

WHITE BOX ARCANA

Magical Options for

Use With Swords & Wizardry White Box

Spahn



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Magical Options

for *Swords & Wizardry WhiteBox*

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Introduction

I've always had a fascination with wizards. From Merlin to Gandalf, Harry Potter to Harry Dresden, there's just something about being a master of the arcane that appeals to me. The idea that one can master the mysteries of reality and then reshape that reality into a vision of their choosing is a fascinating premise – and a dangerous one.

Since the beginning, fantasy role-playing games have included the magic-user as a character choice. But, because the nature of magic is infinite and a game can only have so many rules, these characters can never quite tap into that endless potential. As presented in *Swords & Wizardry White Box*, magic-users are very utilitarian. The spells they use are, for the most part, problem-solving spells. Light, Knock, Dispel Magic, and the like are all used to overcome challenges faced outside of combat. They are experts at getting around the problems faced by a party of adventurers.

White Box Arcana is a collection of new options that focus on the magic-user. Included in the pages of this tiny tome are a few things you'd expect: new spells and new magic items. But you'll also find a few surprises. Simple, flexible rules for adding familiars and creating magic items, an optional Latent Caster feature which allows you to add a dash of the arcane to your fighter or even your cleric, and a section on how a magic-user constructs a stronghold and what the benefits and dangers they find in doing so.

I hope these meager pages serve as the tip of the iceberg when it comes to exploring the limitless nature of magic. I encourage you to take what works from this book, change what almost works for you, and leave the rest behind. Magic is as vast and indescribable as humanity itself, and in *White Box Arcana* you'll find but the faintest hint at what lay beyond the arcane vastness of reality.

Latent Casters

While magic-users train for years (or even decades) to master the arcane arts, a rare few are born with a natural affinity for magic. These, known as the Latent Casters, find that magic flows through their veins and they are instinctively able to cast a select few magic-user spells. Though they will never learn the powerful enchantments of a formally trained magic-user, Latent Caster characters nevertheless find themselves able to call upon a few useful enchantments when caught in a pinch.

At character creation, a player may elect to have their character be a Latent Caster. Only human clerics, fighters, and thieves can be Latent Caster. The natural magic resistance of dwarves and halflings prevents them from being gifted, while elves have an inherently magical nature all their own.

As shown on Table 1-1: Latent Casters, the character has a truncated progression of magic-user spells.

Spells Per Day: Beginning at 2nd level, a Latent Caster can cast a number of magic-user spells per day as shown on Table 1-1. They do not need to memorize or otherwise prepare these spells, but instead cast them as needed from their selection of known spells. They simply select one of their known spells and cast it just as if they were a magic-user casting it after memorization.

Spells Known: Beginning at 2nd level, Latent Casters instinctively learn the methods necessary to cast a small selection of spells. At 2nd level, they may select one first level magic-user spell which they "know." The number of spells known increases as they advance in level and at 8th level, the Latent Caster character even gains an understanding of more advanced 2nd level spells.

XP Cost: Latent Casters are less focused on their profession due to their arcane nature. They must pay the listed XP cost in addition to that required by their class in order to advance in level.

Note: Latent Casters cannot use scrolls containing magic-user spells, nor do they gain any other abilities normally reserved for magic-users.

House Rule: Blessed Characters

Referees can choose to allow characters to cast cleric spells instead of magic-user spells, as long as they make this choice at character creation. These characters, called Blessed, are considered to be touched by the gods. Fighters, magic-users, thieves, dwarves, elves, and halflings can be Blessed.

Table 1-1: Latent Casters

Level	1 st Level Spells per Day	2 nd Level Spells per Day	1 st Level Spells Known	2 nd Level Spells Known	Additional XP Cost
1	0	0	0	0	125
2	1	0	1	0	250
3	1	0	2	0	500
4	1	0	3	0	1,000
5	2	0	3	0	2,000
6	2	0	3	0	4,000
7	2	0	3	0	8,000
8	2	1	3	1	16,000
9	2	1	3	2	32,000
10	2	1	3	3	64,000



Arcane Duels

Two magic-users sometimes choose to settle disputes via the ancient art of the arcane duel. Using their magical talents, they stand against one another in a formalized and ancient form of ritual combat: the Arcane Duel.

An Arcane Duel can only occur between two magic-users and only if both parties agree to engage in one. Typically, once a duel has been agreed upon by two magic-users they find a large, open area away from bystanders and civilizations in order to prevent collateral damage. Because of the immense power drawn upon during an Arcane Duel, very few magic-users of lower than 6th level engage in them – though it is possible.

Once both magic-users have agreed to engage in an Arcane Duel and selected a suitable location, they focus their natural magical energy into a pool of Spell Points. Magic-users begin an Arcane Duel with a number of Spell Points determined by their character level as shown on Table 2-1: Base Spell Points.

Table 2-1: Base Spell Points

Level	Spell Points	Level	Spell Points
1	1	7	20
2	2	8	27
3	5	9	32
4	8	10	39
5	11	11	51
6	14	12+	66

House Rule: Bonus Spell Points for High Intelligence

At the referee's discretion, magic-users with an Intelligence of 15 or higher engaging in an Arcane Duel may receive a number of bonus Spell Points equal to their character level. This is added to the spell point amount determined by their character level shown on Table 1-2: Base Spell Points.

