by a 10th to 13th level caster	-2
Any spell by a 14th or higher level caster	-4
Magical item*	+1
Artifact or Relic	-4

(*: In this case, the caster’s level doesn’t incur penalties. Spell scrolls are considered as but simple magical items.)

AGGRESSIONS TYPES AND RELEVANT SAVES

Here follows the most common threats and attacks that characters may have to save against during the course of their adventures, and which type of saving throw (attribute) may be called upon.

- **Acid. (Dexterity or Constitution)** Any attack formed of some acidic or caustic substance. Saving throws are generally based on Dexterity, as either representing dodging aside a splashing effect, using clothes and armor to protect from contact, or quickly brushing the acid off the skin. In some rare cases the GM may require a Constitution save to directly resist the burning effect of acid, but probably increasing the saving throw DC. A successful save reduces damage by half.

- **Breath Weapon. (Dexterity or Constitution)** Any attack that originates from a creature’s breath (a dragon, hell hound, etc.). Generally, the character must dodge the effects of a breath weapon, so a Dexterity check is appropriate, but on occasions gaseous clouds may instead require a Constitution saving throw. A successful save reduces damage by half.

- **Charm. (Charisma or Wisdom)** The beguiling effects of a *Charm Person* or similarly suggestive spell, from whatever source. Usually a Charisma save is called for, representing a strong ego overcoming a magical effect inducing subservience. In some cases, it might be a Wisdom save for the character to realize that the charm is magically induced and doesn’t reflect the character’s normal inclinations. A successful save negates the effect.

- **Confusion. (Intelligence or Wisdom)** A confused character is unable to make coherent decisions nor act in a rationale manner, his mind being magically overwhelmed by doubt, contradictory sensory information, etc. An Intelligence save represents sorting out sense from apparent chaos with rationale thought; a Wisdom save represents discerning truth and reality amidst illusion and induced distraction. A successful save negates the effect.

- **Death Attack. (Constitution or Charisma)** When a death attack stems from necromancy, black magic or undead, a Constitution save is normally required. In rare cases where death attacks stem from powerful fear-like or suggestion-like effects, or magic such as a *Power Word: Kill*, a Charisma check is called for. A successful save generally prevents death, though in some cases the character might still suffer secondary damaging effects.

- **Disease. (Constitution)** Any disease, virus, germ, or pathogen that may be contracted by touching infected objects, breathing contaminated air, etc. A successful Constitution save negates the disease.

- **Energy Drain. (Constitution)** Any attack that takes away levels or attribute scores from the victim, generally by undead or necromancy spells. A successful Constitution save might have no effect at all, might reduce the drain by half (drop any fractions), or might entirely negate it. Sometimes an energy drain has permanent effects, other times levels or ability scores loss may be re-gained with rest and/or appropriate magic (e.g. *Restoration* spell).

- **Falling. (Strength)** Falls from any distance allow the victim to make a saving throw; a successful Strength save reduces damage by half.

- **Fear. (Wisdom)** Any panic or fear based attack. A successful Charisma save negates the terrifying effect.

- **Force. (Strength, Constitution or Dexterity)** Any physical attack not made with a weapon, and whose impact buffets or impacts the victim. A successful Dexterity save allows the target to dodge the brunt of the attack and take half or no damage (depending on the effect). Then, a successful Strength or Constitution save represents meeting the attack and dealing with it physically, and take half damage.

- **Gaze Weapon. (Wisdom)** Any attack delivered through eye contact (a medusa’s turn-to-stone attack or a vampire’s charm). Generally a character can avoid the gaze, and thus negate its effects, with a successful Wisdom save. In many instances, the situation is more appropriately handled without a saving throw through narrative and role playing. If necessary, the GM may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

- **Illusion. (Intelligence)** False visual, auditory, thermal, and even physical effects deceiving the senses. Generally, a saving throw is allowed if the character after getting appropriate clues from the GM, at-



tempts to disbelieve what he perceives. A successful Intelligence save reveals inconsistencies in the illusion (such as an armored man walking without making a sound and without leaving tracks in the mud), and lets the character see it for what it is.

