

B/X

ASCENDING



B/X ASCENDING

A Modern Twist to
B/X Essentials

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WHAT IS B/X ASCENDING?

B/X Ascending takes the Moldvay Basic and Expert version of the World's First Role Playing Game, as well as B/X Essentials, and updates portions of the rules so that it is a unified, roll-high d20 mechanic. It is designed for those that love the B/X foundation, but prefer a more modern approach. Highlights include a purely ascending armor class, attack bonuses for monsters and classes, a focus on a unified resolution system using d20 roll high system inspired by the Saving Throw mechanic, and a new system that treats trained and untrained skills as classic saving throws. B/X Ascending converts not only the B/X Essential classes, but also many of those found in the Advanced era of the game. In every instance, preserving the foundation of B/X is paramount when modernizing and unifying the game's system.

ASCENDING ARMOR CLASS

Type	AC
Leather	12
Chain Mail	14
Plate Mail	16
Shield	+1



TRAINED AND UNTRAINED SKILLS AS SAVING THROWS

Each class has two saving throws that are new to this supplement: Trained Skills and Untrained Skills.

When the Game Master requires a skill roll, they should assess whether it is trained by determining if a character's race, class, background, or secondary skill would apply to the task. If not, it is an untrained skill save.

If the GM decides that an Ability Score would modify the skill save, then apply it to the roll.

Untrained Skill saving throws are not designed to allow a character to use a class's special abilities, such as thief skills. If the referee decides a character can attempt that ability, have them roll the saving throw with 2d20's and take the lowest roll.



CLASSES Assassin

Requirements: DEX 12, INT 12, STR 12,

Prime Requisite: None

Hit Dice: 1d4

Allowed Armor: Leather, including shields

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

The assassin class is a specialized variation of the thief class, with the primary objective of killing for hire. Assassins may also be hired as spies.

An assassin will usually belong to an assassins guild from the character's local town. The guild provides protection and may offer jobs to an assassin in good standing. At the Game Master's discretion, an assassin may have to forfeit a portion of his earnings to the guild in exchange for these services. Assassin guilds can be much more territorial than thieves' guilds, and a character may face penalties, including death, if he is not a member of a local guild and he has decided to practice his trade in their domain.

Abilities

Combat: Assassins, like thieves, cannot wear armor heavier than leather; however, assassins may use shields and any kind of weapon.

Backstab: An assassin may backstab as a thief, to do so an assassin must catch an opponent unaware of his presence (achieve surprise), usually by using **move silently** and **hide in shadows**. When backstabbing, an assassin will receive an attack bonus of +4 and will multiply all damage by 2. The damage multiplier applies even if the instant assassination roll fails.

Assassins may roll to instantly kill a victim of a backstab (see **Assassination**).

Killers: Assassins are restricted to the chaotic and neutral alignments, because no lawful character can be a hired killer.

Thief Abilities: Assassins have all thief skills.

Additional Languages: An assassin speaks two additional languages of their choice.

Assassination: Assassins may attempt to kill a target instantly. The assassin must attempt and succeed in a backstab and achieve surprise on his opponent. The base chance of success is 11+ on 1d20 against a victim of equal level or monster HD to the assassin. This probability is raised or lowered by +1/-1 for each level or HD the target is above or below the assassin.

For example, if a 5th level assassin attempts to assassinate a 7th level character, the chance of success goes down to 9+. If that same 5th level assassin attempts to assassinate a 3 HD monster, the chance goes up to 13+.



Disguise: Assassins frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass without notice. Assassins may disguise themselves to appear as another class, race, or sex, but they may not convincingly alter their height by more than 3% shorter or 5% taller.

The base chance of successfully disguising oneself is a 6+ on 1d20. The base chance is increased to 9+ on a 1d20 if the assassin is disguising themselves as another race or as the opposite sex.

This base chance is further modified in the following way: add the higher of the INT or WIS Modifier of the person being deceived to the base chance for disguise. Finally, this disguise becomes less convincing the longer people are exposed to it. There is a cumulative +1 penalty to the base chance for each day after the first that the same disguise is maintained around the same people. This penalty is doubled if the assassin is imitating a different race or sex, but the maximum penalty is +10.

Poison Use: Assassins are trained in the safe use and handling of poisons. They may add it to a victim's food or drink, using stealth and/or disguise, or use poison on their weapons. However, when using poisoned weapons a person may notice their use on a 19+ on 1d20 if they are within 10'. There is a -2 chance to notice each round someone fights or observes the assassins' weapon. It is highly illegal to employ poisons and the consequences are dire.

Reaching 4th level: assassins may have hirelings, but they may only be assassins of an equal or lower level to the character's. Starting at 8th level an assassin may also hire thieves, and at 12th level an assassin may hire members of any class.

Reaching 10th Level: An assassin can read and cast magic from magic-user (and elf) scrolls with a roll of 3+ on 1d20. A failed roll means the spell does not function as expected, and can create a horrible effect at the Game Master's discretion.

Assassin Level Progression

Level	XP	HD	AB	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d4	+1	13	14	13	16	15	13	16
2	1,500	2d4	+1	13	14	13	16	15	13	16
3	3,000	3d4	+1	13	14	13	16	15	13	16
4	6,000	4d4	+2	13	14	13	16	15	13	16
5	12,000	5d4	+2	12	13	11	14	12	12	14
6	25,000	6d4	+3	12	13	11	14	12	12	14
7	50,000	7d4	+3	12	13	11	14	12	12	14
8	100,000	8d4	+3	12	13	11	14	12	12	14
9	200,000	9d4	+4	10	11	9	12	10	10	12
10	300,000	9d4+2*	+4	10	11	9	12	10	10	12
11	400,000	9d4+4*	+5	10	11	9	12	10	10	12
12	500,000	9d4+6*	+6	10	11	9	12	10	10	12
13	600,000	9d4+8*	+7	8	9	7	10	8	8	10
14	700,000	9d4+10*	+7	8	9	7	10	8	8	10

*CON modifier no longer applies

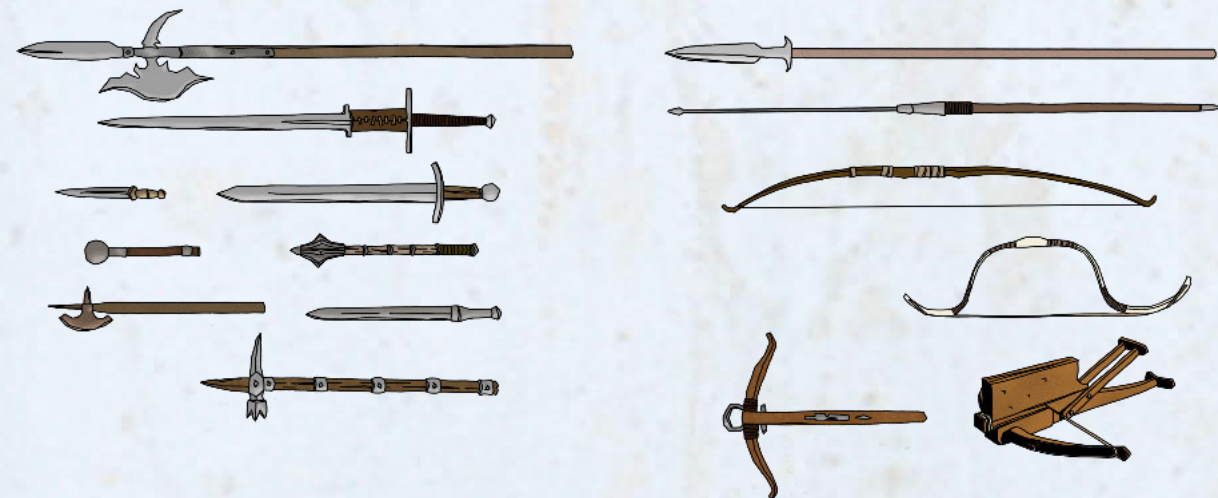
AB: Attack Bonus

Saves: D=death/poison; W=wand;

P=paralysis/petrify; B=dragon breath

S=rod/staff/spell; T=trained skill;

U=untrained skill



Cleric

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d6

Allowed Armor: Any, including shields

Allowed Weapons: Any blunt weapons

Maximum Level: 14

Languages: Common

Clerics are humans who have sworn to serve a deity. They conduct their lives in a way to further the will of their deity and channel the power of their deity. Clerics are trained for combat; they should be thought of as fighting holy crusaders, not as passive priests.

Holy Symbol: A cleric must carry a holy symbol (see **B/X Essentials: Characters and Equipment, p24**)

Deity Disfavor: If a cleric ever falls from favor, due to violating the beliefs or strictures of his or her deity or clergy, penalties (determined by the referee) may be imposed upon the cleric. These may include penalties to attack (-1) or even a reduction in spells.

Abilities

Combat: Clerics can use any form of armor, but strict holy doctrine prevents their use of weapons that have a sharp edge. Thus, only the following weapons from the standard lists in **Equipment (p24)** may be used: club, mace, sling, staff, warhammer.

Magical Research: A cleric of any level may spend time and money to research new spells associated with his or her deity. When a cleric reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in **B/X Essentials: Core Rules, p31**.

Spell Casting: From 1st level, a cleric may pray to receive spells from his or her deity. The power and number of spells available to a cleric are determined by the character's experience level. The rules for divine spell casting are found in **B/X Essentials: Core Rules, p28**. The list of spells available to clerics is found in **B/X Essentials: Cleric and Magic-User Spells**.