Preparing for the Duel

Before the Arcane Duel begins, each magic-user can spend a total number of spell points equal to their character level to gain any of the

following benefits. Each benefit may be purchased multiple times and its effects last for the duration of the Arcane Duel.

- Arcane Shielding: The magic-user receives a +1 bonus to all saving throws made to resist or reduce damage during the Arcane Duel.
- Grounding: The magic-user receives a +1 bonus to all saving throws made to resist Energy Drain effects during the Arcane Duel.
- Weaving: The magic-user receives a +1 bonus to all saving throws made to resist attribute score loss during the Arcane Duel.
- Warding: The magic-user receives a -1 [+1] bonus to their Armor Class for the duration of the Arcane Duel.

Spell Points spent while preparing cannot be used during the Arcane Duel. However, these prepared benefits last for the duration of the Arcane Duel and end when the Duel is over.



Arcane Duel Sequence of Events

- Step One: Decide Actions
- Step Two: Reveal First Action
- Step Three: Roll Initiative
- Step Four: Highest Initiative Takes First Action. Resolve Results
- Step Five: Lowest Initiative Takes First Action. Resolve Results.
- Step Six: Highest Initiative Takes Second Action. Resolve Results.
- Step Seven: Lowest Initiative Takes Second Action. Resolve Results.
- Step Eight: Round Resolution

An Arcane Duel is broken down into combat rounds, just like normal combat. There are several differences, detailed below. During a single combat round during an Arcane Duel, each magic-user can take two actions from the list below.

Step One: Decide Actions

Before Initiative is determined, each magic-user involved in the Arcane Duel secretly decides what their actions are going to be for that round. This should be written down on an index card or spare sheet of paper to avoid concerns over either side changing their actions after the fact. Listed below are the actions available to the duelists. Each option listed below is considered to take one action.

A duelist can spend a number of spell points equal to their character level on an action, if applicable. They can choose to spend less than this. They must notate how many spell points are being spent on an action when deciding actions.

- *Arcane Bolt:* The duelist launches a bolt of magical energy at their opponent, inflicting 1d6 points of damage per spell point spent. The defender may make a saving throw for half damage.
- *Energy Drain:* The duelist launches a bolt of magically draining energy at their opponent. The opponent loses 1d6-3 spell points, with a minimum loss of one spell point per die rolled. The target may make a saving throw to reduce this loss by one-half. If only one spell point would be lost before a saving throw is rolled and the saving throw is successful, the target loses no spell points.
- *Drain Life:* The duelist attempt to drain the very life essence of their opponent. They choose a single attribute score of their opponent (such as Strength or Intelligence). The attack reduces that attribute by 1d6-3, with a minimum loss of one point per die rolled. The target may make a saving throw to reduce this loss by one-half. If only one

attribute point would be lost before a saving throw is rolled and the saving throw is successful, the target suffers no reduction to their attribute.

- *Empower Arcane Shielding*: The duelist receives a +1 per spell point spent to all saving throws made to resist damage for the remainder of the round.
- *Empower Grounding*: The duelist receives +1 per spell point spent to all saving throws made to resist Energy Drain for the remainder of the round.
- *Empower Weaving*: The duelist receives +1 per spell point spent to all saving throws to resist
- *Empower Warding*: The duelist receives +1 per spell point spent to their Armor Class for the remainder of the round.

Step Two: Reveal First Action

After both combatants in the Arcane Duel have determined both of their actions for the round, those actions are revealed. Now both combatants know what is about to happen, though the consequences of those actions is not yet resolved.

Step Three: Roll Initiative

Initiative in Arcane Duels is handled similarly to standard combat. Both sides roll 1d6, with the higher roll going first. The winner applies the effects of their First Action. The loser of the Initiative then applies the effects of their First Action. The winner then resolves the effects of their Second Action, and finally the loser resolves the effects of their Second Action.

In the event of a tie, First Actions resolve simultaneously on both sides, *then* Second Actions resolve simultaneously on both sides. This means it is possible for both participants to defeat one another in a single instant. This is considered a draw.

House Rule: Intelligent Initiative

At the referee's discretion, duelists may add their Intelligence modifier to their Initiative roll during an Arcane Duel.

Step Four: Highest Initiative Takes First Action. Resolve Results

With actions determined and revealed and Initiative rolled, the effects of the First Action taken by the winner of Initiative take effect and are applied immediately.

Step Five: Lowest Initiative Takes First Action. Resolve Results

The First Action taken by the loser of Initiative take effect and are applied immediately.

Step Six: Highest Initiative Takes Second Action. Resolve Results

The Second Action taken by the winner of Initiative take effect and are applied immediately.

Step Seven: Lowest Initiative Takes Second Action. Resolve Results

The Second Action taken by the loser of Initiative take effect and are applied immediately.

Step Eight: Round Resolution

With both First and Second Action resolved by both duelists, the effects of Empower Arcane Shielding, Empower Grounding, Empower Arcane Warding, and Empower Arcane Weaving all end. The dueling round ends and a new one begins.

Winning an Arcane Duel

If at any point a duelist is reduced to zero hit points or has an attribute score (such as Strength or Wisdom) reduced to zero, they immediately lose a duel. The loser is not slain by being reduced to zero in either of these areas, but instead simply knocked unconscious for one hour.

Hit points and ability score values lost during an Arcane Duel recover at the rate of one per hour.