- **Paralysis / Constriction. (Strength)** Any attack that freezes, immobilizes, holds, or otherwise deprives the target of free action on a temporary basis. A successful Strength saving throw negates the paralytic effect.

- **Petrification / Polymorph. (Constitution)** Magical effects that turn a victim to stone or into another form (such as changing a man into a frog), are negated with a successful Constitution save.

- **Poison. (Constitution)** Toxins (natural or manufactured) from a creature’s bite, claw attack, or tail sting, or venom from a poisoned blade or weapon. A successful Constitution save usually negates the poison.

- **Spell. (Variable)** Some spells allow a saving throw while others do not. The required save is noted in the spell’s description: area of effect spells usually call for a Dexterity save, mind-affecting spells call either for a Wisdom or Charisma save, and physically-affecting spells call for a Constitution save. A successful save usually either negates or halves the spell’s effects.

- **Traps. (Dexterity)** When a character sets off a mechanical trap, usually a Dexterity save is allowed to avoid all or some of its effects.

ADVANCED SAVING THROWS

Unless the game requires a particular type of save, players may choose the type most likely to succeed, based upon how the action is described. For example, an enraged foe rushing on the character may be resisted either with Strength or Dexterity, depending on whether the character attempts to meet and stop the rushing creature, or to simply dodge the attack. The first determinant of which save to use is description: if the player describes the character as trying to dodge, use her Dexterity save. If the player describes her character as digging in and pushing back, use her Strength save. Players will quickly learn to describe their actions in accordance with the strengths of their characters! This is not cheating. Rather, it is using the system as it was intended to be used.

Players should note, however, that it is within the purview of the GM to declare some types of saves more difficult (assign a penalty) or impossible based on circumstances. The GM may also declare some types of saves easier (assign a bonus). For example if the rushing creature is a big bull, a Dexterity save would be normal, but a Strength save would incur a -4 penalty.

In some cases, especially when the character could not possibly know the result, the GM may choose to secretly roll the save instead of the player. Sometimes, he may even choose to not tell the players that a save was rolled. For example, a character touching an object contaminated by a disease has to make a saving throw. Because knowing that a save was allowed indicates that there is something there to be taken into account, the GM rolls the save secretly.

Active & Reactive Saving Throws

FANTASTIC HEROES & WITCHERY proposes two (three) types of saving throws: as reactions or as actions.

- **The “reactive save”** is the normal, default saving throw. That is, during the course of actions something happens against which the GM requires the characters to do a specific saving throw, like a Dexterity save against a dragon’s breath for example. In such cases, the charac-

ters roll a normal saving throw and continue to act as normal. That is, if the character had already attacked the dragon during that round, or was about doing it, the save is made in addition to that attack. In fact, a reactive saving throw is a free action during the round.

- **The “active save”** is when a character forfeits his normal action for that round (such as attacking his opponent during a melee combat), to instead focus his efforts on protecting himself against an anticipated or sudden threat, thus helping the saving throw. An active save enables a character to choose which type of saving throw he is going to make rather than the one asked by the GM. For example, using a Strength save against a rushing bull, rather than the normal (given the circumstances) Dexterity save. Then, provided the player’s description of his character’s actions are sound (such as the character having a firm stand and his hands free), an active save provides a +2 to +5 bonus to the saving throw (as determined by the GM, or roll on a 1d4+1). Note that this rule exceptionally discards initiative, enabling the character to make an active save (as a primary action) in place of a reactive save (i.e. a free action) before his turn to act.

- **The “semi-active save”** is when a character tries to both prepare for an anticipated save, yet continue to act. A “semi-active” save always imposes some penalty to the character’s actions, and only grants a +1 to +3 bonus to the saving throw that may have to be done later. This is the GM who decides if a “semi-active save” described by the player makes sense (and is thus acceptable) or is ludicrous. A semi-active save is treated as a secondary action.