Turning the Undead: Clerics are able to call upon the name and power of their deity to repel or even destroy undead. This ability is known as *turning the undead*. The chart opposite lists a "No", a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the cleric:

- A "No" means an automatic failure.
- A number indicates that the player must roll that number or higher on 1d20 in order to successfully turn the undead.
- A "T" means that the turning automatically succeeds for this type of undead.
- A "D" means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned undead will leave the area, if possible, and will not harm or make contact with the cleric.

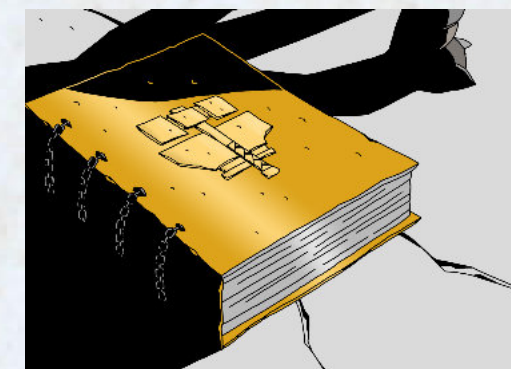
If *turn undead* is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Using Magic Items: As spell casters, clerics can use magic scrolls of spells on their spell list. There are also items (e.g. some staves) that only clerics can use.

Reaching 9th Level

Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his or her god, a stronghold may be bought or built at

half the normal price, due to divine intervention. Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of 1st or 2nd level). These troops are completely devoted to the cleric (never checking morale). The referee chooses which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.



Cleric Level Progression

Level	XP	HD	Saving Throws								Spells per Day				
			AB	D	W	P	B	S	T	U	1	2	3	4	5
1	0	1d6	+1	11	12	14	16	15	11	16	-	-	-	-	-
2	1,500	2d6	+1	11	12	14	16	15	11	16	1	-	-	-	-
3	3,000	3d6	+1	11	12	14	16	15	11	16	2	-	-	-	-
4	6,000	4d6	+2	11	12	14	16	15	11	16	2	1	-	-	-
5	12,000	5d6	+2	9	10	12	14	12	9	14	2	2	-	-	-
6	25,000	6d6	+3	9	10	12	14	12	9	14	2	2	1	1	-
7	50,000	7d6	+3	9	10	12	14	12	9	14	2	2	2	1	1
8	100,000	8d6	+3	9	10	12	14	12	9	14	3	3	2	2	1
9	200,000	9d6	+4	6	7	9	11	9	6	11	3	3	3	2	2
10	300,000	9d6+1*	+4	6	7	9	11	9	6	11	4	4	3	3	2
11	400,000	9d6+2*	+5	6	7	9	11	9	6	11	4	4	4	3	3
12	500,000	9d6+3*	+6	6	7	9	11	9	6	11	5	5	4	4	3
13	600,000	9d6+4*	+7	3	5	7	8	7	3	8	5	5	5	4	4
14	700,000	9d6+5*	+7	3	5	7	8	7	3	8	6	5	5	5	4

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill; U=untrained skill

Cleric Turning the Undead Table

Level	Monster Hit Dice							
	1	2	2*	3	4	5	6	7+
1	10	16	19	-	-	-	-	-
2	T	10	16	19	-	-	-	-
3	T	T	10	16	19	-	-	-
4	D	T	T	10	16	19	-	-
5	D	D	T	T	10	16	19	-
6	D	D	D	T	T	10	16	19
7	D	D	D	D	T	T	10	16
8	D	D	D	D	D	T	T	10
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 Hit Dice monsters with a special ability (e.g. paralyzing touch, immunity to normal weapons, etc.) are more difficult to turn, as indicated by this column of the chart. Such monsters will have an asterisk next to their HD rating, in the monster description.



Druid

Requirements: CHA 15, WIS 12

Prime Requisite: CHA, WIS

Hit Dice: 1d6

Allowed Armor: Leather and wood armor and shields

Allowed Weapons: Any, except crossbows and bows

Maximum Level: 14

Languages: Common, Druidic

Druids are a secretive subclass of clerics. Their ambitions and methods are often not understood, which makes them objects of both fascination and fear. Much like clerics, druids can be seen as holy warriors, but their allegiance is not to a typical god. Rather, they pay homage to nature. The sun, the moon, the earth, the elements, and all things associated with these forces are their gods.

As a consequence, druids are not bound by typical concepts of good or evil, for nature does not exist to adhere to human moral concepts. Thus, all druids must be natural in alignment. Druids are dedicated to protecting the balance of nature; sometimes protecting that balance requires acts others might view as evil or good.

Abilities

Combat: Because of their close ties to nature, druids may not use metal armor or shields, but may use leather or wood armor and shields. They may use most weapons, except crossbows and bows.

Elemental Resistance: Druids receive a +2 bonus to saving throws against all fire or electrical based attacks.

Magic items: Druids may use magical items available to clerics, except spell scrolls since druids have access to different powers and spells.

Natural World: Druids have no power over undead.

Reaching 3rd level

Druids gain the ability to identify animals and plants. In addition, they may discern whether water or food is pure, safe, or poisoned.

Druids gain the ability to pass through thick vegetation with neither a penalty to movement rate nor any evidence of their passing.

Reaching 7th level

Druids gain the ability to assume animal shapes, three times per day. Any normal animal form may be chosen, from as small as a bat or rat to as large as approximately twice human size, such as a bear. A specific animal shape may be taken only one time per day, for unlimited duration.

While in the form of an animal the druid has all of the physical properties of that animal, while retaining his normal mental state. Transitioning from one form to another allows the druid to heal to the maximum hit points of their new form.

Druids become immune to charm or charm-like effects from sylvan beings.

Reaching 9th level

A druid will attract 1d6 druidic apprentices, 50% of them are 1st level and 50% are 2nd level.

Druids do not build permanent strongholds, but may have temporary, hidden homes within thick vegetation and caves.

Druid Level Progression

Level	XP	HD	AB	Saving Throws								Spells per Day				
				D	W	P	B	S	T	U	1	2	3	4	5	
1	0	1d6	+1	11	12	14	16	15	11	16	1	-	-	-	-	
2	1,550	2d6	+1	11	12	14	16	15	11	16	1	-	-	-	-	
3	3,100	3d6	+1	11	12	14	16	15	11	16	2	-	-	-	-	
4	6,100	4d6	+2	11	12	14	16	15	11	16	2	1	-	-	-	
5	12,500	5d6	+2	9	10	12	14	12	9	14	2	2	-	-	-	
6	25,500	6d6	+3	9	10	12	14	12	9	14	2	2	1	1	-	
7	50,500	7d6	+3	9	10	12	14	12	9	14	2	2	2	1	1	
8	101,000	8d6	+3	9	10	12	14	12	9	14	3	3	2	2	1	
9	201,000	9d6	+4	6	7	9	11	9	6	11	3	3	3	2	2	
10	301,000	9d6+1*	+4	6	7	9	11	9	6	11	4	4	3	3	2	
11	401,000	9d6+2*	+5	6	7	9	11	9	6	11	4	4	4	3	3	
12	501,000	9d6+3*	+6	6	7	9	11	9	6	11	5	5	4	4	3	
13	601,000	9d6+4*	+7	3	5	7	8	7	3	8	5	5	5	4	4	
14	701,000	9d6+5*	+7	3	5	7	8	7	3	8	6	5	5	5	4	

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill; U=untrained skill



Dwarf

Requirements: CON 9

Prime Requisite: STR

Hit Dice: 1d8

Allowed Armor: Any, including shields

Allowed Weapons: Any small or normal sized

Maximum Level: 12

Languages: Common, Dwarven

Dwarves are stout, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colors in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong resistance to magic, as reflected in their saving throws.



Abilities

Combat: Dwarves may use any type of armor, however, due to their short height, may only use small or normal sized weapons. This means that dwarves cannot use longbows or two-handed swords.

Detect Construction Tricks: From their experience underground, dwarves have a chance of detecting false walls, hidden construction, or sloping passages with a roll of 15+ on 1d20. A dwarf must be actively searching for these abilities to function.

Detect Traps: Due to their expertise with construction, dwarves may detect non-magical traps, when searching (see Searching in B/X Essentials: Core Rules, p19) with a roll of 15+ on 1d20.

Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60' (see Light, Vision, and Visibility in B/X Essentials: Core Rules, p16).

Listening at Doors: Dwarves may hear noises with a roll of 15+ on 1d20. (see Doors, B/X Essentials: Core Rules, p10).

Reaching 9th Level

When a dwarf reaches level 9, he or she has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his or her roof. Dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Dwarf Level Progression

Level	XP	HD	AB	Saving Throws							
				D	W	P	B	S	T	U	
1	0	1d8	+1	8	9	10	13	12	8	13	
2	2,200	2d8	+1	8	9	10	13	12	8	13	
3	4,400	3d8	+1	8	9	10	13	12	8	13	
4	8,800	4d8	+2	6	7	8	10	10	6	10	
5	17,000	5d8	+2	6	7	8	10	10	6	10	
6	35,000	6d8	+3	6	7	8	10	10	6	10	
7	70,000	7d8	+3	4	5	6	7	8	4	7	
8	140,000	8d8	+3	4	5	6	7	8	4	7	
9	270,000	9d8	+4	4	5	6	7	8	4	7	
10	400,000	9d8+3*	+4	2	3	4	4	6	2	4	
11	530,000	9d8+6*	+5	2	3	4	4	6	2	4	
12	660,000	9d8+9*	+6	2	3	4	4	6	2	4	

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand;
 P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill;
 U=untrained skill



Elf

Requirements: INT 9

Prime Requisite: INT and STR

Hit Dice: 1d6

Allowed Armor: Any, including shields

Allowed Weapons: Any

Maximum Level: 10

Languages: Common, Elven



Elves are slender, fey demi-humans with pointed ears. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5 1/2 feet tall. Though a peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic.