Duels to the Death

Particularly violent magic-users sometimes engage in a Duel to the Death. Once both combatants have agreed to engage in an Arcane Duel, they can choose to engage in a Duel to the Death. During such a combat all hit point damage is real and ability score loss is permanent. If either combatant is reduced to zero hit points or zero in an ability score, they are permanently slain as their soul is obliterated by magical energy. So severe is this destruction that they cannot be raised from the dead or brought back to life – their very essence has been destroyed.

Sanctums and Strongholds

With referee permission, a magic-user of 7th level or higher may choose to establish a stronghold. The magic-user selects one of three types of strongholds to construct, and may only have one stronghold at any time. The three strongholds choices are academy, laboratory, or library.

Most often the physical location a stronghold is secluded so the magic-user can maintain their privacy. The stronghold itself is typically a tower, though keeps, hidden caverns, urban mansions, and other options may be available with referee permission. The type of stronghold a magic-user selects grants bonuses to certain activities.

Table 3-1: Stronghold Types

Stronghold	Benefit
Academy	Several would-be apprentices come to learn at the feet of the magic-user. 1d6+2 potential students arrive within three months of the Academy's construction. These students will either be 1st level magic-Users (1-5 on 1d6) or 1st level elf variants (6 on 1d6). A single student may be chosen to travel with the player character during an adventure to earn field experience and serve them with absolute loyalty. That student earns XP equal to 10% of that earned by the magic-user. Any student who reaches 4th level leaves the Academy, though a month later a new 1st level student arrives to replace them. Academy students can also be tasked with other minor errands at the referee's discretion.
Laboratory	The magic-user sets up a stronghold which specializes in the creation of magic items. They attract the service of one 3rd level assistant that is either a magic-user (1-5 on 1d6) or an Elf Variant (6 on 1d6) to aid in their creations. As long as the laboratory is well maintained, the magic-user can cast Lay Enchantment with half of the material cost, half of the preparation time, and with a +2 bonus to all their saving throws made to resist the lost of a Constitution point as described on page 22. In addition there is a 1-2 on 1d6 chance each month that the magic-user will learn the location of a powerful magic item, though recovering it may not be so easy.

Table 3-1: Stronghold Types (cont.)

Stronghold	Benefit
Library	The magic-user sets up a stronghold which specializes in researching new spells. They will attract the service of one 3rd level assistant who is either a magic-user (1-5 on 1d6) or an elf variant (6 on 1d6) to aid them in their research. Each month, the magic-user is able to research one randomly determined spell. The magic-user rolls 1d6 to determine the level of the spell researched and the referee randomly selects the spell found. This spell can be added to the magic-user's spellbook. In addition, there is a 1-2 on 1d6 chance each month that the magic-user will learn the location of a powerful protection scroll, magical tome, or collection of rare spell scrolls, though recovering these items may not be so easy.



Constructing the Stronghold

Once a magic-user has decided what kind of stronghold they would like, they must begin construction. This requires 20,000 gold pieces to pay for stone, wood, labor, and other building expenses. Construction takes 6 months. The stronghold can be up to 2000 square feet in size. Once the six months have passed and the stronghold has been completed, the magic-user may choose to lay a single protective ward on the stronghold. This costs another 10,000 gold pieces, but grants one of the following benefits chosen by the caster

Table 3-2: Stronghold

Ward	Benefit
Fire Ward	The building and everything inside it (including the occupants) are immune to fire, both magical and mundane). They simply do not burn.
Invisibility Ward	The entire stronghold can be rendered invisible to onlookers and any attempt to magically scry on it has a 1-5 on 1d6 chance of failure.
Protective Ward	Everyone inside the stronghold gains +2 to all saving throws.
Recalling Ward	With a command word, the magic-user can teleport back to their stronghold in an instant, though this can only be done once per year.

Maintaining and Destroying a Stronghold

Each year, the magic-user must spend 1000 gold pieces in order to cover the costs of regular maintenance and upkeep of their stronghold. Strongholds have 500 hit points, and can make saving throws to resist magical attacks with a +2 bonus. They have an Armor Class of 7 [12], and if reduced to zero hit points, a stronghold is destroyed. Repairing a stronghold takes one day per lost costs 3 gold pieces per hit point restored.

New Spells

Listed below are over thirty five new spells. All spells are optional and may only be selected with the approval of the referee. All spells listed below are magic-user spells.

Spell List

First Level

Bind Familiar (Basic)
Blinding Flash
Circle of Protection
Danger Sense
Ignite
Magic Missile
Obscuring Fog
Rally
Summon Bound Object
Summon Servant
Weather Ward

Second Level

Acid Beam
Defender's Ward
Disarm
Dwarfish Mettle
Halfling's Luck
Sharpen Senses
Summon Spellbook
Wall Crawling

Third Level

Bind Familiar (Advanced)
Bind Object (Basic)
Footfall
Footpad's Grace
Summon Protector
Swordsman's Skill

Fourth Level

Fire Binding
Giant's Strength
Soul Blaze
Threshold
Wizard's Gaze

Fifth Level

Bind Familiar (Magical)
Bind Object (Advanced)
Lay Enchantment
Vampire's Touch

Sixth Level

Dragon's Breath
Walk the Planes

Spell Descriptions

Acid Beam

Level: Magic-user 2

Duration: 1 round per level

When a magic-user casts this spell, they launch a ray of bubbling acid at their target. The magic-user makes a to-hit roll with a +3 bonus against their target. If the attack is successful the target suffers 1d6 points of damage, though the target may making a successful saving throw in order to take half damage (minimum one point). On successive round of the spell's

duration, the target suffers another 1d6 points of damage, though they may make another saving throw in order to take half damage.