Here is an example of the three different saves against the same event:

Example

A team of four characters (a thief, a wizard, a knight and a barbarian) are fighting a dragon. Then, the dragon breathes his fire upon them, which normally calls a Dexterity saving throw for half damage (if successful). Here is what happens:

- **Reactive save:** The thief has already acted during that round, so can only make a standard Dexterity saving throw (i.e. a free action) as normally required by a breath-weapon.

- **Semi-active save:** The wizard on the other hand, had anticipated the dragon’s breath, and was standing on the side, almost behind a column in the hope it would deflect it. The GM stated that this anticipation would require all the wizard’s attention to continuously adjust his position relative to the dragon, due to the beast’s movements. So the wizard would be automatically surprised by any other opponent, and would furthermore suffer a -2 penalty to his initiative rolls. As such, despite the wizard already acted during that round, this preventive action enables him to make an Intelligence save rather than the normal Dexterity save. In this case, Intelligence represents the ability to determine the best position to take partial cover from the column while allowing enough sight and space to cast spells at the dragon. In addition, for this preemptive action the GM decides (though there is no obligation) to grant a +2 bonus to the wizard’s save.

- **Active save:** The two warriors are at arm’s reach of the dragon’s head, but have not acted yet (their initiative had them attack after the dragon’s action). They both decide to forfeit their attack for that round to instead do something that would help them save against the dragon’s breath. The knight chooses to actively position his shield between him and the breath, while the barbarian tries to push the dragon’s head aside. As such the knight will make a Constitution save, while the barbarian will make a Strength save. Since the GM has no idea what bonus the character should get, he rolls 1d4+1 for each of them, but also allows the knight to add his shield AC bonus to the saving throw roll.

appendix 15 Domain Spells

This appendix has been added for players and GMs who need/want domain spells (i.e. spheres of spells). They are normally for specialty priests who use the Wise-man character class (or the converted cleric of other editions). In such cases, the GMs may want to create specific spell lists for the priesthood of the different cults, deities, etc. Granting different spells will help distinguish between them, but also the choice of spells could help balance the other abilities of these specialty priests (i.e. granted powers, weapons and armors, etc.). However, creating several spell lists may be time consuming and difficult. As such, for those who want guidelines or an easy method, the following system can be used:

First, all priests have access to the same basic divine spells, as listed in the "All Priests" divine sphere. Note that Law-aligned priests, and Neutral-aligned priests with a benevolent or community oriented faith, don't have access to the reverse version of the spells (i.e. in parenthesis). Conversely, Chaos-aligned priests, and Neutral-aligned priests with a malignant or antagonistic oriented faith, only have access to the reverse version of the spells.

Then, select a number of divine spheres to add more spells to the basic list. On average, three or four divine spheres should be appropriate, but sometimes the GM could give more to compensate for a perceived weakness (poor weapons and armors, limited granted powers, etc.). The deities' templates chapter 8, may give suggestions on which divine spheres the priests of a given deity should get.

The 25 divine spheres are: Abundance, Air, Animal, Burial, Chaos/evil, Combat, Control, Craft, Death, Destruction, Earth, Fire, Law/good, Healing, Knowledge, Magic, Plant, Prediction, Protection, Summoning, Sun, Travel, Trickery, Warding, Water.

Note that a few spells appear in more than one sphere, and that a sphere doesn't necessarily have spells for each level of spells. Lastly, where many spells have a reverse version (e.g. Cure Light Wounds and Cause Light Wounds, or Dispel Evil and Dispel Good), a sphere never allows the reverse version of a spell unless otherwise noted. For example, if a sphere indicates Detect Evil, it doesn't allow Detect Good, unless the spell is indicated as "Detect Good/Evil."

ALL PRIESTS

1st lvl: Bless (or Afflict), Bolster faith, Ceremony, Combine, Detect magic; **2nd lvl:** Chant, Consecrate (or Desecrate), Holy symbol, Silence 15 ft radius, Withdraw; **3rd lvl:** Dispel magic, Helping emissary, Magical vestment, Prayer, Remove curse; **4th lvl:** Abjure, Celestial teardrops (or Entropic downpour),



Dimensional anchor; **5th lvl:** Atonement, Commune, Hallow (or Unhallow); **6th lvl:** Animate object, Word of recall; **7th lvl:** Astral Projection, Miracle.