Listening at Doors: Elves may hearing noises with a 15+ on 1d20 (see Doors, **B/X**

Essentials: Core Rules, p10).

Prime Requisites: An elf must have at least 13 in both prime requisites in order to get the +5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Abilities

Combat: Elves are able to use all forms of weapon and armour.

Detect Secret Doors: Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see Searching in **B/X Essentials: Core Rules, p19).**

Immunity to Ghoul Paralysis: Elves are completely unaffected by the paralysis ghouls can inflict.

Infravision: Elves have infravision to 60' (see Light, Vision, and Visibility in **B/X Essentials: Core Rules, p16).**

Spell Casting: Elves carry spell books that hold the formulae for arcane spells written on their pages. An elf can only memorize a certain number of spells at any given time. The level progression chart (below) shows both the number of spells in the elf's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the **Magic section of B/X Essentials: Core Rules, p28.** The list of spells available to elves is provided in **B/X Essentials: Cleric and Magic-User Spells** (elves have the same spell selection as magic-users).

Using Magic Items: As spell casters, elves are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by elves or magic-users.

Elf Level Progression

Level	XP	HD	AB	Saving Throws							Spells per Day				
				D	W	P	B	S	T	U	1	2	3	4	5
1	0	1d6	+1	12	13	13	16	15	12	16	1	-	-	-	-
2	4,000	2d6	+1	12	13	13	16	15	12	16	2	-	-	-	-
3	8,000	3d6	+1	12	13	13	16	15	12	16	2	1	-	-	-
4	16,000	4d6	+3	10	11	11	16	13	10	16	2	2	-	-	-
5	32,000	5d6	+3	10	11	11	14	13	10	14	2	2	1	-	-
6	64,000	6d6	+3	10	11	11	14	13	10	14	2	2	2	-	-
7	120,000	7d6	+6	8	9	9	14	10	8	14	3	2	2	1	-
8	250,000	8d6	+6	8	9	9	14	10	8	14	3	3	2	2	-
9	400,000	9d6	+6	8	9	9	11	10	8	11	3	3	3	2	1
10	600,000	9d6+1*	+8	6	7	8	11	8	6	11	3	3	3	3	2

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill; U=untrained skill



Fighter

Requirements: None

Prime Requisite: STR

Hit Dice: 1d8

Allowed Armor: Any, including shields

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

Fighters are humans who dedicate themselves to mastering the arts of combat and war. In a group of adventurers, fighters are often particularly burdened because they are tougher and must take the lead to defend other characters.

Abilities

Combat: Fighters can use all forms of weapon and armor.

Stronghold: Any time a fighter wishes (and has sufficient money), he or she can build a castle or stronghold and control the surrounding lands.

Reaching 9th Level

Upon achieving 9th level, a fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.



Fighter Level Progression

Level	XP	HD	AB	Saving Throws							
				D	W	P	B	S	T	U	
1	0	1d8	+1	12	13	14	15	16	12	16	
2	2,000	2d8	+1	12	13	14	15	16	12	16	
3	4,000	3d8	+1	12	13	14	15	16	12	16	
4	8,000	4d8	+3	10	11	12	13	14	10	14	
5	16,000	5d8	+3	10	11	12	13	14	10	14	
6	32,000	6d8	+3	10	11	12	13	14	10	14	
7	64,000	7d8	+6	8	9	10	10	12	8	12	
8	120,000	8d8	+6	8	9	10	10	12	8	12	
9	240,000	9d8	+6	8	9	10	10	12	8	12	
10	360,000	9d8+2*	+8	6	7	8	8	10	6	10	
11	480,000	9d8+4*	+8	6	7	8	8	10	6	10	
12	600,000	9d8+6*	+8	6	7	8	8	10	6	10	
13	720,000	9d8+8*	+10	5	5	6	6	8	5	8	
14	840,000	9d8+10*	+10	5	5	6	6	8	5	8	

*CON modifier no longer applies

AB: Attack Bonus

Saves: D=death/poison; W=wand;

P=paralysis/petrify; B=dragon breath

S=rod/staff/spell; T=trained skill;

U=untrained skill



Halfling

Requirements: CON 9, DEX 9

Prime Requisite: DEX and STR

Hit Dice: 1d6

Allowed Armor: Any appropriate to size, including shields

Allowed Weapons: Any appropriate to size

Maximum Level: 8

Languages: Common, Halfling

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and only attain a height of around 3 feet. They are as diverse in appearance as humans. Halflings are gentle-natured and value relaxation, good food, and good drink. They love comfort and will spend their riches on the most extravagant items.

Prime Requisites: A halfling must have at least 13 in one or the other prime requisite in



order to get a +5% to experience. The character must have a STR and DEX of 13 or higher to get a +10% bonus.

Abilities

Combat: Halflings may use any type of armor, though it must be tailored to their small size. Similarly, they may use any weapon which is appropriate to their stature. They cannot use longbows or two-handed swords.

Defensive Bonus: Because they are so small, halflings have a +1 to Armor Class

Hiding: Halflings have an uncanny ability to disappear from sight:

- In bushes or other outdoor cover, a halfling can hide with a roll of 3+ on 1d20.
- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as he or she remains silent and motionless with a roll of 15+ on 1d20.

Initiative Bonus: Halflings get a bonus of +1 to initiative rolls.

Listening at Doors: Halflings may hear noises (see **Doors, B/X Essentials: Core Rules, p10**) with a roll of 15+ on 1d20.

Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Stronghold: Any time a halfling wishes (and has sufficient money), he or she can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the leader of the people (called the sheriff) and must rule them wisely and well.

Halfling Level Progression

Level	XP	HD	AB	Saving Throws							
				D	W	P	B	S	T	U	
1	0	1d6	+1	8	9	10	13	12	8	13	
2	2,000	2d6	+1	8	9	10	13	12	8	13	
3	4,000	3d6	+1	8	9	10	13	12	8	13	
4	8,000	4d6	+3	6	7	8	10	10	6	11	
5	16,000	5d6	+3	6	7	8	10	10	6	11	
6	32,000	6d6	+3	6	7	8	10	10	6	11	
7	64,000	7d6	+6	4	5	6	7	8	4	9	
8	120,000	8d6	+6	4	5	6	7	8	4	9	

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand;
 P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill;
 U=untrained skill



Illusionist

Requirements: DEX 16, INT 15

Prime Requisite: None

Hit Dice: 1d4l

Allowed Armor: None

Allowed Weapons Dagger and quarterstaff only

Maximum Level: 14

Languages: Common

Illusionists are a specialized form of magic-user. They have access to some of the same spells, but also an array of specialist spells designed to confuse the senses and deceive the unwary.

Illusionists do not gain bonus experience points and so they have no prime requisite.

Abilities

Combat: They are limited in their choice of weapons, as they are only able to use small weapons such as a dagger. They are unable to use shields or wear any kind of armor.

Magic Items: Illusionists may use the following items: magic weapons (allowed by class), crystal ball (without additional powers), detection wands, staff of striking, rod of cancelation, wand of wonder, wand of fear, wand of illusion, rings, and spell scrolls which contain illusionist spells.

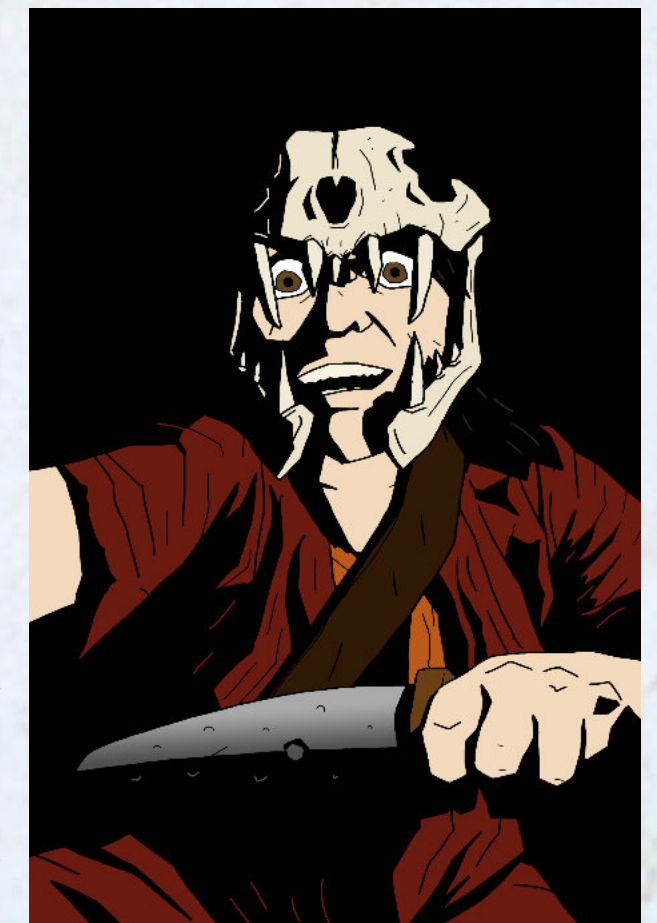
Spell Casting: Illusionists carry spell books that hold the written formulae for arcane spells. An illusionist can only memorize a certain number of spells at any given time. The level progression chart (opposite) shows both the number of spells in the magic-user's spell book

and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in his or her spell book, selected by the referee (who may allow the player to choose).

The rules for arcane spell casting and spell books are described in the **Magic section of B/X Essentials: Core Rules, p28**. The list of spells available to magic-users is provided in **B/X Essentials: Cleric and Magic-User Spells**.

