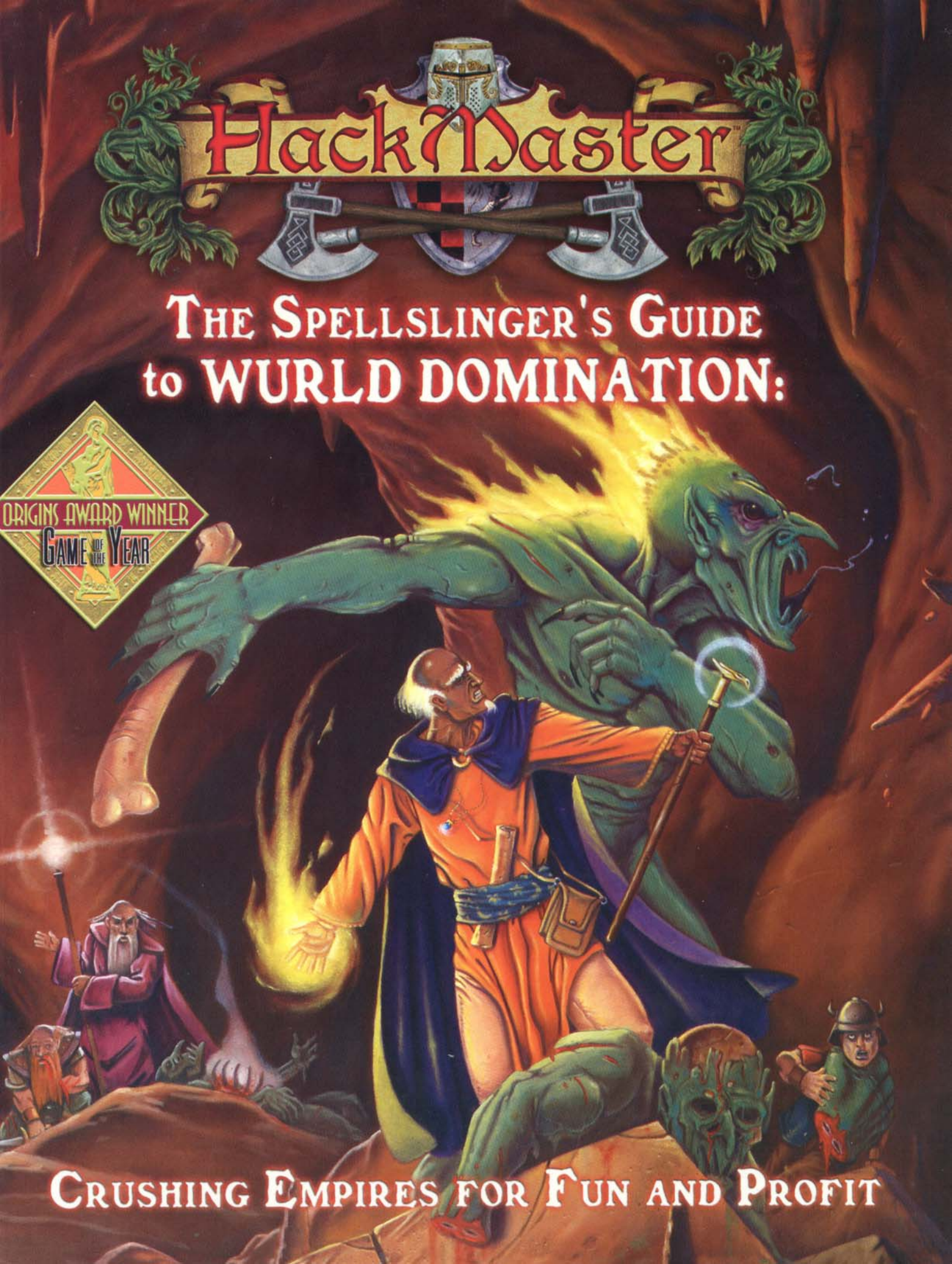
HackMaster

The Spellslinger's Guide to WURLD DOMINATION:

ORIGINS AWARD WINNER
GAME OF THE YEAR



Crushing Empires for Fun and Profit



HackMaster

Winner
2001
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GAME of the YEAR

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HackMaster



SPECIAL REFERENCE WORK

SPELLSLINGER'S GUIDE TO WURLD DOMINATION

Crushing Empires for Fun and Profit

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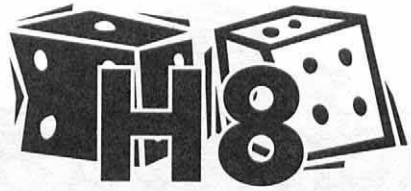
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Hard 8 Enterprises®
What do you want to Hack today?™

Welcome friend.

It seems that you are a breed apart. For not only are you a participant in HackMaster, the single greatest game ever created and pursued by mankind, but you are also a GameMaster (GM) or run the most challenging and rewarding character class: the Magic-User (MU). For those of you who are GMs or veteran players of magic-users, feel free to skip ahead a bit. But for those that are new to the spellslinging art form, I will answer that nagging question forming in your brain: "Exactly why are magic-users so demanding yet gratifying?"

Magic-users begin play as the weakest of the weak. Old or middle aged men that have spent literally years learning the secret of spells, only to unlock what? A couple of cantrips and a few first-level spells. Relative to the other Player Character (PC) classes, they are as weak as a newborn babe and mocked accordingly by inferior caliber players. But follow the analogy further and you will have unlocked ONE of the facets of the magic-user. A human child is born weakest of all creatures, helpless for years with no natural defenses or weaponry. Eventually, that man-cub grows to maturity and his intellect affords him the intelligence to use tools and formulate plans, in short, he becomes king of all beasts, whether walking, crawling, swimming or flying. Man reigns supreme in the end. And so it goes with magic-users: created weak, no weapons, no armor and aged. He even takes more EPs to advance than several of the other classes! Yet, follow his career to fruition and he dominates all, supreme master of all character classes in both defense and sheer firepower. So as you hide away in the middle of the party, do not feel impotent. Shrug off their mockery. Simply smile inwardly and know it is you who they will serve in the last of days.