SPHERE OF ABUNDANCE

1st lvl: Dowsing, Locate animals or plants, Precipitation, Purify food and drink, Purify water; **2nd lvl:** Bread of life, Create water, Goodberry, Preserve; **3rd lvl:** Create food and water, Plant growth; **4th lvl:** Material; **5th lvl:** Animal growth; **6th lvl:** Heroes' feast; **7th lvl:** —.

SPHERE OF AIR

1st lvl: Endure cold /Endure heat, Feather fall; **2nd lvl:** Obscuring Mist, Zephyr; **3rd lvl:** Call lightning, Cloudburst; **4th lvl:** Conjure elemental (12 HD, air only), Levitation, Gust of wind, Wind Wall; **5th lvl:** Adapt body (air only), Air walk, Control Winds, Rainbow; **6th lvl:** Aerial servant, Airy water, Weather summoning; **7th lvl:** Control weather, Gate (to plane of air only), Wind walk.

SPHERE OF ANIMAL

1st lvl: Animal friendship, Call animal companion, Calm animals, Enrage animals, Invisibility to animals, Locate animals or plants (restricted to animals); **2nd lvl:** Animal messenger, Animal trance, Snake charm, Speak with animals; **3rd lvl:** Hold animal, Summon insects; **4th lvl:** Animal summoning I, Giant insect, Repel vermin; **5th lvl:** Animal growth, Animal summoning II, Insect plague; **6th lvl:** Animal summoning III, Conjure animals; **7th lvl:** Creeping doom.

SPHERE OF BURIAL

1st lvl: Detect undead, Invisible to undead; **2nd lvl:** Decompose, Detect life, Gentle repose, Locate corpse; **3rd lvl:** Negative plane protection, Speak with dead; **4th lvl:** Dig (useful to dig graves), Halt Undead; **5th lvl:** Conditional sealing, Watchful ghost; **6th lvl:** Avoidance (to be typically cast on a sarcophagus), Forbiddance; **7th lvl:** Ancient seal of warding, Imprisonment.

SPHERE OF CHAOS/EVIL

1st lvl: Cause light wounds, Cause fear, Detect good/evil, Infernal linguist, Protection from good; **2nd lvl:** Merciless presence (reverse of Merciful presence), Taunt; **3rd lvl:** Bestow curse, Suggestion (special: suggest evil actions only); **4th lvl:** Implore extra-planar ally (lesser), Protection from good 10 ft radius; **5th lvl:** Cause critical wounds, Dispel good; **6th lvl:** Implore extra-planar ally (greater); **7th lvl:** Unholy word (reverse of Holy Word).

SPHERE OF COMBAT

1st lvl: Magic stone, Shillelagh, True strike; **2nd lvl:** Aid, Bless weapon, Flame blade, Spiritual weapon; **3rd lvl:** Bone armor, Strength; **4th lvl:** Demonbane, Cloak of bravery/fear; **5th lvl:** Thunder god's might; **6th lvl:** Enchanted weapon; **7th lvl:** Thunder transformation, Sink.

SPHERE OF CONTROL

1st lvl: Calm animals, Cause fear (reverse of Remove fear), Command, Enrage animals, Friends; **2nd lvl:** Animal trance, Beguiling strike, Calm emotions, Charm person or mammal, Enthral, Hold person; **3rd lvl:** Hold animal, Scare; **4th lvl:** Hold monster, Hold plant; **5th lvl:** Quest, Charm plants; **6th lvl:** Feeblemind, Domination; **7th lvl:** Confusion.

SPHERE OF CRAFT

1st lvl: Cleanse, Melt, Mending, Penetrating weapon; **2nd lvl:** Heat metal (useful to smiths), Trip, Warp wood; **3rd lvl:** Cavern sealing, Snare, Stone shape; **4th lvl:** Material, Enchanted weapon; **5th lvl:** Golem, Fabricate; **6th lvl:** Transmute rock to mud, Transmute water to dust; **7th lvl:** Enchant an item; Transmute metal to wood.