Reaching 11th Level

An illusionist may build a stronghold, often a great tower, when he or she reaches level 11. 1d6 apprentices of levels 1-3 will then arrive to study under the illusionist



Illusionist Level Progression

Level	XP	HD	AB	Saving Throws							Spells per Day					
				D	W	P	B	S	T	U	1	2	3	4	5	6
1	0	1d4	+1	13	13	13	16	14	13	16	2	-	-	-	-	-
2	3,000	2d4	+1	13	13	13	16	14	13	16	2	-	-	-	-	-
3	6,000	3d4	+1	13	13	13	16	14	13	16	2	2	-	-	-	-
4	12,000	4d4	+1	13	13	13	16	14	13	16	2	2	-	-	-	-
5	24,000	5d4	+1	13	13	13	16	14	13	16	2	2	2	-	-	-
6	48,000	6d4	+3	13	13	13	14	12	13	14	3	2	2	-	-	-
7	88,000	7d4	+3	11	11	11	14	12	11	14	3	3	2	2	-	-
8	160,000	8d4	+3	11	11	11	14	12	11	14	3	3	3	2	-	-
9	310,000	9d4	+3	11	11	11	14	12	11	14	3	3	3	3	2	-
10	460,000	9d4+1*	+3	11	11	11	14	12	11	14	4	3	3	3	3	-
11	610,000	9d4+2*	+6	8	8	8	11	9	8	11	4	4	3	3	3	2
12	760,000	9d4+3*	+6	8	8	8	11	9	8	11	4	4	4	4	4	3
13	910,000	9d4+4*	+6	8	8	8	11	9	8	11	5	4	4	4	5	4
14	1,060,000	9d4+5*	+6	8	8	8	11	9	8	11	5	5	4	4	5	4

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill; U=untrained skill



Magic-User

Requirements: None

Prime Requisite: INT

Hit Dice: 1d4

Allowed Armor: None

Allowed Weapons: Dagger and quarterstaff only

Maximum Level: 14

Languages: Common

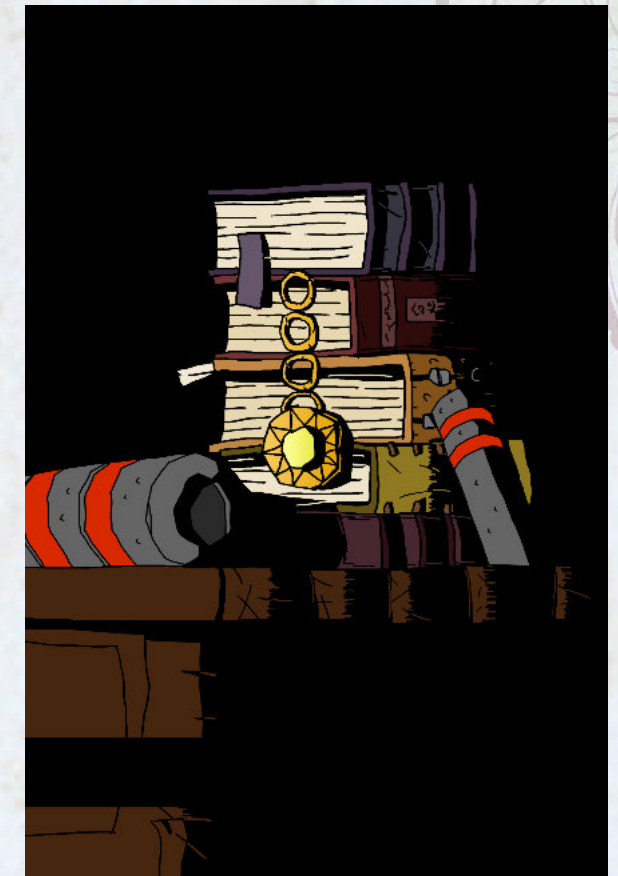
Sometimes called wizards, warlocks, or witches, magic-users are humans who study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Abilities

Combat: Magic-users may only use daggers and are unable to use shields or wear any kind of armor. For this reason, magic-users are weak at low levels and, in an adventuring group, should be protected.

Magical Research: A magic-user of any level may spend time and money to research new spells to add to his or her spell book. When a magic-user reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in the **Magic section of B/X Essentials: Core Rules, p31.**

Spell Casting: Magic-users carry spell books that hold the written formulae for arcane spells. A magic-user can only memorize a certain number of spells at any given time. The level progression chart (next page) shows both the number of spells in the magic-user's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in his



or her spell book, selected by the referee (who may allow the player to choose).

The rules for arcane spell casting and spell books are described in the **Magic section of B/X Essentials: Core Rules, p28.** The list of spells available to magic-users is provided in **B/X Essentials: Cleric and Magic-User Spells.**

Using Magic Items: As spell casters, magic-users are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

Reaching 11th Level

A magic-user may build a stronghold, often a great tower, when he or she reaches level 11. 1d6 apprentices of levels 1-3 will then arrive to study under the magic-user.

Magic-User Level Progression

Level	XP	HD	AB	Saving Throws							Spells per Day					
				D	W	P	B	S	T	U	1	2	3	4	5	6
1	0	1d4	+1	13	14	13	16	15	13	16	1	-	-	-	-	-
2	2,500	2d4	+1	13	14	13	16	15	13	16	2	-	-	-	-	-
3	5,000	3d4	+1	13	14	13	16	15	13	16	2	1	-	-	-	-
4	10,000	4d4	+1	13	14	13	16	15	13	16	2	2	-	-	-	-
5	20,000	5d4	+1	13	14	13	16	15	13	16	2	2	1	-	-	-
6	40,000	6d4	+3	13	14	13	14	12	13	14	3	2	2	-	-	-
7	80,000	7d4	+3	11	12	11	14	12	11	14	3	2	2	1	-	-
8	150,000	8d4	+3	11	12	11	14	12	11	14	3	3	2	2	-	-
9	300,000	9d4	+3	11	12	11	14	12	11	14	3	3	3	2	1	-
10	450,000	9d4+1*	+3	11	12	11	14	12	11	14	4	3	3	3	2	-
11	600,000	9d4+2*	+6	8	9	8	11	8	8	11	4	2	3	3	2	1
12	750,000	9d4+3*	+6	8	9	8	11	8	8	11	4	4	2	2	3	2
13	900,000	9d4+4*	+6	8	9	8	11	8	8	11	4	4	4	2	3	3
14	1,050,000	9d4+5*	+6	8	9	8	11	8	8	11	4	4	4	2	3	3

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill; U=untrained skill



Monk

Requirements: STR 12, DEX 12, WIS 12

Prime Requisite: None

Hit Dice: 1d8

Allowed Armor: None

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

Monks are a subclass of clerics; however, while clerics look outward for wisdom monks seek inner enlightenment.

They finely hone themselves to their full potential through training of both mind and body

Monks may be of any alignment; the sphere they adhere to reveals the path they take toward inner perfection, whether it be through law, chaos, or a balance of forces in neutrality.

Monks may only have small amounts of money, like paladins.

Abilities

Combat: They may wear no armor. However, they may use any weapon. Their study of the body grants them +1 damage when using weapons.

Monks do not benefit from bonuses to hit and damage from STR, or bonuses to AC from DEX.

Stunning Strike: When fighting with bare hands, if a monk succeeds in an attack by 5 more than needed, the opponent is stunned for 1 round.

Dodge: A monk's natural AC improves each level. These are indicated on the table on the following page.

They may dodge missiles of a non-magical nature with a successful saving throw versus breath attacks or dodge magic missiles with a successful save versus spell-like devices.

When saving against other effects that deal damage, successful saving throws result in no damage even when damage would normally be half. At 9th level, even an unsuccessful save results in half damage.

They advance as thieves of an equal level in the following abilities: pick locks, find and remove traps, move silently, climb walls, hide in shadows, and hear noise.

Monks are surprised with a 16+ on 1d20.

Reaching 4th level: Monks gain the ability to speak with plants.

Reaching 5th level: Monks may feign death for a number of turns equal to 1d6 x their level. Further, at this level a monk gains the ability to fall 20' and suffer no damage, so long as he is no further than 1' from a wall to help break the fall.

Reaching 6th level: On a roll of 3+ on 1d20 they are immune to ESP.

Additionally, a monk gains the ability to fall 30' and suffer no damage, so long as he is no further than 4' from a wall to help break the fall.

Reaching 7th level: Monks may meditate for 1 turn, healing 1d6+1 hp of damage once per day. An additional point is added for each level above 7th.

Reaching 8th level: Monks gain the ability to speak with animals, and they become completely immune to hypnotizing effects and suggestion.

On a roll of 11+ on 1d20 they are immune to charm related effects.

A monk may attract 1d4+1 1st level monk followers, and one or two additional followers per level of experience beyond 8th.

Reaching 10th level: A monk becomes immune to the effects of poisons, gas and quest spells.

Reaching 13th level: A monk gains his much-feared quivering palm attack. The monk announces he has begun the vibrations in his palm, and he must succeed in an attack against an opponent within 3 rounds. If successful, the monk immediately decides when the transferred quivering sensation of death will cause fatality, which can be any time within 1 day per level of the monk.

The target must roll 6+ on 1d20 or die. Note that this ability, once initiated and regardless of whether successful, can only be used once per week. This effect does not work against beings under the influence of feign death, any form of undead, or creatures with more HD or levels than the attacking monk.

A monk gains the ability to fall from an unlimited height and suffer no damage, so long as he is no further than 8' from a wall to help break the fall.