One other very important aspect of playing magic-users that sets the class apart from the others. Perhaps you've noticed that GMs play MUs 47.67% percent of the time, a full 25 points higher than the next-most popular class (thieves follow at 22.44%). Just why do you think THAT is? Because playing a magic-user is the closest thing to being a GameMaster without actually stepping behind the Shield. It allows retired GMs, GMs on holiday and GMs in remission to feel some of the old power and control. Think about it. Magic-users are the main class for creating new items and new spells. They are also the ones that can determine results and outcome without a die roll or chance of failure...for many spells simply create or conjure things. Once statistics come into play, even the more "random" spells become pretty predictable in their effects. Indeed, the MU, especially the single-class MU, is like a mini-GM. That is the primary attraction. That and the plethora of powerful magic items useable only by the class.

The final major reason to play a magic-user is basic and fundamental. Raw, unadulterated, ass-whuppin', white hot POWER. Once you've backed your smack by layin' down a few Fireballs, you'll see what I mean!

So now you should be as stoked about magic-users as I am. Read on, and you will learn what real supremacy awaits your next MU PC!

JoJo Zeke

JoJo Zeke
Director of HackMaster Development
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Reality Check, A Disclaimer

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. It has also come to our attention that some people have no backbone for high fantasy or the concept of heroic deeds which often involve fighting evil monsters and taking on supernatural beings intent on the down fall of all things good and noble. If you are such an individual and are squeamish about such things, you may want to accept the fact that this book is not for you and read no further (but please do send in a 25¢ royalty payment for the portion you HAVE read up to this point, to do otherwise is tantamount to THEFT).

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their boring 'real lives'.

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personae may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e., violence). Again, all the action in HackMaster takes place in the imaginations of the players and the GameMaster. Are you getting all this?

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, random acts of violence or any of the many sinister agendas which those harboring a grudge against role-playing have attempted to lay at our feet. The writers do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again, this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy you should put this book down and seek professional help (or at the very least make a photo-copy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers (our demons are 'made-up'). Likewise, with the 'magic spells' presented in HackMaster. They are fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna to happen. If you jump off a roof because you believe your 'boots of flutter soft' will protect you and you end up shattering your hip, do not come crying to us. We will merely show you a highlighted photo copy of this disclaimer and marvel at your stupidity. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of Kenzer and Company or its employees. Remember this work is a parody of games and the people who play them (as well as make them).



No concept carves out the uniqueness of the HackMaster™ 4th Edition game over other mundane, wuss-games better than magic. Upon the shoulders of the other mortal classes stands tall the demi-immortal character class that best embodies the art of Hack through magic, its primary practitioner, the wily magic-user. No class is more formidable, few are as elegant, and in the hands of an experienced and creative player, none is as fascinating.

The HackMaster 4th Edition Player's Handbook and GameMaster's Guide explained all of the basic information necessary for playing magic-user characters. In this book, we'll expand on that information, providing you, gentle reader, with more details, variations and advanced character options.

Before we are done, my friend, you will be well versed in all the schools of magic. We will have examined the benefits and handicaps of each, as well as their requirements and restrictions, and the types of characters (and players) that are best suited for particular specializations, sole practitioners and double specialists. That's right, I said double specialists. You didn't think we'd let the fighters have all the gory glory? Well did ya??

We will discuss ways to better embody the ideal magic-user character for each type and then ways to tweak and modify the same. In other words, we will get under the hood of the old man and get him hummin' like a new 'Vette. If you have been lamenting the fact that you have memorized all the spells or sobbing pathetically over the lack of spells for certain specialists, STOP IT! It is not becoming of one of your obvious station. Besides, herein you will find new spells for previously shorted specialists such as diviners and necromancers. So cry like a schoolgirl no more: we have added plenty of new spells just for them.

For those GMs out there, we will describe ways to run entire campaigns centered on magic-user concerns, including the famous Circle of Sequestered Magicks. We will also offer some tips to help fine-tune his skills as a referee and flesh out his campaign with discussions of how spells actually work and how magic-users organize to aid or oppose outrageous PCs, and more! Of course, true to our long and distinguished tradition (and namesake!), for players and GMs alike, we'll take a close look at the art of Hack and how it relates to magic-users.

Think of this book as a smorgasbord of new ideas. Everything here is optional for players, but required reading for GMs whose players pick these options.

For those of you using the Spellslinger's Guide to Wurld domination in conjunction with the original HackMaster game instead of the HackMaster 4th Edition game, this supplement mentions many page numbers from the Player's Handbook and the GameMaster's Guide. The page numbers cited refer to the HackMaster 4th Edition books. Those players using the old books will have to get their butts out of the 1980s, head on down to their local retailer and upgrade to the newer, bigger, more Hackelicious 4th edition books. Anything else would be uncivilized.

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Chapter 1

Specialization

The various specialties offer many interesting possibilities for your character. They afford certain advantages that you can use in your inevitable rise to power, but as with everything Hack, with each benefit comes some penalty. Furthermore, despite your earnest desires, not every spellslinger is destined to be a specialist. Just as with every class in HackMaster, there are extremely important and very relevant ability restrictions and racial restrictions, especially the latter. I mean, who ever heard of a halfling necromancer?? By now, I am certain you are dying to know what secrets await you herein, so let us cut to the chase:

So What Are the Choices For My Destined-for-Greatness MU?