SPHERE OF DEATH

1st lvl: Bone armor, Call undead, Invisibility to undead, Prepare corpse; **2nd lvl:** Death knell, Feign death, Wail of the damned, Zombie servant; **3rd lvl:** Animate dead, Ghoul touch, Pack of ghouls; **4th lvl:** Blight, Bone trap; **5th lvl:** Animate dead monsters, Create undead, Slay living (reverse of Raise dead); **6th lvl:** Foul resurrection, Woeful preservation; **7th lvl:** Death spell, Finger of death.

SPHERE OF DESTRUCTION

1st lvl: Cause light wounds, Destroy water (reverse of Create water), Spoil food and drink (reverse of Purify food and drink); **2nd lvl:** Death knell, Decompose, Shatter; **3rd lvl:** Bestow curse, Cause blindness/deafness, Cause disease; **4th lvl:** Blight, Cause serious wounds, Poison touch (reverse of Neutralize poison), Unholy blight; **5th lvl:** Cause critical wounds, Contagion, Slay living (reverse of Raise dead); **6th lvl:** Feeblemind, Harm (reverse of Heal), Transmute water to dust; **7th lvl:** Destruction (reverse of Resurrection), Disintegrate.

SPHERE OF EARTH

1st lvl: Magic stone; **2nd lvl:** — ; **3rd lvl:** Cavern sealing, Meld into stone, Stone shape; **4th lvl:** Conjure elemental (12 HD, earth only), Dig, Spike growth; **5th lvl:** Adapt body (earth only), Spike stones, Transmute rock to mud, Wall of stone; **6th lvl:** Conjure creatures of earth, Stone tell; **7th lvl:** Animate rock, Earthquake, Gate (to plane of earth only).

SPHERE OF FIRE

1st lvl: Affect normal fires, Faerie fire; **2nd lvl:** Resist fire, Fire trap, Flame blade, Heat metal, Produce flame; **3rd lvl:** Bolt of magma, Continual flame, Continual heat, Flame walk, Protection from fire, Pyrotechnics; **4th lvl:** Conjure elemental (12 HD, fire only), Flame arrow, Produce fire; **5th lvl:** Adapt body (fire only), Flame strike, Wall of fire; **6th lvl:** Conjure creatures of fire, Fire seeds; **7th lvl:** Fire storm, Gate (to plane of fire only).

SPHERE OF HEALING

1st lvl: Cure light wounds, Purify food and drink (as it removes potential sources of poisoning or disease); **2nd lvl:** Detect life, Healing rest, Slow poison; **3rd lvl:** Cure blindness/deafness, Cure disease, Death's door, Remove Paralysis; **4th lvl:** Cure serious wounds, Neutralize poison, Restoration (lesser); **5th lvl:** Cure critical wounds, Raise dead; **6th lvl:** Heal, Reincarnate; **7th lvl:** Regenerate, Restoration (greater), Resurrection.



SPHERE OF KNOWLEDGE

1st lvl: Detect balance, Detect evil/good, Detect magic, Detect poison, Detect secret doors, Detect snares and pits, Detect undead, Infernal linguist, Know direction, Penetrate disguise; **2nd lvl:** Comprehend languages, Detect charm, Detect life, Know alignment, Identify; **3rd lvl:** ESP (Detect thoughts), Detect illusion; **4th lvl:** Corpse reading, Detect lie, Tongues; **5th lvl:** Commune with nature, True seeing; **6th lvl:** Analyze dweomer, Mind probe; **7th lvl:** Hypercognition.

SPHERE OF LAW/GOOD

1st lvl: Bless water, Cure light wounds, Detect evil/good, Protection from evil, Turn blasphemous creatures; **2nd lvl:** Friends, Merciful presence; **3rd lvl:** Remove curse, Suggestion (special: suggest good actions only); **4th lvl:** Exorcise, Implore extra-planar ally (lesser), Protection from evil 10 ft radius; **5th lvl:** Cure critical wounds, Dispel evil; **6th lvl:** Implore extra-planar ally (greater); **7th lvl:** Holy word.