Monk Level Progression

Level	XP	HD	AB	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	+1	11	12	14	14	15	12	15
2	2,000	2d8	+1	11	12	14	14	15	12	15
3	4,000	3d8	+1	11	12	14	14	15	12	15
4	8,000	4d8	+2	11	12	14	14	15	12	15
5	16,000	5d8	+2	9	10	12	12	12	10	12
6	30,000	6d8	+3	9	10	12	12	12	10	12
7	60,000	7d8	+3	9	10	12	12	12	10	12
8	110,000	8d8	+3	9	10	12	12	12	10	12
9	220,000	9d8	+4	6	7	9	9	9	7	9
10	330,000	9d8+2*	+4	6	7	9	9	9	7	9
11	440,000	9d8+4*	+5	6	7	9	9	9	7	9
12	550,000	9d8+6*	+6	6	7	9	9	9	7	9
13	660,000	9d8+8*	+7	3	5	7	5	7	5	7
14	770,000	9d8+10*	+7	3	5	7	5	7	5	7

*CON modifier no longer applies
AB: Attack Bonus

Saves: D=death/poison; W=wand;
 P=paralysis/petrify; B=dragon breath
 S=rod/staff/spell; T=trained skill;
 U=untrained skill

Monk Ability Progression

Level	Pick Lock	Find or Remove Traps	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise	AC
1	17	19	17	4	19	15	10
2	17	18	16	4	18	15	11
3	16	17	15	4	17	11	12
4	15	16	14	4	15	11	13
5	14	15	13	4	14	11	14
6	12	13	13	3	12	8	15
7	10	11	11	3	10	8	16
8	8	9	9	3	8	8	17
9	6	7	7	2	6	8	17
10	4	5	5	2	4	5	18
11	2	3	3	2	3	5	18
12	2	2	2	2	2	5	19
13	2	2	2	2	2	5	19
14	2	2	2	2	2	5	20



Paladin

Requirements: CHA 17, INT 9, STR 12, WIS 13

Prime Requisite: STR, WIS

Hit Dice: 1d8

Allowed Armor: Any, including shields

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

Paladins are a type of fighter that adheres to a strict moral code. They must always have a lawful alignment and never may commit morally questionable, or evil, acts. Should a paladin knowingly act in a chaotic way, only confession and paying penance to a cleric of 7th level or higher will remove the mark of the sin. Committing an evil act is unforgivable, and a paladin immediately loses all special class abilities and becomes an ordinary fighter of equal level, with the lowest possible experience points.

Paladins must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience.

Paladins may only have (1) magical suit of armor, (1) magical shield, (4) magical weapons (not counting magical arrows or quarrels), and (4) miscellaneous magical items.

Paladins may only keep small amounts of money, and pay 10% of all earnings to a church. Any excess items or money found must be donated to the paladin's church or another worthy church of similar alignment.

Paladins may only ever hire lawful henchman. They will adventure with chaotic characters, but they will cease to do so with characters who commit evil acts.

Abilities

Combat: Paladins may use any armor and any weapon.

Lay on Hands

- Once per day heal 2 hp per level to a wounded being.
- Cure disease 1 time per day, per every 5 levels.
- Paladins are immune to disease.

Detect Evil: As the spell, out to 60', when concentrating.

Protection From Evil: Radiates in a 10' radius at all times.

Reaching 3rd level: Paladins are able to turn undead as a cleric 2 levels lower (pg. 6)

Reaching 4th level: A paladin may summon a special war horse, but only one time each 10 years. The horse has AC 14, HD 5+5, and movement of 60'

Reaching 9th level: Paladins gain the ability to cast clerical spells. However, they may not use cleric spell scrolls. Paladins do not attract followers.



Paladin Level Progression

Level	XP	HD	AB	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	+1	10	11	12	13	16	12	16
2	2,500	2d8	+1	10	11	12	13	16	12	16
3	5,000	3d8	+1	10	11	12	13	16	12	16
4	10,000	4d8	+3	8	9	10	11	14	10	14
5	20,000	5d8	+3	8	9	10	11	14	10	14
6	40,000	6d8	+3	8	9	10	11	14	10	14
7	80,000	7d8	+6	6	7	8	8	12	8	12
8	160,000	8d8	+6	6	7	8	8	12	8	12
9	300,000	9d8	+6	6	7	8	8	12	8	12
10	400,000	9d8+2*	+8	4	5	6	6	10	6	10
11	500,000	9d8+4*	+8	4	5	6	6	10	6	10
12	650,000	9d8+6*	+8	4	5	6	6	10	6	10
13	750,000	9d8+8*	+10	3	3	4	4	8	4	8
14	900,000	9d8+10*	+10	3	3	4	4	8	4	8

*CON modifier no longer applies

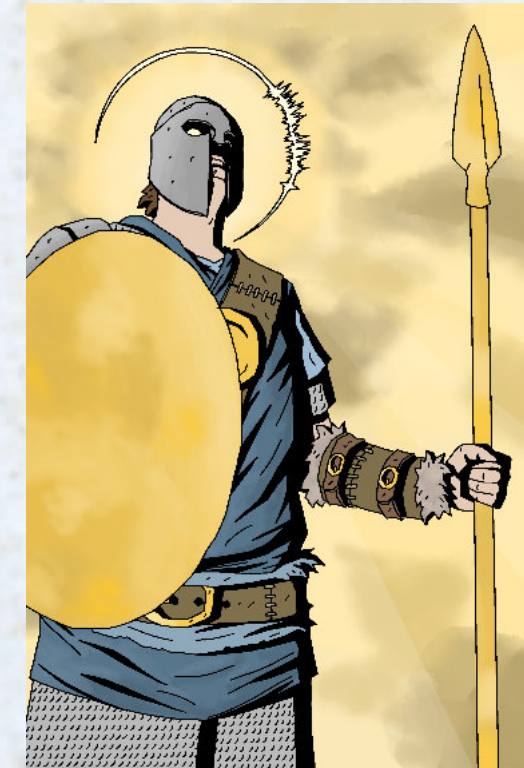
AB: Attack Bonus

Saves: D=death/poison; W=wand;

P=paralysis/petrify; B=dragon breath

S=rod/staff/spell; T=trained skill;

U=untrained skill



Ranger

Requirements: CON 15, INT 12, WIS 12

Prime Requisite: INT, STR, WIS

Hit Dice: 1d8

Allowed Armor: Any, including shields

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

This sub-class of the fighter is a specialist of wilderness survival, whether that wilderness is above or below ground.

They adhere to their own sort of morals, such that they may be lawful, chaotic, or neutral with their larger world views, which may not reflect their disposition to other beings. In this regard, they have some similarity to the druids.

Rangers must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience.

Due to their vagabond lifestyles, rangers may only own what can be carried (on person and/or on a mount); any other items or treasure must be donated (but not to other PCs).

Rangers cannot hire henchman until they reach 8th level. In addition, only three rangers can adventure together at a time, although there is no restriction of numbers of any other class in the adventuring party.

Abilities

Favored Enemies: Rangers receive +3 to damage against goblinoids and giants (bugbears, orcs, kobolds, goblins, hobgoblins, ogres, ettins, all giants, and trolls).

Ambush: Rangers are surprised only on 18+ on 1d20; they may surprise others on 9+ on 1d20.

Tracking: Rangers are able to track creatures in wilderness and underground environments. The base chance is a 3+ on 1d20 when in the wilderness.

- +1 to the roll if there is more than one creature in the party being tracked
- There is a cumulative penalty of -6 to the roll for every hour of rain
- -2 to the roll for every day that has passed since tracks were made.

In underground environments. The base chance is a 3+ on 1d20 when in the wilderness.

- +1 to the roll if there is more than one creature in the party being tracked
- There is a cumulative penalty of -6 to the roll for every hour of rain
- -2 to the roll for every day that has passed since tracks were made.

Underground Tracking: Rangers must watch a creature to be tracked for 3 turns prior to tracking it, to observe its manner. The base chance in this case is an 8+ on 1d20 when underground, modified in the following manner:

- -9 to the roll if the creature enters a secret door
- -5 to the roll if the creature enters a concealed door or passage
- -2 to the roll if the creature enters a normal door or otherwise takes a deviation from a path
- No adjustment to the roll if the creature continues on a path without much deviation

Reaching 8th level: Rangers may cast druid spells.

Reaching 9th level: Rangers may cast magic-user spells.

Reaching 10th level: Rangers gain the ability to employ any magic item, excluding scrolls, which confers the ability to employ clairaudience, clairvoyance, ESP, or telepathy.

Further, at this level rangers attain 3d6 followers of 1st or 2nd level from the ranger, fighter, cleric, or magic-user classes, to be determined randomly. Note that no more than two ranger followers may be attained.

Ranger Level Progression

Level	XP	HD	AB	Saving Throws							Druid Spells		Magic-User Spells	
				D	W	P	B	S	T	U	1	2	1	2
1	0	1d8	+1	12	13	14	13	16	12	16	-	-	-	-
2	2,500	2d8	+1	12	13	14	13	16	12	16	-	-	-	-
3	5,000	3d8	+1	12	13	14	13	16	12	16	-	-	-	-
4	10,000	4d8	+3	10	11	12	11	14	10	14	-	-	-	-
5	20,000	5d8	+3	10	11	12	11	14	10	14	-	-	-	-
6	40,000	6d8	+3	10	11	12	11	14	10	14	-	-	-	-
7	80,000	7d8	+6	8	9	10	8	12	8	12	-	-	-	-
8	160,000	8d8	+6	8	9	10	8	12	8	12	1	-	-	-
9	300,000	9d8	+6	8	9	10	8	12	8	12	1	-	1	-
10	400,000	9d8+2*	+8	6	7	8	6	10	6	10	2	-	1	-
11	500,000	9d8+4*	+8	6	7	8	6	10	6	10	2	1	2	-
12	650,000	9d8+6*	+8	6	7	8	6	10	6	10	2	1	2	-
13	750,000	9d8+8*	+10	5	5	6	4	8	5	8	2	2	2	1
14	900,000	9d8+10*	+10	5	5	6	4	8	5	8	2	2	2	1

*CON modifier no longer applies

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath

AB: Attack Bonus

S=rod/staff/spell; T=trained skill; U=untrained skill

Thief

Requirements: None

Prime Requisite: DEX

Hit Dice: 1d4

Allowed Armor: Leather, no shields

Allowed Weapons: Any

Maximum Level: 14

Languages: Common

Thieves are humans who live by their wits and skills of deception and intrigue. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

Backstab: When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt.