As an aspiring MU player, you'll be happy to know that the options and choices available to you are more varied than those for any other class. The most vital decision a beginning magic-user must make is whether to follow the traditional role of the generalist or to follow one of the so-called specialist paths. The categories of your choices are as follows:

1) **The Generalist.** Generalists practice the Art across the magical spectrum. That is, they have the ability to cast spells from any of the eight schools of magic, but do not have the training, natural aptitude or perhaps inclination to specialize in any particular school. Think of these guys as the family doctor; they've been through basic med-school and know all the basics of internal medicine, but typically know less than specialists within their specialty. With training they can excel in any or all areas depending on the direction in which they take their career.

2) **The Standard Specialist.** Specialists concentrate on a particular one of the eight schools of magic. They have extra training and focus on their school, but are weaker at magic from other schools. Think of these guys as specialist MDs; focusing so much on podiatry makes the podiatrist know everything about corns and something about foot-related topics like bones and muscles, but perhaps he's lost a step, or even forgotten everything about the innards of the human eye. Examples of the standard specialist include the illusionist, conjurer and necromancer. Note also that the next four entries are all generically referred to as "specialists" but they are actually sub-specialists.

3) **The Double Specialist.** The double specialist dedicates himself almost completely to a particular school of magic at the expense of all others. These guys are like very focused medical research specialists; the brain researcher may know virtually everything about the human brain, knows a good deal about closely related topics such as nerves, has some knowledge of generally related topics such as nasal passages, but no longer remembers much from med school about dermatology.

4) **The Sole Practitioner.** The Sole Practitioner specializes in spells of a particular category or nature. Sort of like MD surgeons, they take a specialty such as cardiology and focus on only the surgical aspects of cardiology. They are like specialists, but focus on a particular category of spells within a school of magic, such as fireballs within the school of Invocation/Evocation. The electrician is an example of a sole practitioner invoker that focuses on lightning and electrical-based spells.

5) **The Holistic Practitioner.** The holistic practitioner specializes in spells that produce a certain effect attained outside of the standard school system. Think of people that practice holistic medicine, but never went to medical school; their practice may cut across boundaries normally not traversed by those with formal medical training. An elementalist specializing in the element of fire is an example of a holistic practitioner; his fire specialty may be from the school of Invocation/Evocation (*Fireball*) or alteration (*Affect Normal Fires*), but they are all within his category of specialty. Likewise the battle mage, whose specialty is a difference in technique rather than content, would also qualify as a holisitic practitioner.

6) **The Unorthodox Practitioner.** Unorthodox Practitioners are those that have not studied magic by commonly used and understood methods. They specialize in a particular way of casting or creating magical power that does not correspond to the methods taught in magic-user school. Traditional spellslingers look at these guys as modern doctors look at witchdoctors and faith healers. Examples of unorthodox practitioners are painted wizards that cast their spells through bizarre tattoo magic, wild mages that cast spells by drawing upon the chaotic forces of the Teraverse and blood mages that cast their spells by drawing upon life forces.

This book also allows magic-users an even greater selection of spells. Thus, this chapter includes spell selection tables that supersede the tables in Chapter 7 of the GMG if

Table 1A: Initial Spells Known
(Supersedes GMG Table 7A - Initial Spells Known)

Roll	Offensive Spells	Roll	Defensive Spells	Roll	Misc. Spells
1 – 3	Befriend	1 – 3	Affect Normal Fires	1 – 3	Animate Dead Animals
4 – 6	Burning Hands	4 – 6	Alarm	4 – 6	Bash Door
7 – 9	Charm Person	7 – 9	Armor	7 – 9	Compass
10 – 12	Chill Touch	10 – 12	Audible Glamer	10 – 12	Comprehend Languages *
13 – 15	Chromatic Orb	13 – 15	Aura of Innocence	13 – 15	Conjure Mount
16 – 18	Color Spray	16 – 18	Change Self	16 – 18	Copy
19 – 21	Enlarge *	19 – 21	Cloud Mind	19 – 21	Corpse Link
22 – 24	Evaporate	22 – 24	Corpse Visage	22 – 24	Detect Disease
25 – 27	Exterminate	25 – 27	Dancing Lights	25 – 27	Detect Illusion
28 – 30	Eyes of the Hawk	28 – 30	Detect Intent	28 – 30	Detect Magic
31 – 33	Fireball, Barrage	31 – 33	Disable Hand	31 – 33	Detect Phase
34 – 36	Fireball, Sidewinder (Fl)	34 – 36	Faerie Phantoms	34 – 36	Detect Undead
37 – 39	Firewater	37 – 39	Feather Fall	37 – 39	Dirty Coins
40 – 42	Fist of Stone	40 – 42	Fluttersoft	40 – 42	Divining Rod
43 – 45	Grease	43 – 45	Gaze Reflection	43 – 45	Erase
46 – 48	Hypnotism	46 – 48	Hesitation	46 – 48	Find Familiar
49 – 51	Icy Sphere	49 – 51	Hold Portal	49 – 51	Fog Vision
52 – 54	Jack Punch	52 – 54	Jump	52 – 54	Fool's Silver
55 – 57	Light	55 – 57	Know School	55 – 57	Gabal's Magic Aura
58 – 60	Lightning Bug	58 – 60	Magic Shield	58 – 60	Imaginary Friend
61 – 63	Magic Missile	61 – 63	Phantom Armor	61 – 63	Melt
64 – 66	Magic Stone	64 – 66	Protection from Evil	64 – 66	Mend
67 – 69	Minor Sphere/Perturbation	67 – 69	Protection from Insects	67 – 69	Merge Coin Pile
70 – 72	Phantasmal Fireball	70 – 72	Protection from Sunburn	70 – 72	Message
73 – 75	Power Word: Cartwheel	73 – 75	Protective Amulet	73 – 75	Metal Bug
76 – 78	Power Word: Moon	76 – 78	Remove Fear	76 – 78	Phantasmal Force
79 – 81	Power Word: Summersault	79 – 81	Resist Cold	79 – 81	Pool Gold
82 – 84	Push	82 – 84	Resist Fire	82 – 84	Precipitation
85 – 87	Shocking Grasp	85 – 87	Shift Blame	85 – 87	Remove Thirst
88 – 90	Sleep	88 – 90	Smell Immunity	88 – 90	Run
91 – 93	Spook	91 – 93	Spider Climb	91 – 93	Throw Voice
94 – 96	Taunt	94 – 96	Spider Hairs	94 – 96	Unseen Servant
97 – 99	Re-Roll	97 – 99	Wall of Fog	97 – 99	Wizard Mark
100	Roll Twice - ignore this result	100	Roll Twice - ignore this result	100	Roll Twice - ignore this result