SPHERE OF MAGIC

1st lvl: Detect magic, Identify, Write; **2nd lvl:** Null magic aura, Read magic, Undetectable magic aura; **3rd lvl:** Dispel magic, Magic circle against evil; **4th lvl:** Imbue with spell ability, Spell immunity; **5th lvl:** Break enchantment, Golem; **6th lvl:** Analyze dweomer, Anti-magic shell; **7th lvl:** Spell turning, True name.

SPHERE OF PLANT

1st lvl: Entangle, Locate animals or plants (restricted to plants), Shillelagh, Woodland sight; **2nd lvl:** Barkskin, Goodberry, Warp wood; **3rd lvl:** Plant growth, Tree; **4th lvl:** Hold plant, Plant door, Speak with plants; **5th lvl:** Anti-plant shell, Charm plants, Pass plant; **6th lvl:** Liveoak, Transport via plants, Turn wood, Wall of thorns; **7th lvl:** Changestaff.

SPHERE OF PREDICTION

1st lvl: Dowsing, Locate animals or plants, Portent, Predict weather; **2nd lvl:** Augury, Find traps, Locate corpse, Reflecting pool; **3rd lvl:** Clairaudience/Clairvoyance, Locate object, Starshine; **4th lvl:** Divination, Time mirror; **5th lvl:** Magic font, Locate creature; **6th lvl:** Find the path, Stone tell; **7th lvl:** Precognition.

SPHERE OF PROTECTION

1st lvl: Endure cold/Endure heat, Protection from evil/good, Resist cold; **2nd lvl:** Barkskin, Resist fire; **3rd lvl:** Negative plane protection, Protection from fire; **4th lvl:** Free action, Protection from evil/good 10 ft radius, Protection from lightning; **5th lvl:** Adapt body, Watchful ghost; **6th lvl:** Stoneskin; **7th lvl:** — .

SPHERE OF SUMMONING

1st lvl: Call spirits, Call undead, Contact blasphemous creature (lesser); **2nd lvl:** Dust Devil, Mount; **3rd lvl:** Contact blasphemous creature (greater), Pack of ghouls, Summon insects; **4th lvl:** Animal summoning I, Call woodland fey, Implore extra-planar ally (lesser); **5th lvl:** Animal summoning II, Contact blasphemous god, Insect plague, Watchful ghost; **6th lvl:** Aerial servant, Animal summoning III, Conjure animals, Conjure creatures of fire, Implore extra-planar ally (greater); **7th lvl:** Conjure creatures of earth, Creeping doom, Exaction.

SPHERE OF SUN

1st lvl: Light, Endure Cold /Endure Heat; **2nd lvl:** Flame blade, Flaming sphere; **3rd lvl:** Continual light, Flame arrow; **4th lvl:** Fire shield, Wall of fire; **5th lvl:** Flame strike, Rainbow; **6th lvl:** Chariot of the sun, Fire seeds; **7th lvl:** Fire storm, Sunray.

SPHERE OF TRAVEL

1st lvl: Know direction, Pass without trace, Run; **2nd lvl:** Mount; **3rd lvl:** Dream travel, Flame walk, Water walk; **4th lvl:** Chariot of the sea; **5th lvl:** Air walk, Rainbow, Pass plant, Plane shift; **6th lvl:** Etherealness, Find the path, Transport via plants; **7th lvl:** Chariot of the sun, Succor, Wind walk, Gate.

SPHERE OF TRICKERY

1st lvl: Beastmask, Taunt, Ventriloquism; **2nd lvl:** Chameleon skin, Lure; **3rd lvl:** Feign death, Misdirection; **4th lvl:** Hallucinatory forest, Non-detection; **5th lvl:** Confusion, Hallucinatory terrain; **6th lvl:** Distance distortion; **7th lvl:** Mislead.