Bind Familiar (Advanced)

Level: Magic-user 3

Duration: Permanent

In order to cast this spell the magic-user must gather 1000 gold pieces in material components and spend four hours preparing a ritual circle. After casting the spell, a medium or large-sized mundane creature (like a bear, horse, or wolf) is summoned and bound to the magic-user's service. It will follow basic commands (sit, stay, attack, etc.) and the magic-user can sense the familiar's basic emotional state (happy, afraid, nervous). In addition, while the magic-user is concentrating, they can view the world through the senses of their familiar provided that the familiar is within one mile of the magic-user. The newly bound familiar is totally loyal to the magic-user and cannot be magically compelled to betray them.

Regardless of the animal chosen, all advanced familiars have the following statistics: AC: 5 [14], HD: 3, HP: 18, Atk: +3, Dmg: 1d6, ST: +4, Mv: 12.

Familiars may have unique traits depending on their animal type. Horses can be used as mounts or beasts of burden and wolves have a keen sense of smell, for example. The referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point and a single point of Constitution. A magic-user may release a familiar from their service at any time through an hour-long ritual, but may never be bound to more than one familiar or object at any given time.

Bind Familiar (Basic)

Level: Magic-user 1

Duration: Permanent

In order to cast this spell the magic-user must gather 100 gold pieces in material components and spend one hour preparing a ritual circle. After casting the spell, a small mundane creature (like a cat, rat, raven, or squirrel) is summoned and bound to the magic-user's service. It will follow basic commands (sit, stay, attack, etc.) and the magic-user can sense the familiar's basic emotional state (happy, afraid, nervous). The newly bound familiar is totally loyal to the magic-user and cannot be magically compelled to betray them.

Regardless of the animal chosen, all basic familiars have the following statistics: AC: 7 [12], HD: 1-1, HP: 5, Atk: +0, Dmg: 1d6-2, ST: +2, Mv: 12.

Familiars may have unique traits depending on their animal type. Cats may see well in darkness or be difficult to surprise and ravens have the ability to fly, for example. The referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point. A magic-user may release a familiar from their service at any time through an hour-long ritual, but may never be bound to more than one familiar or object at any given time.

Bind Familiar (Magical)

Level: Magic-user 5

Duration: Permanent

In order to cast this spell the magic-user must gather 5000 gold pieces in material components and spend eight hours preparing a ritual circle. After casting the spell, a minor magical creature (like an imp or a pixie) is summoned and bound to the magic-user's service. It is intelligent and can communicate freely with the magic-user via a shared language. The magic-user can sense the familiar's basic emotional state (happy, afraid, nervous). In addition, while the magic-user is concentrating, they can view the world through the senses of their familiar provided that the familiar is on the same plane of existence as the magic-user. The newly bound familiar is totally loyal to the magic-user and cannot be magically compelled to betray them, though magical familiars may have motivations of their own and seek the magic-user's aid in accomplishing them.

Regardless of the familiar chosen, all magical familiars have the following statistics: AC: 3 [16], HD: 5, HP: 30, Atk: +5, Dmg: 1d6+2, ST: +6, Mv: 12.

Familiars may have unique traits depending on their magical nature. Most magical familiars are capable of casting three first-level magic-user spells per day as well as detecting magic at will. The details of these abilities as well the presence of any other special abilities are determined by the referee, but they should be appropriate to the magical creature summoned. Imps might be able to detect evil and fly while pixies could lay charm spells or turn invisible, for example. The referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point, a point of Constitution, and a Level of experience. A magic-user may release a familiar from their service at any time through an hour-long ritual, but may never be bound to more than one familiar or object at any given time.

Bind Object (Advanced)

Level: Magic-user 5

Duration: Permanent

In order to cast this spell, the magic-user must gather 5000 gold pieces in material components and spend eight hours preparing a ritual circle. The magic-user then selects an article of clothing (such as a cloak, robe, pair of boots), a weapon (such as a dagger, staff, or sword), or piece of jewelry (such as a pair of bracers, a necklace, or a ring) to serve as the bound object.

After the spell is cast, the target object of the spell gains several magical properties, though these properties are only active when the object is worn or wielded by the magic-user.

All bound objects can be teleported to the magic-user's hand through the use of a Summon Bound Object spell.

If the bound object is an article of clothing, the magic-user gains a -4 [+4] bonus to their armor class and increases their maximum hit point total by five while the item is worn.

If the bound object is a weapon, then it gains a +3 enchantment while wielded by the magic-user and the magic-user is considered able to wield the weapon without penalty even if he would otherwise be prohibited – such as through class restrictions.. In addition, the weapon can radiate a magical light which illuminates an area up to 30' to be activated or extinguished with a simple mental command from the magic-user. This light has no duration limit. If the weapon is a ranged weapon, twenty rounds of the appropriate ammunition and an appropriate storage container for that ammunition also appears.

If the object is a piece of jewelry, the magic-user receives a +2 bonus to all saving throws while the object is worn.