* These spells are reversible.

the GM is using the spells from this book in his campaign. Each such table identifies which table from the GMG it replaces if applicable.

Pros and Cons of the Specialist

In this chapter, we'll take a close look at the various methods of specialization, including the basic schools of magic. We'll analyze the strengths and weaknesses of each specialty, point out the more useful spells from each school and their uses, and generally size up each of the specialists. We'll also explore what happens to the sorry fool who abandons his school. Along the way, we'll provide those little tidbits of wisdom that will give you the edge you need over the GM and his minions (and the other PCs, when necessary).

That's All Well and Good, But What's in it for Me?

Obviously at this point you'll want to know what each of the sub-classes have for advantages and what sort of baggage comes along with it. The single most important question you must ask yourself regarding your new magic-user is whether and how to specialize (and what type of specialty). Your answer will have profound impact on your magic-user's role in the game, and you should think carefully before committing your precious character to a particular specialty or school of magic. Make the right call and rise to greatness. The wrong one may mean oblivion or at least ridicule at the hands of the other PCs. Following are a few points to consider.

Ability Scores

A magic-user must meet certain ability requirements to become a specialist. For instance, a magic-user with a Dexterity of 15 CANNOT become an illusionist. Most successful players take what the dice give them and build to their strength so as to minimize BPs wasted on upping Ability Scores. Thus, low Ability Scores in certain areas should help dictate the direction you take with your MU. You should view this as a good thing because the choices are so many and varied that without restrictions, you'd NEVER be able to narrow down your choice of an MU class. What's more, this helps better us all by forcing us to play classes we normally wouldn't choose thereby learning new skills and improving both our role-play and overall Hack abilities.

Characters with a lower Intelligence score can benefit considerably by specializing. Consider Dolus the MU, who has a 13 INT and therefore a mere 55% chance to learn new spells. Most specialties offer him a 15% bonus to learn spells within the specialy, increasing his chance to learn new spells to a respectible 70%. Such an increase is akin to +3 INT or 12 BPs used solely to increase INT during the creation procedure! Of course, Brainiacus the Witty, a MU with a 20 INT would gain far less as his bonus would increase from 96% to over 100%...an effective increase of a mere 4%. So clearly, the lower the INT of a magic-user, the more specialization helps to increase his chance of learning spells. This is somewhat offset by the specialist's limitations to which spells he can learn (he has great difficulty learning spells from oppositional schools), but over the course of a campaign, a low Intelligence magic-user stands a good chance of learning more spells by specializing.

1st-Level Bonus Spell

Many specialties offer a spell bonus at each level. Thus, a 1st level illusionist begins with four spells, but a 1st level magic-user begins with only three. This is really inconsequential and probably shouldn't be considered by starting MUs, but becomes fairly important later in life when you get that wicked-kewl 5th level spell twice per day rather than just once!

Access to Mentors

Perhaps the most important factor is that specialists are rarer than generalists and it will be tougher to find that oh-so-valuable master teacher. So to increase your odds and to beat the system, ask yourself a few important questions. Does the GM have a favorite master teacher of a certain school fleshed out already? GMs love to leverage their past work, so there's a good bet the Meister will pop up again. Grab his school if possible and you can reap the rewards! Are there other mentors available for the specialty in question? Which ones are in ill health, inaccessible, under siege or otherwise have their future in question? Forget those guys because having a mentor around makes being a school specialist that much easier. Is there an academy availble for the school in question? If not, think about another school because having an academy around can give you the edge you need for training and trading spells with peers. Finally, and most importantly, has your GM played this specialty before? If so, has his character been converted to an NPC in his campaign? If so, make sure your character matches his NPC's alignment and pursue him as a master teacher! Flatter the GM and watch your training costs plummet and your skills soar. That's the kind of edge you just cannot pass up.

Party Composition

If your party already includes one or more magic-users, you might want to choose a specialization to give the party a wider variety of character types. If the party is small, it might be less risky to become a generalist so that your PC has access to spells of all the schools. Are there other player character magic-users with spell books they'd be willing to share or you could pilfer? Would a school specialist or a generalist have a better chance of learning those spells? If one PC magic-user is a conjurer, his spell book probably would probably serve better as toilet paper than a study device for a diviner.

Player Preference

You might want to run a magic-user of a particular specialty just because you've never tried it before. That's about the best reason there is to choose a specialist over a generalist. Variety is the spice of HackMaster. Try a new character class, try some new flaws and a new race and let it rip!