SPHERE OF WARDING

1st lvl: Alarm, Remove fear, Sanctuary; **2nd lvl:** Fire trap, Shield other, Trip, Wývern watch; **3rd lvl:** Glyph of warding, Magic circle against evil/good, Snare; **4th lvl:** Repel vermin, Spell immunity; **5th lvl:** Anti-plant shell, Divine lantern; **6th lvl:** Anti-life shell, Blade barrier, Forbiddance; **7th lvl:** Anti-magic shell, Symbol.

SPHERE OF WATER

1st lvl: Create water, Dowsing, Gills, Purify water; **2nd lvl:** Acid arrow; **3rd lvl:** Water breathing, Water walk; **4th lvl:** Chariot of the sea, Conjure elemental (12 HD, water only), Lower water; **5th lvl:** Adapt body (water only), Wall of ice; **6th lvl:** Part water; **7th lvl:** Gate (to plane of water only).



SPELLCASTING PRIESTS AND SPELL LISTS

By default, the priests in FANTASTIC HEROES & WITCHERY, do not gain spells from the gods, thus domains / spheres of spells are irrelevant. Nonetheless, for GMs who would use traditional clerics and specialty priests, as well as for GMs who want to know which spells a wise-man/woman would likely learn when belonging to a cult, the following suggestions have been provided. In relation to the deities described p.149 to 156, here is some lists of spheres of spells for a few deities (i.e. those that are the most likely to have spellcasters as priests). Of course, GMs may alter them as they see fit, if they have different ideas on the subject. Furthermore, when a wise-man/woman is considered, these spells are but those they would be able to learn from their own cult/brotherhood/etc. However, these lists do not preclude such magic-users to learn other spells (of their character class' spell list) they could stumble upon during their adventures.

- **Blacksmith God:** All Priests + Combat, Craft, Earth, and Fire.
- **Community Deity:** All Priests + Abundance, Healing, Knowledge, and Warding.
- **Darkness, Fear, and Evil:** All Priests + Chaos/evil, Combat, Destruction, and Summoning.
- **Death, Guardian of the Dead:** All Priests + Burial, Combat, Protection, and Warding.
- **Death and Undeath Deity:** All Priests + Chaos/evil, Death, Destruction, and Summoning.
- **Elemental Air:** All Priests + Air, Animal (but restricted to birds), and Summoning.
- **Elemental Earth:** All Priests + Earth, Plant, and Summoning.
- **Elemental Fire:** All Priests + Fire, Healing, and Sun.
- **Elemental Water:** All Priests + Animal (but restricted to fishes, etc.), Healing, and Water.
- **Good and Protection Deity:** All Priests + Abundance, Combat, Healing, Law/good, Protection, and Warding
- **Healing Deity:** All Priests + Abundance, Control, Healing, and Protection.
- **Magic and Knowledge Deity:** All Priests + Control, Knowledge, Magic, Prediction, and Summoning.
- **Moon Goddess:** All Priests + Control, Healing, Knowledge, Magic, and Prediction.
- **Peace and Mercy Deity:** All Priests + Abundance, Control, Healing, Law/good, and Protection.
- **Racial Deity:** All Priests + Control, Healing, and Protection, plus a sphere relevant to the race (e.g. Earth for dwarves, Plant for elves, Abundance for halflings, Trickery for gnomes, or Knowledge for humans).
- **Sea Deity:** All Priests + Air, Animal (but restricted to fishes, etc.), Healing, and Water. [Otherwise as per the optional sea-witch class.]
- **Sites Deities:** All Priests + Combat, Travel, Warding, plus a sphere relevant to the site (e.g. Earth for a mountain, Fire for a volcano, Plant for a forest, Sun for a hot desert, Water for a lake, etc.).
- **Sun god:** All Priests + Healing, Law/good, Protection, and Sun.
- **Wisdom Deity:** All Priests + Control, Healing, Knowledge, and Prediction.

Critical Hits

The following table below, extends the critical hits table of p.89, so as to include all the other classes that were added in later chapters.