If the object is ever destroyed, the caster permanently loses, a point of Constitution and a level of experience. A magic-user may end their bond with an object at any time through an hour-long ritual, but may never be bound to more than three objects at any time.

Bind Object (Basic)

Level: Magic-user 3

Duration: Permanent

In order to cast this spell, the magic-user must gather 1000 gold pieces in material components and spend four hours preparing a ritual circle. The magic-user then selects an article of clothing (such as a cloak, robe, pair of boots), a weapon (such as a dagger, staff, or sword), or piece of jewelry (such as a pair of bracers, a necklace, or a ring) to serve as the bound object.

After the spell is cast, the target object of the spell gains several magical properties, though these properties are only active when the object is worn or wielded by the magic-user.

All bound objects can be teleported to the magic-user's hand through the use of a Summon Bound Object spell.

If the bound object is an article of clothing, the magic-user gains a -2 [+2] bonus to their armor class while the item is worn.

If the bound object is a weapon, then it gains a +1 enchantment while wielded by the magic-user and the magic-user is considered able to wield the weapon without penalty even if he would otherwise be prohibited – such as through class restrictions.. In addition, the weapon can radiate a magical light which illuminates an area up to 5' to be activated or extinguished with a simple mental command from the magic-user. This light has no duration limit.

If the object is a piece of jewelry, the magic-user receives a +2 bonus to all saving throws made to resist a specific effect (such as to avoid traps, resist poison, or protect themselves from fire) while the object is worn.

If the object is ever destroyed, the caster permanently loses, a point of Constitution. A magic-user may end their bond with an object at any time through an hour-long ritual, but may never be bound to more than three objects at any time.

Blinding Flash

Level: Magic-user 1

Duration: Ten rounds

This spell targets a single subject who is exposed to a bright flash which bursts forth from the caster's hand. Unless the target makes a successful saving throw they are blinded for the duration of the spell.

Circle of Protection

Level: Magic-user 1

Duration: 1 hour per caster level

This spell requires one hour of preparation before being cast. The wizard must inscribe on the ground or floor, a circle of magical runes and reagents. The cost for these materials is 25 gold pieces. When this spell is cast, the prepared circle becomes empowered with magical protections, granting all those within it's 20'x20' area a -2 [+2] bonus to their armor class and +2 to all saving throw for the duration of the spell.

Danger Sense

Level: Magic-user 1

Duration: 6 hours

While this spell is active, the magic-user can only be surprised on a 1 on 1d6.

Defender's Ward

Level: Magic-user 2

Duration: Ten rounds per caster level

By making a rapid magical gesture of protection, the magic-user receives a -3 [+3] bonus to their armor class and a +1 bonus to all saving throws for the duration of this spell.

Disarm

Level: Magic-user 2

Duration: Instant

The magic-user selects a single target within 120' feet. That target must make a saving throw or immediately drop an object (such as a weapon or shield) held in their hand. The item can be retrieved normally, though doing so prevents the target from attacking on the round of retrieval.

Dragon's Breath

Level: Magic-user 6

Duration: 24 hours (see below)

For the duration of this spell the magic-user can, once per round, breath a cone of fire 90 feet long and 30 feet wide at its base. This cone does damage equal to twice the magic-user's maximum hit points. All targets caught in the effects of this spell may make a saving throw for half damage.

After the magic-user has used this ability three times they must cast it again to gain the benefits listed above. The spell's benefits also end after 24 hours if any uses remain.

Dwarfish Mettle

Level: Magic-user 2

Duration: 1 round per caster level

For the duration of this spell the magic-user takes half damage from all attacks made by giants, ogres, trolls and other giant-type creatures.

Fire Binding

Level: Magic-user 4

Duration: 1 hour per caster level, or until activated.

This spell allows the magic-user to enchant a doorway or similarly sized portal with a fiery form of security. The first person to pass through an entryway enchanted with this spell sets off a magical explosion effecting all targets within 30' of the portal. Everyone within the spell's area of effect must make a saving throw or suffer 7d6 points of damage, Those who save take half damage.

Footfall

Level: Magic-user 3

Duration: 1 hour per caster level

While under the effects of this spell, the target of this spell does not set off pressure sensitive traps, can walk on snow (or other lightly packed earth) without sinking, and if the target falls ten feet or more, they float gently to the ground like a feather.

Footpad's Grace

Level: Magic-user 3

Duration: 1 hour per level

The magic-user under the effects of this spell is stealthy and skilled. They can remain hidden in shadows and move silently when traveling at one-half speed with a 1-4 on 1d6 chance of success. They are also able to search for and disarm traps and pick locks with a 1-2 on 1d6 chance of success, though they will still require the necessary tools for these tasks.

Giant's Strength

Level: Magic-user 4

Duration: 1 round per level

For the duration of this spell, the magic-user has strength akin to that of a giant. Their unarmed melee attacks inflict 2d6+3 damage and they receive a +3 bonus "to-hit" when making an unarmed attack. In addition, they can automatically open stuck doors, and are even capable of breaking locked doors with a 1-3 on 1d6 and even physically breaking through a magical lock with a 1-2 on 1d6.

Halfling's Luck

Level: Magic-user 2

Duration: 1 round per caster level

For the duration of this spell the magic-user receives a +2 bonus on all "to-hit" rolls when making a missile attack and can be quite stealthy when

not engaged in combat or performing other obvious actions (such as casting spells) rendering them almost hard to spot and almost totally silent.