Spell Jacking

All standard specialists and double specialists can spell-jack (see Table 3GG: Illusionist Spell Progression in the PHB). Spell-jacking works in the same manner as normal spell memorization except that the specialist is cramming even more information in his head, thus pushing the envelope. This allows him to hold more spells in memory, but it also increases the chances of a spell mishap. When spell-jacked, there is a base 10% chance of a spell mishap of ANY spell the specialist casts. This is in addition to any modifiers for wearing armor and/or Intelligence. However, a character is only considered "spelljacked" when he has more than his normal allowance of spells memorized. Therefore, once he casts enough spells to bring him equal to or below his normal number of memorized spells (without spelljacking or any other similar enhancement) he no longer suffers the 10% mishap chance. If a spell mishap occurs while a specialist is spell-jacked, in addition to the many other wonderfully unpredictable effects on the spell mishap table in the GMG, there is even a chance that ALL spells the specialist still holds in his memory (i.e. uncast) will suddenly go off with unexpected and possibly disastrous results. Such are the risks of being careless with magic.

Understanding the Magical Theory of "Schools"

Before we continue, it's important that as a player who wants to seek fame and fortune as a spellslinger, you understand theory and benefits/disadvantages of the various schools of magic. Following are details about the various schools of magic and dertails for specialists for each school of magic. Each includes the following information:

Description: This section explains the theory behind the school itself, the general effects created by spells from the school, along with how users channel that particular type of magical energy.

Specialist Name: The common name for a specialist of this school.

Allowed Races: Only humans, pixie-fairies, gnomelings, gnomes, elves, and half-elves can become school-based specialists, and not all races are able to specialize in every school. This entry indicates which races are eligible to specialize in a particular school. Unless specifically stated to the contrary, ""elves" includes both Grel and Drow.

Ability Requirements: Though all schools require a minimum Intelligence of 9, each has an additional minimum requirement in another ability and is listed here. Also, some types of specialties actually require a higher Intelligence.

Saving Throw Modifiers: Because of their familiarity with the arcane arts, specialists are able to resist the effects of certain forms of magic. Additionally, their opponents are less able to resist certain spells cast by specialists rather than non-specialists. These are listed here.

Learning Ability Modifiers: By focusing on one school, the specialist achieves a higher level of under-

Table 1B: Aquisition of Upper Level Magic-User Spells Roll (1d100)
(Supersedes GMG Table 7-D: Acquisition of Upper Level Magic-User Spells)

Type	1	2	3	4	5	6	7	8	9
Lesser/Greater Divination	1-11	1-11	1-3	1-8	1-9	1-7	1-8	1-7	1-11
Illusion/Phantasm	12-22	12-23	4-15	9-16	10-19	8-18	9-18	8-14	12-19
Abjuration	23-27	24-30	16-26	17-23	20-26	19-27	19-25	15-21	20-27
Enchantment/Charm	28-37	31-39	27-33	24-31	27-34	28-35	26-36	22-32	28-36
Conjuration/Summoning	38-44	40-49	34-42	32-40	35-44	36-46	37-53	33-49	37-51
Necromancy	45-52	50-61	43-52	41-48	45-55	47-55	54-62	50-60	52-63
Alteration	53-84	62-84	53-83	49-78	56-81	56-80	63-85	61-78	64-80
Invocation/Evocation	85-100	85-100	84-100	79-100	82-100	81-100	86-100	79-100	81-100

standing regarding spells of that school. Alternatively, his understanding of other schools is similarly diminished. The specialists bonuses and penalties to learning spells from his specialty school and non-opposition schools are listed here.

Oppositional Schools: The specialist has an extra hard time learning spells from these schools. He also has trouble using magical items that duplicate the effects of schools in opposition to his own school. If he tries, the spell or device will have a 35% + spell level - (INT + character level) chance to result in a spell mishap (in addition to any other chances based on low Intelligence and/or armor). In any case, using spells and magic items from opposed schools is frowned-upon by other self-respecting specialists and thus causes the loss of a point of Honor per attempt (whether successful or not).

Spell Analysis: This section discusses the spells available to the school, including their general types and their overall usefulness to the magic-user. For convenience, spells are divided into three categories: Low (1st-3rd level), Medium (4th-6th level), and High (7th-9th level). The most versatile and powerful spells are designated as the "Most Desirable"' for each of these categories.

Abjuration

Description: Abjuration magical energies are drawn from the opposite sides of the Positive and Negative Material Planes. The magic is pitted against itself to create barriers and protections against physical objects (which it attempts to repel or interecede) or magic (which the spells typically repudiate, disrupt or flat-out deny). Thus, spells of this school focus these magical energies to provide protection. This protection can take a number of forms, including warding off specific types of weapons or creatures and discouraging or dispelling enemies. The school also includes a variety of spells involving avoidance and repellence. Abjuration spells concentrate on eliminating or hindering sources of potential harm rather than repairing damage.

Specialist Name: Abjurer.

Building Point Bonus: 11

Allowed Races: Only humans and pixie fairies can be abjurers. For centuries, the scholars of Garweeze Wurld have speculated that the natural magical resistance of elves, half-elves and gnomes prevents them from mastering Abjuration spells.

Ability Requirements: An abjurer must have strong intuition and exceptional willpower to master Abjuration spells, as reflected in a high Wisdom score requirement. Specialists in this school must have a minimum Wisdom of 13/76.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against an Abjuration spell cast by an abjurer. An abjurer adds a +1 bonus when saving against Abjuration spells himself.

Bonus Spells: Each day, an abjurer can memorize and cast one extra spell at each spell level, providing that at least two of the memorized spells are from the school of Abjuration.

Learning Ability Modifiers: The abjurer gains a +15% bonus to his learning ability when trying to learn or research spells from the Abjuration school, representing his familiarity with his specialty. On the other hand, he suffers a -15% to his learning ability when attempting to learn or research spells from the schools of Conjuration/Summoning, Divination, Enchantment/Charm, Invocation/Evocation and Necromancy.