That is, when a character scores a *Critical Hit* (i.e. a 20 appears on the d20, and the modified results actually hits the target's AC), the character rolls base weapon damage twice (however, bonuses for strength, magic, etc., are not doubled). In addition, a secondary effect occurs that is dependant on the character's class (as shown on the table below).

Only characters with a class, not creatures, gain this secondary effect.

Table 11.40: Special Critical Hit Effects by Class	
Classes	Special, Secondary Effect
Acrobat, Adventurer, Scout	Can tumble aside (or retreat) out of range of the victim without incurring an attack of opportunity from it.
Agent of Law or Chaos	If target happens to be of the opposite alignment/allegiance, it is affected by fear for 1d4 rounds (Charisma save negates), trying to flee the character as fast as it can.
Animist, Sea-witch	Animal allies within 20 feet get a +2 bonus to their next attack and damage rolls against that same target.
Assassins	This successful attack also counts as an assassination attempt. If it was already an assassination attempt, it grants no save (unlike a regular attempt).
Bard	Bard is inspired, getting a +2 bonus to his (or her) next 1d4 rolls for attacks, skill checks or saving throws.
Berserker, Crusader, Wild-brute	Victim is stunned for 1 round (Constitution save negates). However, if it occurs during a rage or fury: damage is tripled, and victim is stunned for 1d4 rounds.
Clans-dwarf, Fighter	Gains an immediate extra attack (either against the same target, or against an adjacent foe).
Eldritch Archer	If shooting an arrow, target is hindered and suffers a -2 penalty to hit and physical skill checks and saving throws until the arrow is removed (which takes a full round and may deal 1d4 of additional damage).
Fae-mage, Forestal, Warmage	A discharge of eldritch energy stuns the victim for 1 round (Constitution save negates); or for 1d4 rounds if using a magical weapon (Constitution save suffers a -1 penalty per plus of the weapon).
Folk-champion, Gothi, Knight, Preacher	Inspires allies within 20 feet: First, they are freed of fear spells or effects (if any), and then, they get a +2 bonus to their next attack roll.
Friar, Mystic	If target happens to be an undead or fiend, it is also affected as per a Turn Undead roll (roll again a d20 for this effect). <i>Turn Undead</i> is described p. 95.
Guardian of Neutrality	As per <i>Agent of Law or Chaos</i> above, except it affects creatures of both alignment (i.e. Law and Chaos).
Illusionist, Trickster	Victim is confused for 1d4 rounds (Charisma save negates); see p.116.
Inquisitor	If target happens to be a known heretic or a suspect, inquisitor gains an immediate extra attack against it.
Mage specialist, Occultist, Wizard, Wise-man	Victim suffers a -2 penalty to saves against magic for 1d4 rounds (Charisma save negates).
Necronimus, Warlock	Victim suffers a -2 penalty to hit due to fright, for 1d4 rounds (Charisma save negates).
Psychic	Psychic feels bolstered and regains 1d4 psionic points (but cannot exceed his or her normal maximum).
Ranger, Warden	If victim is the character's special enemy, it is affected by fear for 1d4 rounds (Charisma save negates), trying to flee the character as fast as it can.
Rifleman	If using a firearm or laser gun, victim is shot dead if it fails a Constitution save (a PC would be brought to zero hit-points instead).
Savant	If using a technological device, this attack deals triple damage (and at 100% effectiveness, if normally not).
Scarlet Fist	Victim is stunned for 1d4 rounds (Constitution save negates).
Sea-dog	Victim either falls prone if on a boat, or even falls overboard (i.e. into the sea) if it is adjacent to the ship's rail, or if in the rigging (Dexterity save negates).
Sky-lord	If using a vehicle's mounted weapon, gains an immediate extra attack (either against the same target, or against an adjacent foe).
Templar	If target happens to be an enemy of the templar's faith, templar gains an immediate extra attack against it.
Thick Brute	Damage is tripled rather than doubled.
Thief	Thief can make an immediate Pick-pocket attempt against victim (i.e. as a free action), with no penalty.
Witch-hunter	Victim cannot cast spells or use any supernatural ability for 1d4 rounds (Charisma save negates).



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