Ignite

Level: Magic-user 1

Duration: Instant

The magic-user can cause one flammable object (such as oil, dry kindling, or straw) to immediately catch fire.

Lay Enchantment

Level: Magic-user 5

Duration: Permanent

This spell allows a magic-user to create a Lesser Miscellaneous Magic Item, Lesser Ring, Lesser Wand, Potion, or Magical Weapon with a +1 bonus. Creation of such an item takes 7d6 days of preparation and costs the magic-user an amount of gold pieces in components as determined by Table 4-1: Lay Enchantment Saving Throw Modifiers below. In addition, the magic-user should have access to spells that mimic the effects of the item created or have specialized components necessary to craft the item being created as determined by the referee. Such components often require special quests to retrieve and can be dangerous to acquire.

When casting Lay Enchantment, the magic-user also runs the risk of permanently losing a point of Constitution as they expend part of their very essence during the item's creation. At the end of a successful item creation, the magic-user must make a saving throw, modified based on the type of item created. If the saving throw fails, the magic-user loses a point of Constitution permanently, though the item is still created. See Table 4-1: Lay Enchantment Saving Throw Modifiers.

Table 4-1: Lay Enchantment Saving Throw Modifiers

Item Type	Cost	Saving Throw Modifier
Potion	50 gp	+4
Lesser Wand	500 gp	+2
Lesser Miscellaneous Magic Item	1000 gp	+0
+1 Weapon	1000 gp	+0
Lesser Ring	1000 gp	-2

Magic Missile

Level: Magic-user 1

Duration: Instant

This spell creates a bolt of magical energy which launches from the caster's hand to a visible target up to 120 feet away. The bolt strikes without error and does 1d6+1 points of damage. An additional bolt is produced when the caster reaches 4th, 7th, and 10th level.

Obscuring Fog

Level: Magic-user 1

Duration: 1 hour per level

The caster summons forth a cloud of thick, heavy fog rises from the ground and fills an area no larger than 20 cubic feet. This fog is very difficult to see through, and attacking with a missile weapon while in the fog or attacking a target hidden in the fog with a missile weapon causes a -3 penalty on all "to-hit" rolls. The cloud cannot be seen through and may also conceal those within it at the referee's discretion.

Rally

Level: Magic-user 1

Duration: 10 rounds

When cast all hirelings and henchmen in service of the caster receive a +1 bonus to all morale/loyalty checks, to-hit rolls, and saving throws for the spell's duration.

Sharpen Senses

Level: Magic-user 2

Duration: 6 hours

The target of this spell can detect secret and concealed doors on 1-2 on 1d6 simply by passing within 10' of them. If actively searching, the chance of success increases to 1-4 on 1d6. They may even attempt to search for traps with a 1 on 1d6 chance of success, though they are not able to disarm them.

Soul Blaze

Level: Magic-user 4

Duration: 1 round per level

While under the benefits of this spell, the target cannot suffer from necromantic or magical effects which would cause them to lose experience levels or attributes. They are simply immune. More over, any creature attempting to use such an ability on the target of this spell must make a saving throw or immediately suffer 3d6 points of damage.

Summon Protector

Level: Magic-user 3

Duration: Ten rounds per level

This spell summons a magically animated suit of plate armor which is armed with a *sword+1* and a shield. It serves the caster loyally as a protector until the destroyed or the duration ends. It will only act in a manner commanded by the caster and cannot speak or function independently.

Protector: AC: 2 [17], HD: 3+3 (hp 21), Atk: *Sword+1* (1d6+1), Sv: +3, Mv: 9, HDE/XP: 3/120.

Summon Bound Object

Level: Magic-user 1

Duration: Instant

The caster immediately summons one bound object to their hand as long as it is on the same plane of existence.

Summon Servant

Level: Magic-user 1

Duration: Ten rounds per level

The caster summons an invisible, incorporeal servant which has a Strength of 10. It can carry objects and perform simple tasks, but does not fight and cannot be targeted in combat. It will only act in a manner commanded by the caster and cannot speak or function independently.

Summon Spellbook

Level: Magic-user 2

Duration: 24 hours

The caster immediately summons a single spellbook they own to their hand as long as it is on the same plane of existence.

Swordsman's Skill

Level: Magic-user 3

Duration: 1 round per level

The caster immediately replaces the to-hit bonus defined by their class with the to-hit bonus of a fighter of equal level. They are also able to wield any weapon for the duration of the spell. A magical weapon (defined by the caster) with a +1 bonus also appears in their hand for the duration of the spell. If it is a ranged weapon, it appears with 20 rounds of the appropriate ammunition. The weapon and any unspent ammunition vanish when the spell ends.

Threshold

Level: Magic-user 4

Duration: 2 hours per level

This spell can be cast on any doorway or entrance. For the duration of the spell any extraplanar creature (such as a demon) attempting to cross it must make a saving throw (with a -2 penalty) or they are halted and suffer 5d6 points of damage. In addition, the caster is immediately aware the threshold has been crossed whenever *any* creature, extraplanar or otherwise, attempts to cross.

Vampire's Touch

Level: Magic-user 5

Duration: 1 round per level

For the duration of this spell the caster receives a +2 bonus on all to-hit rolls made in unarmed melee combat. In addition, any target they strike in unarmed melee combat suffers 2d6 points of damage and the caster heals the same amount of hit points as the damage inflicted, though the caster cannot exceed their maximum hit point total. Undead are immune to this spell.