Oppositional Schools: Because they spend so much of their learning focusing on the opposing forces of negative and positive energy (other magic-users draw only from the front or "business end" of the flow), the abjurer has trouble changing the aspects of things. Thus, he learns spells from the school of Alteration with a -56% penalty. Likewise, his lack of training with the demi-shadow planes and his focus on creating wards and barriers causes the abjurer to make a poor illusionist. In fact, an abjurer can learn spells from the schools of illusion with a whopping -77% penalty.

Spell Analysis: The abjurer has a limited number of spells from which to choose, particularly in the lower levels. This lack of options makes low-level abjurers among the weakest of beginning magic-users. To compensate, he should acquire a few low-level spells from other available schools as early in his career as possible. Offensive spells (that is, spells that inflict damage) from the schools of Conjuration and Invocation are especially good choices, such as *Munz's Bolt of Acid*, *Magic Missile* and *Web*. As he reaches higher levels of ability and is able to take advantage of the more powerful Abjuration spells available to him, an abjurer should become less dependent on spells from other schools.

There are three general types of Abjuration spells: protective, dispelling and dismissal. Protective spells include those that offer protection from creatures (such as *Protection from Evil*) those that protect against weapons (such as *Protection from Normal Missiles*), and those that protect against certain types of magic (such as *Minor Globe of Invulnerability*). Dispelling spells cause the elimination of specific magical effects, such as *Dispel Magic* and *Remove Curse*. Dismissal spells cause the removal of certain creatures, such as *Dismissal* and *Banishment*.

Since the most effective Abjurations are those offering the greatest protection, it seems that the dismissal spells are the most desirable—after all, they get rid of the attacker altogether. However, dismissal spells are effective only against very specific types of attackers, such as *Banishment*'s dismissal of extraplanar creatures. Unless the magic-user anticipates encountering the type of creature affected, a dismissal spell won't be of much

Table 1C: Abjuration Spells by Level
(Supersedes GMG Table 7D-3: Abjuration Spells by Level)

Level 1	(1d6)	Level 5	(1d6)
1	Alarm	1	Avoidance*
2	Protection from Evil	2	Containment
3	Protection from Sunburn	3	Dismissal
4	Protective Amulet	4	Jorrel's Private Sanctum
5	Remove Fear	5	Spell Shield
6	DM Choice	6	DM Choice
Level 2	(1d8)	Level 6	(1d10)
1	Chaos Shield	1	Anti-Animal Shell
2	Filter	2	Anti-Magic Shell
3	Hullman's Baneful Deflector	3	Break Hex
4	Magic Missile Reflection	4	Globe/Invulnerab.
5	Noonan's Nonsensical Nullifier	5	Invulnerability to Magical Weapons
6	Preserve	6	Reginald's Protection from Scrying
7	Protection/Cantrips	7	Repulsion
8	DM Choice	8	Spiritwrack
Level 3	(1d20)	9-10	DM Choice
1	Dispel Magic	Level 7	(1d4)
2	Dispel Silence	1	Banishment
3	Glyph of Ice	2	Sequester
4	Glyph of Lightning	3	Spell Turning
5	Glyph of Sniping	4	Volley
6	Glyph of Wind	Level 8	(1d6)
7	Non-Detection	1	Sanboreg's Random Dispatcher
8	Proof from Teleport	2	Dispel Enchantment
9	Prot./Normal Miss.	3	Gandle's Sp. Imnty.
10	Quarantine	4	Mind Blank
11	Ward Off Evil*	5-6	DM Choice
12-19	DM Choice	Level 9	(1d6)
20	Player Choice	1	Elemental Aura
Level 4	(1d8)	2	Immunity to Undeath
1	Circle of Protection	3	Imprisonment *
3	Exploding Glyph	4	Jebidiah's Ultimate Circle
4	Fire Trap	5	Prismatic Sphere
5	Minor Globe/Invuln.	6	Stabilize
6	Remove Curse *		
7	Wimpel's Dispelling Screen		
8	DM Choice		

Table 1D: Abjurer Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-2,000	1	20 + 1d4 *	Comforter
2,001-4,000	2	2	Blocker
4,001-8,000	3	3	Safeguarder
8,001-18,000	4	4	Guarder
18,001-35,000	5	5	Protector
35,001-60,000	6	6	Guardist
60,001-90,000	7	7	Defender
90,001-135,000	8	8	Watcher
135,001-250,000	9	9	Abjurist
250,001-375,000	10	10 **	Abjurer
375,001-750,000	11	10 + 1	Abjurer (11th level)
750,001-1,125,000	12	10 + 2	Abjurer (12th level)
1,125,001-1,500,000	13	10 + 3	Abjurer (13th level)
1,500,001-1,875,000	14	10 + 4	Master Abjurer
1,875,001-2,250,000	15	10 + 5	Master Abjurer (15th level)
2,250,001-2,625,000	16	10 + 6	Master Abjurer (16th level)
2,625,001-3,000,000	17	10 + 7	Master Abjurer (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Abjurer
3,375,001-3,750,000	19	10 + 9	Arch Abjurer (18th level)
3,750,001-4,125,000***	20	10 + 10	Supreme Arch Abjurer

* At first level, abjurers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Abjurers gain 1 hit point per level after the 10th.
*** 375.000 experience points per level of experience beyond the 20th.

help in the dungeon. Since protection spells usually affect only a single individual, the best all-purpose Abjurations are the dispelling spells; *Dispel Magic* for instance, employed against a magic-wielding enemy protects not only the caster, but the entire party.