Combat: Because of their need of stealth and free movement, thieves cannot wear armor heavier than leather and cannot use shields. They can use any weapon.

Read Languages: A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with a 5+ on 1d20. If the roll does not succeed, the thief may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Scroll Use: A thief of 10th level or higher can cast spells from arcane scrolls with 90% accuracy. A failed roll means the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills: Thieves have the following skills, which improve as the character gains levels (see the chart opposite). Note that dice

rolls for these abilities are usually made by the referee, because a thief is not always aware that he or she has failed!

• **Climb Sheer Surfaces:** Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

• **Find or Remove Traps:** A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he or she can remove it!

• **Hear Noise:** Thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment.

• **Hide in Shadows:** A thief will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A thief must remain motionless when hiding.

• **Move Silently:** When successful, others will not hear the movements of a thief. However, the thief always thinks he or she is moving silently and will only know otherwise by others' reaction.

• **Pick Locks:** A thief is skilled in picking locks, but needs thieves' tools to do so (see Equipment, p24). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.

• **Pick Pockets:** This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. If the victim is above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The referee will then roll 2d6 on the reaction table (see **Encounters in B/X Essentials: Core Rules, p11**) to determine the target's reaction.

Reaching 9th Level

When a thief attains level 9, he or she can establish a thief den. 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract more followers of this type to replace them. A successful thief might use these followers to start a Thieves' Guild.

Thief Level Progression

Level	XP	HD	AB	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d4	+1	13	14	13	16	15	10	16
2	1,200	2d4	+1	13	14	13	16	15	10	16
3	2,400	3d4	+1	13	14	13	16	15	10	16
4	4,800	4d4	+1	13	14	13	16	15	10	16
5	9,600	5d4	+3	12	13	11	14	13	8	14
6	20,000	6d4	+3	12	13	11	14	13	8	14
7	40,000	7d4	+3	12	13	11	14	13	8	14
8	80,000	8d4	+3	12	13	11	14	13	8	14
9	160,000	9d4	+6	10	11	9	12	10	6	12
10	280,000	9d4+2*	+6	10	11	9	12	10	6	12
11	400,000	9d4+4*	+6	10	11	9	12	10	6	12
12	530,000	9d4+6*	+6	10	11	9	12	10	6	12
13	640,000	9d4+8*	+8	8	9	7	10	8	4	10
14	760,000	9d4+10*	+8	8	9	7	10	8	4	10

*CON modifier no longer applies

AB: Attack Bonus

Saves: D=death/poison; W=wand;

P=paralysis/petrify; B=dragon breath

S=rod/staff/spell; T=trained skill;

U=untrained skill

Thief Ability Progression							
Level	Pick Lock	Find or Remove Traps	Pick Pockets	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	18	19	17	17	4	19	15
2	17	18	16	16	4	18	15
3	16	17	15	15	4	17	11
4	15	16	14	14	4	15	11
5	14	15	13	13	4	14	11
6	12	13	12	13	3	12	8
7	10	11	10	11	3	10	8
8	8	9	8	9	3	8	8
9	6	7	6	7	2	6	8
10	4	5	4	5	2	4	5
11	2	3	3	3	2	3	5
12	2	2	2	2	2	2	5
13	2	2	2	2	2	2	5
14	2	2	2	2	2	2	5



Druid Spell List

LEVEL 1

1. Animal Companion
2. Detect Magic
3. Detect Snares and Pits
4. Divine Weather
5. Entangle
6. Faerie Fire
7. Invisibility, Animal
8. Locate Creature
9. Pass without Trace
11. Shillelagh
12. Speak with Animals

LEVEL 2

1. Barkskin
2. Charm Person or Mammal
3. Create Water
4. Cure Light Wounds (Cause Light Wounds)
5. Feign Death
6. Find Plant
7. Fire Trap
8. Heat Metal
9. Obscuring Mist
10. Produce Flame
11. Stumble
12. Warp Wood

LEVEL 3

1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Insect Swarm
5. Neutralize Poison
6. Plant Growth
7. Protection from Fire
8. Pyrotechnics
9. Snare
10. Stone Shape

11. Tree Shape
12. Water Breathing

LEVEL 4

1. Cure Serious Wounds (Cause Serious Wounds)
2. Dispel Magic
3. Flash Fire
4. Hallucinatory Terrain
5. Hold Vegetation and Fungus
6. Passplant
7. Protection from Electricity
8. Repel Vermin
9. Speak with Plants
10. Summon Animal I
11. Summon Sylvan Beings
12. Temperature Control

LEVEL 5

1. Animal Growth
2. Anti-Plant Shell
3. Commune with Nature
4. Control Winds
5. Insect Plague
6. Sticks to Snakes
7. Summon Animal II



Illusionist Spell List

LEVEL 1

1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2

1. Blindness
2. Blur
3. Deafness
4. Detect Magic
5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3

1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4

1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5

1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6

1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

1st Level Druid Spells

Animal Companion

Duration: Permanent

Range: 10'

A druid may use this spell to attract 2 HD of normal animals per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

Cure Light Wounds

Duration: Instant

Range: The cleric or a creature touched

This spell has two uses:

1. Healing a living subject of 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. Curing the subject of paralysis.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Detect Magic

Duration: 2 turns

Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Detect Snares and Pits

Duration: 4 rounds per level

Range: 60'

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as

mechanical traps. The spell does not detect complex trap. In a dungeon or other below ground environment, the druid may only detect simple pits.

Divine Weather

Duration: 2 hours per level

Range: The caster

A druid may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Entangle

Duration: 1 turn

Range: 80'

Grasses, weeds, bushes, and even trees wrap and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

Faerie Fire

Duration: 4 rounds per level

Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The faerie fire does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Invisibility, Animal

Duration: Permanent (but may be broken, see below)

Range: Touch

The caster or another willing creature within range becomes invisible to ordinary (and giant) animals of normal animal intelligence. Any gear the subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

Locate Creature

Duration: 1 round per level

Range: See Below

By casting this spell, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction each round.

Pass without Trace

Duration: 1 turn per level

Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Shillelagh

Duration: 1 round per level

Range: Touch

The caster's own nonmagical club or quarterstaff gains a +1 to attack rolls and deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Speak with Animals

Duration: 6 turns

Range: 60'

This spell functions in an identical way to the cleric spell speak with animals.

2nd Level Druid Spells

Barkskin

Duration: 4 rounds, +1 round per level

Range: Touch

Barkskin toughens a creature's skin; this spell may be used on the caster or another willing creature. The spell grants +1 AC to a creature, and provides a +1 to all saving throws except versus spells.

Charm Person or Mammal

Duration: One or more days (see below)

Range: 120'

A single, humanoid creature must save versus spells or be charmed, as follows:

- The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- If they share a language, the caster may give the charmed creature commands, which it will obey.
- Actions that the charmed creature wouldn't ordinarily do, based on its nature or alignment, may be abstained from.
- An affected creature never obeys suicidal or obviously harmful orders.

Humanoids of greater than 4+1 HD and undead are not affected.

The charm lasts indefinitely, but the subject is allowed to make further saves vs spells at intervals. If one of these saves succeeds, the spell ends.

- A creature with an INT score of 3-8 gains a new save once every month.
- A creature with an INT of 9-12 gains a new save each week
- A creature with an INT of 13-18 gains a new save once every day.

Create Water

Duration: Permanent

Range: 10'

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 up to 1' cubed per caster level. It takes 1 turn to cast this spell.

Feign Death

Duration: 6 rounds, +1 round per level

Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. The target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Damage inflicted to a creature in this state is reduced by 1/2, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Find Plant

Duration: 1 turn per level

Range: The caster

The caster of this spell is able to find a specific plant within a 10' diameter circle per caster level, centered on the caster. The caster may concentrate on a different plant type each round

Fire Trap

Duration: See below

Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A knock spell does not bypass a fire trap. Fire trap is hard to detect and disable. All attempts to remove the trap are at -5, and failure triggers the trap.

Heat Metal (Chill Metal)

Duration: 7 rounds

Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated as shown on the table below.

Round	Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2)
3-5	Scorching (Freezing)	2d4 (1d4)
6	Hot (Cold)	1d4 (1d2)
7	Warm (Cool)	None

Reversed: Chill Metal

Has effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated and penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold will all negate the appropriate spell effect.

Invisibility

Duration: Permanent (but may be broken, see below)

Range: Touch

The caster or another creature or object within range becomes invisible:

- If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armor). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

Obscuring Mist

Duration: 4 rounds per level

Range: The caster

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10Ê cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Produce Flame

Duration: 2 rounds per level

Range: The caster

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to deal 1d4 damage within a 2' radius of the impact point.

Stumble

Duration: 1 turn per level

Range: Touch

The caster of this spell may enchant up to 10' length of organic material, such as a hemp rope, staff, stick, etc.

When a creature or creatures walk over the object, it very suddenly rises to trip them. If a victim fails a saving throw versus spells, he falls to the ground. Any creatures already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by nonmagical methods. If running, a creature suffers 1d6 damage from the fall and is stunned for 1 round.