Walk the Planes

Level: Magic-user 6

Duration: 1d6 rounds

The caster tears a hole in the fabric of reality to another plane of existence of their choice. This can include an elemental plane, the astral plane, or any other reality agreed upon by the referee. This hole is large enough for the caster or other human-sized creature to step through and remains open for the duration of the spell. In addition, for the next eight hours, the caster and anyone else stepping through the hole is immune to any naturally occurring effects of that plane which would normally detrimental. So a character stepping onto the elemental plane of water would be able to breathe water, or one stepping onto the elemental plane of fire would be immune to fire damage, etc. The exact nature of this benefit is determined by the referee.

Wall Crawling

Level: Magic-user 2

Duration: 1d6 rounds per level

The caster of this spell can walk on walls and other vertical surfaces at their normal movement rate for the spell's duration. They may even walk on ceilings for the duration, though only at half movement. When this spell's duration ends, the caster is immediately at the mercy of gravity.

Weather Ward

Level: Magic-user 1

Duration: 24 hours

For the duration of this spell the caster is immune to the mundane annoyances of natural weather. They will not go snow blind when traveling in a blizzard or get wet during a rain storm, for example. They are still at the mercy of extreme heat, extreme cold, and other major effects of extraordinary weather.

Wizard's Gaze

Level: Magic-user 4

Duration: 1 round

Using this spell, the magic-user can gaze into the eyes of a single target no more than 30 feet away. The target may make a saving throw to resist its effects. They immediately know the target's true species, class, level, and alignment. They also know the target's greatest hope, their greatest fear, their current goals, and whether or not they are under an enchantment or other magical binding.

New Magic Items

Described below are several new magic items for use in your campaign. Some may be crafted using the Lay Enchantment spell, with the referee's permission.

Scrolls

Ritual Scroll
Scroll of Life Preservation
Scroll of the Arcane Scribe

Potions

Mixing Reagent
Potion of Arcane Empowerment
Potion of Recall

Cloaks

Cloak of Shielding
Mantle of the Summer Court
Mantle of the Winter Court

Rings

Cursebreaker Ring
Ring of Force

Robes

Alchemist's Robe
Hellfire Robes
Robe of Mirrors
Robe of Warding
Wanderer's Robe

Scrolls

Ritual Scroll: This scroll may only be used when casting Lay Enchantment or Bind Object. After being used the magic-user or elf receives a +2 bonus to their saving throw made to resist attribute score loss, experience point loss, or hit point loss. Unlike many other protection scrolls, the benefits of this scroll last eight hours or until a Lay Enchantment or Bind Object spell is cast. Usable by: Magic-users only.

Staffs

Scrivener's Staff
Staff of Binding
Staff of the Goodly People
Traveler's Staff

Miscellaneous Magic Items

Arcane Compass
Blasting Rod
Magician's Hat
Shield Bracelet
Tome of Arcane Recollection
Wizard's Hat

Weapons

Dragon Fang
Wizard's Sword

Scroll of Life Preservation: For the duration of this scroll the character automatically succeeds in any “save or die” effects, such as many poisons and the Death Spell. It lasts for one hour. Usable by: All classes.

Scroll of the Arcane Scribe: This scroll is blank when found. A magic-user may cast any spell they have memorized “into” the scroll to then be read and used later by anyone capable of utilizing magical scrolls. Only one spell, regardless of level, can be placed onto a Scroll of the Arcane Scribe, though it will remain until cast. Usable by: Magic-users only.

Potions

Mixing Reagent: This potion can be mixed with any other two potions into a single container. After this is done, anyone consuming the new concoction gains the benefits of both mixed potions. Usable by: All classes.

Potion of Arcane Empowerment: For one hour after consuming this potion, the targets of all spells cast by the consumer suffer a -2 penalty to any saving throws made to resist spell effects. Usable by: Clerics and magic-users only.

Potion of Recall: After consuming this potion the character can cast any spell they've previously cast within the past hour. Usable by: Clerics and magic-users only.

Cloaks

Cloak of Shielding: The wearer of this cloak receives a -1 [+1] bonus to their armor class and a +2 bonus to all saving throws made to resist spells. In addition, they are immune to damage from the Magic Missile spell. Usable by: All classes.

Mantle of the Summer Court: This cloak of blooming, interwoven ivy leaves allows the user to speak the language of elves and other fey creatures. They are also immune to all charm spells and mind-affecting spells cast by dryads and other fey. Usable by: All classes.

Mantle of the Winter Court: This cloak of white, ice-frosted fur allows the user to speak the language of white dragons, frost giants, and other mystic creatures of winter. They are immune to all cold-based damage, including magic spells and environmental effects, while wearing it. Usable by: All classes.

Rings

Cursebreaker Ring: This greater ring is a silver band set with three glittering opals. Whenever the wearer is the target of a curse, whether from a spell or by touching a cursed item, one of the opals turns black and the curse is avoided. Cursed items are destroyed by this nullifying effect and cursing spells are totally disenchanting. After three uses, the Cursebreaker Ring is a simple band of silver and black opal that can be sold for around 100 gold pieces. Usable by: All classes.