The abjurer is at a disadvantage when hacking. There are very few Abjuration spells that inflict damage either directly or indirectly. But in terms of defensive capabilities, the abjurer is second to none. When a party is exploring potentially dangerous territory, the abjurer makes an ideal point man, placing him in an excellent position to create defenses against attackers. However, the abjurer, like all magic-users, has a poor Armor Class, making him extremely vulnerable to damage. A comrade with a lot of hit points and a low AC should accompany the abjurer near the front of the party, ready to intercept attacks and act as the abjurer's bodyguard.

Abjurers also operate well in conjunction with other magic-users. While the abjurer casts magical defenses, a fellow magic-user can concentrate on creating magical offenses. When traveling, abjurers make good guards for helpless NPCs, such as small orphaned street urchins, obnoxious princesses and annoying seniors. Does the party have a treasure map, a valuable gem, or other prized possession (such as an Honor token)? With his repertoire of protective spells, the abjurer may be the best person to carry them.

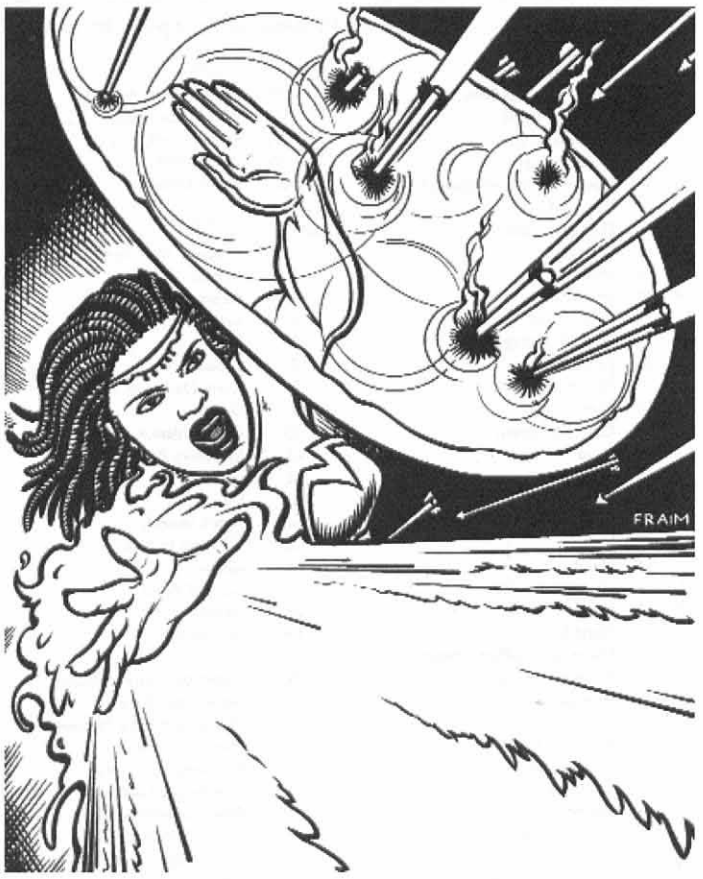
Most Desirable Spells:

Low-Level: *Dispel Magic* is not only the best of the low-level Abjuration spells, it should be a part of any magic-user's arsenal (excluding, of course, those specialists that would screw it up and generate a mishap). *Dispel Magic* can effectively disarm many opponents, and it can also negate harmful or potentially harmful magical devices. Abjurers would do well to acquire this spell early in their careers.

Protection from Evil is another useful spell, considering how often a typical party encounters evil creatures and evil NPCs. Of the two 3rd-level protection spells, an abjurer will likely find *Ward Off Evil* to be more helpful than *Protection from Normal Missiles*, since he will probably have more opportunities to use the former than the latter. Note that *Protection from Normal Missiles* can be extremely helpful when traveling through primitive areas where the inhabitants are likely to toss rocks from above, hurl spears and shoot poisoned blow gun darts. It's also great on the modern battlefield against volleys of sheaf arrows fired from trained longbowmen. In short, *Protection from Normal Missiles* can protect your MU's scrawny butt in a specific situation, while *Ward Off Evil* can help the party as a whole far more often.

Medium-Level: *Fire Trap* not only offers superb protection, it's one of the few Abjuration spells capable of inflicting damage. It also keeps the party thief and that pesky halfling torch-bearer out of your backpack while you're sleeping, memorizing spells or taking your morning constitutional. *Avoidance* has the twin advantages of being reversible and permanent. *Antimagic Shell* is generally preferable to *Globe of Invulnerability*; not only does it last longer, it's stronger and takes less time to cast. Still, you must consider carefully before negating your own magic along with the enemy's.

High-Level: *Spell Turning* and *Gandle's Spell Immunity* are extremely powerful spells that can and should be useful in any hostile environment. In most situations, *Prismatic Sphere* is the best high-level Abjuration spell; it not only provides a variety of defenses, it is also capable of blinding most opponents and inflicting a sizeable amount of damage.



attempting to learn or research spells from this school. To compensate, he suffers a -15% penalty to all learning ability and research rolls for spells from the Conjuration/Summoning, Divination, Enchantment/Charm, Illusion and Invocation/Evocation schools.

Oppositional Schools: Because they spend so much of their learning focusing on changing the aspect(s) of existing things, which requires intimate knowledge and practice tapping the positive energy end of the flow, the transmuter finds it almost impossible to manage negative magical energy. Thus, he learns spells from the school of Abjuration with an -67% penalty. Likewise, his lack of training with the demi-shadow planes and negative energy cause him to suffer a massive -78% penalty to learn spells from the school of Necromancy.