Warp Wood

Duration: Permanent

Range: 10' per level

The caster causes wood to bend and warp permanently. The caster may warp a volume of approximately 15 square inches per caster level.

3rd Level Druid Spells

Call Lightning

Duration: 10 rounds per level

Range: The caster

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area, a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360' radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the dice damage.

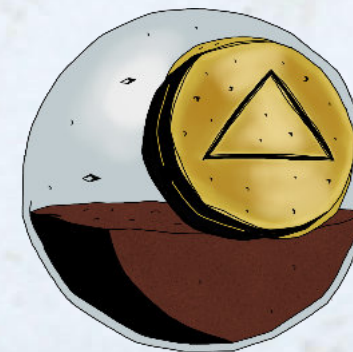
Cure Disease (Cause Disease)

Duration: Instant

Range: 30'

This spell has two uses:

1. Cure a subject of any disease, including those of magical origin.
2. Instantly kill green slime.



Reversed: Cause Disease

Inflicts a terrible withering disease on a victim, if a saving throw versus spells is failed. The disease has the following effects:

- Death within 2d12 days.
 - A -2 penalty to attack rolls.
 - Natural healing takes twice the usual time.
 - Magical healing is utterly ineffective.
- This disease can be cured with a casting of cure disease.

Hold Animal

Duration: 2 rounds per level

Range: 120'

This spell causes one or more animals to be paralysed if they fail a saving throw versus spells. It may be cast in two ways:

1. Against an individual. The target's saving throw is at -2.
2. Against a group. 1d4 individuals in the group are targeted. Animals of greater than 400 pounds are not affected.

Insect Swarm

Duration: 1 round per level

Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').



Neutralize Poison

Duration: Instant

Range: The cleric or a creature or object touched

This spell has two uses:

1. Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if neutralize poison is cast within ten rounds.
2. Remove poison from an item.

Plant Growth

Duration: Permanent

Range: 160'

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown.

Protection from Fire

Duration: See below

Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Pyrotechnics

Duration: See below

Range: 160'

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

- **Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120' of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.
- **Smoke Cloud:** A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Snare

Duration: See below

Range: Touch

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 rope, or something similar. When snare is cast, the cordlike object blends with its surroundings (only 10% chance to detect by nonmagical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Stone Shape

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3' cubed, +1' cubed per level. While it's possible to make crude coffer, doors, and so forth with stone shape, fine detail isn't possible.

Tree Shape

Duration: 6 turns, +1 turn per level

Range: 0

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. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air and grants no additional proficiency at swimming.

4th Level Druid Spells

Cure Serious Wounds (Cause Serious Wounds)

Duration: Instant

Range: The cleric or a creature touched

The cleric's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Dispel Magic

Duration: Instant

Range: 120'

Dispel magic ends ongoing spells (i.e. those with a non-instantaneous duration) within a 20' cube area.

- If the level of the caster of the effect to be dispelled is higher than the level of the caster of dispel magic, there is a 5% chance per level difference that the attempt to dispel will fail.
- Magic items are unaffected.

Flash Fire (Dampen Fire)

Duration: 1 round

Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area.

Reversed: Dampen fire

It may be used to snuff out any normal fires within the same area.

Hallucinatory Terrain

Duration: Until touched

Range: 240'

An illusionary terrain feature (e.g. a hill, wood, marsh, etc.) is brought into being, either appearing out of nowhere or concealing existing terrain.

- The illusion must fit completely within the spell's range.
- If the illusion is touched by an intelligent being, the spell is negated.

Hold Vegetation and Fungus

Duration: 1 round per level

Range: 80'

This spell may be used to hold all forms of plant and fungus life, both intelligent and unintelligent. Held plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Passplant

Duration: 5 turns

Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Protection From Fire

Duration: See below

Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical electricity, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical electricity and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus electricity-based attacks with a +4 bonus.

Repel Vermin

Duration: 1 turn per level

Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Speak with Plants

Duration: 3 turns

Range: 30'

This spell has two uses:

1. Communication with normal plants. The cleric is able to ask questions and receive answers and may ask for simple favors. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a

passageway through which the cleric and party may travel.

2. Communication with plant-like or plant-based monsters.

Summon Animal I

Duration: See below

Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Summon Sylvan Beings

Duration: See below

Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creatures	Number	Creature	Number
Centaur	1d4	Sprite	1d6
Dryad	1d4	Treant	1
Nixie	1d4	Unicorn	1
Pixie	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table (see **Monster Reactions in B/X Essentials: Core Rules, p13**).

Temperature Control

Duration: 4 turns, +1 turn per level

Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6th level. So, at 8th level the temperature may be changed by 70 degrees.

5th Level Druid Spells

Animal Growth (Reduce Animal)

Duration: 2 rounds per level

Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values.

Reversed: Reduce Animal

Has exactly the opposite effect, reducing animals and their abilities by half.

Anti-Plant Shell

Duration: 1 turn per level

Range: 0

The spell anti-plant shell creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20' in diameter.

Commune with Nature

Duration: See below

Range: 1/2 mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.



Control Winds

Duration: 10 rounds per level

Range: The caster

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ 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 sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Insect Plague

Duration: Concentration (up to 1 day)

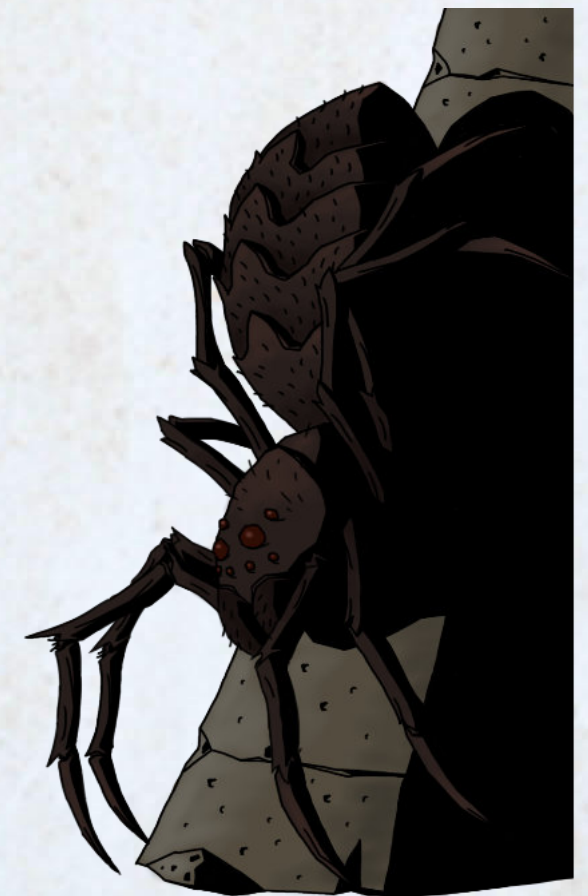
Range: 480'

Cast aboveground, this spell conjures a 60' diameter swarm of flying insects with the following properties:

- Moves at 20' per round. While the swarm is within range, the cleric is able to direct its movements.
- Vision within the area of the swarm is obscured.
- Creatures of 2 HD or less are driven away, if caught within the swarm.

If the cleric moves or loses concentration, the swarm dissipates, ending the spell.

The spell has no effect if cast underground.



Sticks to Snakes

Duration: 6 turns

Range: 120'

2d8 normal sticks are miraculously transformed into snakes that follow the cleric's orders.

- Snakes' monster statistics: HD 1, AC 6, AB +1, Att: 1 × bite (1d4), Sv F1, MI 7, Mv 90' (30'), AI N.
- There is a 50% chance of the snakes being poisonous.
- When killed or at the end of the spell's duration, the snakes revert back into sticks.



Summon Animal II

Duration: See below

Range: 60' per level

This spell is a more powerful version of summon animal I. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

1st Level Illusionist Spells

Auditory Illusion

Duration: 3 rounds per level

Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Color Spray

Duration: Instant

Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

- HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds.
- HD up to two greater than the caster's: The creature is blinded for 1d4 rounds.
- HD 3 or greater than the caster's: The creature is stunned for 1 round.
- Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects. Sightless creatures are not affected by color spray.

Dancing Lights

Duration: 2 rounds per level

Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe

Duration: 1 turn, +1 round per level

Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells light or continual light render the effects of darkness globe ineffective, such that the normal lighting conditions of the environment are present.

Detect Illusion

Duration: 3 rounds, +2 round per level

Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Doppelganger

Duration: 2d6 rounds, + 2 rounds per level

Range: The caster

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Hypnotism

Duration: 1 round, +1 round per level

Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to suggestion. The caster may influence the actions of the target creatures suggest a course of activity (limited to a sentence or two). The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. A successful saving throw versus spells negates the effect.



Light

Duration: 12 turns

Range: 120'

This spell has three usages:

1. Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded for the duration. A blind creature cannot attack.
3. Cancelling a darkness spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

Phantasmal Force

Duration: Concentration

Range: 240'

An illusion of the caster's choosing manifests in a 20' cube area. Three types of illusion may be created:

1. An illusionary monster that can be directed to attack. The monster has an Armor Class of 9 and will vanish if hit in combat.
2. An illusionary attack of some kind (an avalanche, a falling ceiling, a magic missile, etc). Targets who save versus spells are unaffected.
3. A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

The following stipulations apply:

- Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends.
- Illusionary monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.
- If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Refraction

Duration: 1 round

Range: The caster

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Wall of Vapor

Duration: 2d4 rounds, +1 round per level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the wall of vapor before its duration has expired.

2nd Level Illusionist Spells

Blindness

Duration: See below

Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of curing blindness are ineffective. The caster may remove the effect at any time, otherwise the spell dispel magic must be used.