Ring of Force: This greater ring is made of heavy lead and carved to resemble a clenched fist. Up to three levels of spells can be stored in the ring. This could be 3 first-level spells, a first level spell and second level spell, or one third level spell. For each level stored in the ring, the wearer may make an unarmed attack and receives a +1 bonus on their "to-hit" roll and inflicts 1d6 points of damage. This means that a ring with two levels stored in it would grant a +2 "to-hit" and inflict 2d6 points of damage, while a ring with three levels of spells would grant a +3 and inflict 3d6. After a successful attack is made using this ability, the energy of the stored spells is expended and new spells must be cast into the Ring of Force. Usable by: All classes.

Robes

Alchemist's Robe: The wearer of this robe doubles the duration of any potion consumed. In addition, they can store up to four potions in the folds of the robe without risk of their containers being spilled or damaged. Usable by: All classes.

Hellfire Robes: These fiery red robes grant the user immunity to all fire-based sources of damage, including dragon breath. In addition, any time they cast a spell which inflicts fire-based damage, all saving throws made to resist that spell are made at a -2 penalty. Usable by: All classes.

Robe of Mirrors: This thin, grey robe has a vaguely reflective quality. The wearer appears as a wavering, translucent form to most onlookers. They receive a -4 [+4] bonus to their armor class against missile attacks. In addition, if they are the target of any gaze-based attacks (such as those made by a basilisk or medusa), those gazes are immediately reflected back on the attacker. Usable by: Magic-users only.

Robe of Warding: This dark robes are inlaid with magical sigils of protection. They grant the wearer a +1 bonus to all saving throws. In addition, the wearer can cast *Hold Portal* once per day and *Threshold* once per week. Usable by: Magic-users only.

Wanderer's Robe: These travel-stained brown robes grant the wearer the benefits of a *Weather Ward* spell while worn. In addition, the wearer always knows which direction is north. Usable by: All classes. Usable by: All classes.

Staves

Scrivener's Staff: This maple staff is carved with flourishing calligraphy. It can be used to cast *Read Languages* and *Read Magic* without expending any charges. It can cast *Summon Spellbook* at the cost of one charge. These spells can only be cast on the bearer of the staff and it has 3d6 charges when found. Usable by: All classes.

Staff of Binding: This staff can be used to cast *Dispel Chaos (Law)*, *Dispel Magic*, or *Threshold*, each at the cost of one charge. It is discovered with 2d6 charges. Usable by: Cleric and magic-user only.

Staff of the Goodly People: This staff can be used to cast *Bless* at the cost of one charge. It can also cast *Dwarfish Mettle* or *Halfling's Luck* at the cost of two charges. It is found with 3d6 charges. It cannot be used by characters of Chaotic alignment or by undead or extraplanar creatures. Usable by: All classes.

Traveler's Staff: This simple oak walking stick grants the bearer the benefit of a *Weather Ward* spell and they will always know their distance from the nearest civilized village, outpost, or settlement – though not the direction or whether such a settlement will be friendly. It does not use charges. Usable by: All classes.

Miscellaneous Magic Items

Arcane Compass (Lesser): This brass compass always points in the direction of the most potent magical item or creature. Usable by: All classes.

Blasting Rod (Medium): This hickory rod is used to focus destructive magical energy. Whenever it is held by a character casting a spell that inflicts damage, adds +1d6 to the damage of all such spells. Usable by: Magic-users only.

Magician's Hat (Lesser): This green conical hat can be used once per day to produce a randomly determined 1st level spell. The user has no control over what spell is cast. Usable by: All classes.

Shield Bracelet (Greater): This bracelet appears to be crafted from tiny round shields that overlap one another. The can activate it once per day to receive *one* of the following effects:

- -4 [+4] to Armor Class for 1 round
- -2 [+2] to Armor Class for 1d6+1 rounds
- +1 to all saving throws for one hour
- +4 to saving throws vs. spells for 1d6 rounds.

Usable by: All classes.

Tome of Arcane Recollection (Greater): This seemingly blank spellbook allows a magic-user to scribe any single spell they know into it. Once the spell is scribed into the Tome of Arcane Recollection, any character can read from the book in order to cast the spell. Once that spell is cast, it vanishes from the tome and a new spell must be cast into the book. When the book is discovered, the referee should roll 1d6 to determine the maximum level of spells the book will accept. So, a 1 would allow only a 1st level spell to be written into the book. But if a 3 were rolled a 1st, 2nd, or 3rd, to be written into the book. Usable by: All classes.

Wizard's Hat (Greater): This wide-brimmed conical grey hat allows the wearer to cast *Detect Magic* at will. In addition, they may memorize one additional first-level spell and one additional second-level spell each day, provided they are already able to cast them. Usable by: Magic-users only.

Weapons

Dragon Fang (Unusual): This *dagger+2* is crafted from the fang of a red dragon. Whenever the bearer casts *Dragon's Breath*, the damage is doubled. In addition, wielder receives a +4 bonus to all saving throws made to resist any spells cast by a dragon or the effects of any dragon's breath attack. Usable by: All classes.

Wizard's Sword (Unusual): This ancient *sword+3* was crafted during the era of high magic in a long forgotten kingdom. Its wielder gains the benefits of both *Detect Chaos* and *Detect Magic*, and the blade glows blue whenever within 120' of anything which would be activated by either spell. It can be wielded by magic-users without penalty. Finally, any saving throws made to resist spells cast by the wielder have a -1 penalty. Usable by: Magic-user only.

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