Blur

Duration: 3 rounds, +1 round per level

Range: The caster

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Deafness

Duration: See below

Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell dispel magic must be used.

Detect Magic

Duration: 2 turns

Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Fog Cloud

Duration: 4 rounds, +1 round per level

Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell cloudkill; however, its only effect is to obscure vision as a wall of vapor. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Hypnotic Pattern

Duration: See below

Range: The caster

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Invisibility

Duration: Permanent (but may be broken, see below)

Range: 240'

The caster or another creature or object within range becomes invisible:

- If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armor). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- If cast on an object, the invisibility is permanent.
- Note that if a light source is made invisible (either as part of a creature's gear or as an individual object).

Magic Mouth

Duration: See below

Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used.

Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Mirror Image

Duration: 6 turns

Range: The caster

1d4 illusory duplicates of the caster appear.

- The mirror images look and behave exactly as the caster.
- Any attack (whether successful or not) on the caster will destroy one of the mirror images.

Misdirection

Duration: 1 round per level

Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as detect evil, detect magic, detect lie, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Phantasmal Force, Greater

Duration: Concentration

Range: 240'

An illusion of the caster's choosing manifests in a 40' cube area, 10' cube area per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion.

Three types of illusion may be created:

1. An illusionary monster that can be directed to attack. The monster has an Armor Class of 9 and will vanish if hit in combat.
2. An illusionary attack of some kind (an avalanche, a falling ceiling, a magic missile, etc). Targets who save versus spells are unaffected.
3. A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

The following stipulations apply:

- Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends.
- Illusionary monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.
- If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Ventriloquism

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

3rd Level Illusionist Spells

Continual Light (Continual Darkness)

Duration: See below

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, continual light is permanent.

Reversed: Continual Darkness

Produces darkness in the same area and manner as continual light. It can be countered with continual light or dispel magic. Like continual light, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

Dispel Phantasm

Duration: Permanent

Range: 10' per level

This spell may be used by an illusionist to dispel phantasmal force. Illusions created by others of the illusionist class are dispelled with the same probabilities as dispel magic; however, illusions created by other classes are dispelled automatically.

Fear

Duration: See below

Range: The caster

An invisible cone (60. long, 5. wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. The victim must roll a 13+ on 1d20, with a -1 per caster level, or drop whatever they may be holding when they runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Hallucinatory Terrain

Duration: Until touched

Range: 240'

An illusionary terrain feature (e.g. a hill, wood, marsh, etc.) is brought into being, either appearing out of nowhere or concealing existing terrain.

- The illusion must fit completely within the spell's range.
- If the illusion is touched by an intelligent being, the spell is negated.

Illusory Script

Duration: Permanent

Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell confusion. This effect lasts 3d6 turns.

Invisibility 10' Radius

Duration: Permanent (but may be broken, see below)

Range: 120'

A selected creature and all creatures within 10' of it become invisible:

- The 10' radius area of the spell's effect moves with the chosen creature.
- Subjects that move more than 10' away from the chosen creature become visible.
- Creatures that move into the area after the spell is cast do not become invisible.
- Any gear a subject is carrying is also rendered invisible (this includes clothing and armor). Items dropped or put down by an invisible creature become visible.
- If a subject attacks or casts a spell, the invisibility is broken for that sub

Nondetection

Duration: 1 turn per level

Range: The caster

The caster and all within a 5' radius become impossible to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls.

Paralyze

Duration: See below

Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise dispel magic or dispel illusion can negate the effect.

Rope Trick

Duration: 2 turns per level

Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear". Otherwise, the rope dangles in mid air unless it is removed.

Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. 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 extradimensional space.

Spectral Force

Duration: See below

Range: 240'

This spell is an improved version of the magic-user spell phantasmal force. The area of effect is a 40' cube, +10 square feet per level. This spell creates a complete illusion that affects all the senses. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 3 rounds after the caster stops concentrating on the illusion. Refer to phantasmal force for more details.

Suggestion

Duration: 6 turns, +6 turns per level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

4th Level Illusionist Spells

Confusion

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets within 60' of one another to become confused, making them unable to independently determine what they will do.

- Targets of 2+1 HD or greater may save versus spells each round to resist the spell's effect, acting with free will that round if they make the save.
- Targets of 2 HD or lower get no save.
- Roll on the following table separately for each affected target each round to see what that target does that round:

2d6	Behavior
2-5	Attack caster's group
6-8	No Action
9-12	Attack creature's group

Illusory Stamina

Duration: 3 turns per level

Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell haste. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion

Duration: See below

Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: fear as the spell, -2 to save; rage, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; hate, saving throws, to hit, damage, and morale +2; despair, as the symbol. Note that implant emotion may also be cast to negate this spell.

Invisibility, Greater

Duration: 4 rounds, +1 round per level

Range: Touch

This spell is nearly identical to invisibility, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Massmorph

Duration: Permanent

Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse or orchard of trees.

- Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- Subjects who leave the affected area cease to be veiled.
- The caster may dismiss the illusion in its entirety at any time.

Minor Creation

Duration: 6 turns per level

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Phantasmal Killer

Duration: 1 round per level

Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a phantasmal killer 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 become subject to its deadly fear attack.

Phantasmal Monsters

Duration: 1 round per level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an Untrained Skill saving throw to realize the creatures are only partly real.

The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this saving throw. If a creature succeeds on its saving throw, the phantasmal monsters have an effective AC 10 and only deals 2 damage if the target made their Untrained Skill saving throw.

5th Level Illusionist Spells

Confusion, Greater

Duration: 12 rounds

Range: 120'

This spell causes all creatures in a 40' cube become confused, making them unable to independently determine what they will do.

- Targets of 3+1 HD or greater may save versus spells each round to resist the spell's effect, acting with free will that round if they make the save.

- Targets of 3 HD or lower get no save.

- Roll on the following table separately for each affected target each round to see what that target does that round:

2d6 Behavior

2-5 Attack caster's group

6-8 No Action

9-12 Attack creature's group

Major Creation

Duration: 12 turns per level

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Maze

Duration: special

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence Wandering Time

2 or below 2d4 turns

3-5 1d4 turns

6-8 5d4 rounds

9-11 4d4 rounds

12-14 3d4 rounds

15-17 2d4 rounds

18 or higher 1d4 rounds

Minotaurs are not affected by this spell.

Phantasmal Door

Duration: 1 round per level

Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes invisible, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Monsters, Greater

Duration: 1 round per level

Range: 30'

This spell is identical to phantasmal monsters, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 11 and the monster only deals 1 damage if the target made their Untrained Skill saving throw.

Project Image

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Shadow Evocation

Duration: See below

Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include fireball, lightning bolt, cone of cold, and magic missile. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only 1 hp damage per caster level from the attack.

Summon Shadow

Duration: 1 round, +1 round per level

Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

6th Level Illusionist Spells

Conjure Animals

Duration: 2 rounds per level

Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Phantasmal Monsters, Advanced

Duration: 1 round per level

Range: 30'

This spell is identical to phantasmal monsters, but the monsters created are stronger. These monsters have 4 hp per HD. Victims are allowed an Untrained Skill saving throw to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this saving throw. If a creature succeeds on its saving throw, the phantasmal monsters have an effective AC 13 and only deals 3 damage if the target made their Untrained Skill saving throw.

Shadow Evocation, Greater

Duration: See below

Range: 60', +10' per level

Duration: See below **Range:** 60', +10' per level
Greater shadow invocation is a more powerful version of shadow invocation, allowing the caster to tap the plane of shadow to cast cloudkill, a wall of fire, or a wall of ice. This spell is also capable of producing the spells allowed by shadow invocation; however, Victims are allowed an Untrained Skill saving throw to realize the creatures are only partly real, damage from spells is 2 hp per caster level, and the wall of fire and wall of ice may inflict 1d4 hp damage per level.



Spectral Force, Permanent

Duration: See below

Range: 240'

This more powerful version of spectral force persists indefinitely when the caster ceases to concentrate on it.

Spectral Force, Programmed

Duration: See below

Range: 240'

This spell functions as a spectral force, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the spectral force lasts for 1 round per caster level.

Suggestion, Mass

Duration: 6 turns, +6 turns per level

Range: 30'

This spell functions like suggestion, except that it can affect 1 creature per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one mass suggestion, he may not issue separate suggestions per affected creature.



Veil

Duration: 1 turn per level

Range: 10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of hallucinatory terrain, but the illusion does hold up even under physical inspection. The spell true seeing or similar magical effects will reveal the illusion for what it is.

True Seeing (False Seeing)

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

Reversed: False Seeing

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their "opposite". The ugly appears beautiful, the valuable appears worthless, and so on.

Monster Attacks

MONSTER ATTACK TABLE

THACO	AB
19	+1
18	+2
17	+3
16	+4
15	+5
14	+6
13	+7
12	+8
11	+9
10	+10
9	+11

Optional Skill Rules

If you want more flexibility from skills, here is an optional rule that replaces Trained and Untrained Skill saving throws. The GM must decide how challenging a task is and what Ability Modifier is most applicable.

I recommend that the Referee use the following numbers for the difficulty of a task: 6+ (75% chance to succeed), 11+ (50%), or 16+ (25%) on 1d20. If the referee wants to let a character attempt a class ability they do not have, then they may allow the character to roll 2d20 and take the lowest roll.

Demi-Human Class Flexibility

If a player wants an elven paladin, simply let them play a paladin and give them the appropriate racial abilities. It's that easy. They get infravision, immunity to ghouls' paralysis, their ability to find secret doors, but do not get Magic-User spells.

This way you can play an Elf, or you can play an elven Paladin, for example



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