Alteration

Description: Alteration spells enable the caster to channel magical energies to cause direct and specific change in an existing object, creature or condition. Alterations can affect a subject's form (*Polymorph Other*), relation to gravity (*Feather Fall*), abilities (*Strength*), location (*Teleport Without Error*), or even physical well-being (*Death Fog*).

Specialist Name: Transmuter.

Building Point Bonus: 9

Allowed Races: Only pixie fairies and casters with human blood can channel the magical energies necessary for Alteration spells. Hence, only pixie fairies, humans and half-elves can become transmuters.

Ability Requirements: Because Alteration spells have somewhat more complex somatic components than spells from other schools, a magic-user needs a Dexterity score of at least 15/26 to become a transmuter.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against an Alteration spell cast by a transmuter. A transmuter adds a +1 bonus when saving against Alteration spells or effects cast by others.

Bonus Spells: Each day, a transmuter can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of Alteration.

Learning Ability Modifiers: As a result of years studying the Alteration school, the transmuter gains a +15% to his learning ability rolls when

Table 1E: Transmuter Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-2,250	1	20 + 1d4 *	Alter Boy/Girl
2,251-4,500	2	2	Alterer
4,501-9,000	3	3	Adapter
9,001-18,000	4	4	Adjuster
18,001-35,000	5	5	Modifier
35,001-60,000	6	6	Changer
60,001-95,000	7	7	Converter
95,001-145,000	8	8	Variationist
145,001-220,000	9	9	Transformer
220,001-440,000	10	10 **	Transmuter
440,001-660,000	11	10 + 1	Transmuter (11th level)
660,001-880,000	12	10 + 2	Transmuter (12th level)
880,001-1,100,000	13	10 + 3	Transmuter (13th level)
1,100,001-1,320,000	14	10 + 4	Master Transmuter
1,320,001-1,540,000	15	10 + 5	Master Transmuter (15th level)
1,540,001-1,760,000	16	10 + 6	Master Transmuter (16th level)
1,760,001-1,980,000	17	10 + 7	Master Transmuter (17th level)
1,980,001-2,200,000	18	10 + 8	Arch Transmuter (18th level)
2,200,001-2,420,000	19	10 + 9	Arch Transmuter (19th level)
2,420,001-2,640,000***	20	10 + 10	Supreme Arch Transmuter

* At first level, transmuters receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Transmuters gain per level after the 10th.
*** 220,000 experience points per level of experience beyond the 20th.

Table 1F: Alteration Spells by Level (Supersedes Table 7D-7: Alteration Spells by Level)

Level 1	(1d100)
1 – 2	Affect Normal Fires
3 – 4	Burning Hands
5 – 6	Chromatic Orb
7 – 8	Color Spray
9 – 10	Comprehend Languages *
11 – 12	Corpse Link
13 – 14	Dancing Lights
15 – 16	Enlarge *
17 – 18	Erase
19 – 20	Evaporate
21 – 22	Feather Fall
23 – 24	Fireball, Barrage
25 – 26	Firewater
27 – 28	Fist of Stone
29 – 30	Fluttersoft
31 – 32	Gaze Reflection
33 – 34	Hold Portal
35 – 36	Jump
37 – 38	Light
39 – 40	Lightning Bug
41 – 42	Melt
43 – 44	Mend
45 – 46	Merge Coin Pile
47 – 48	Message
49 – 50	Metal Bug
51 – 52	Minor Sphere/Perturbation
53 – 54	Phantom Armor
55 – 56	Pool Gold
57 – 58	Precipitation
59 – 60	Remove Thirst
61 – 62	Resist Cold
63 – 64	Resist Fire
65 – 66	Shocking Grasp
67 – 68	Spider Climb
69 – 70	Wizard Mark
71 – 99	DM Choice
100	Player Choice

Level 2	(1d100)
1 – 3	Alter Self
4 – 6	Chaotic Transformation
7 – 9	Cheetah Speed
10 – 12	Continual Light *
13 – 15	Darkness, 15' R.
16 – 18	Deeppockets
19 – 21	Elenwyd's Majestic Bosom
22 – 24	Fire Telekinesis
25 – 27	Fog Cloud
28 – 30	Fool's Gold
31 – 33	Fustis's Mnemonic Enhancer
34 – 36	Galinor's Gender Reversal
37 – 39	Irritation
40 – 42	Knock *
43 – 45	Levitate
46 – 48	Magic Missile Reflection
49 – 51	Magic Mouth
52 – 54	Pyrotechnics
55 – 57	Rope Trick
58 – 60	Shatter
61 – 63	Strength
64 – 66	Tattoo of Shame
67 – 69	Telepathic Mute
70 – 72	Vocalize
73 – 75	Whispering Wind
76 – 78	White Hot Metal
79 – 81	Wizard Lock
82 – 99	DM Choice
100	Player Choice

Level 3	(2d20)
2	A Day in the Life of
3	Airbolt
4	Alternate Reality
5	Arinathor's Dark Limbs
6	Blink
7	Cloudburst
8	Cont. Darkness
9	Delude
10	Dispel Silence
11	Explosive Runes
12	Fireflow
13	Fly
14	Fool's Speech
15	Gandle's H. Hut
16	Grow
17	Gust of Wind
18	Haste
19	Infravision
20	Item
21	Mericutyn's Grotesquely Distended Nose
22	Morton's Minute Meteors
23	Phantom Wind
24	Polymorph to Insect
25	Polymorph/Amph.
26	Polymorph/Primate
27	Runes/Eyeball Imp.
28	Secret Page
29	Slow
30	Snapping Teeth
31	Tongues*
32	Transmute Wood to Steel
33	Water Breathing*
34	Wind Wall
35	Wraithform
36	Zargosa's F.S.of T.
37	Zed's Expiditious Fire Extinguisher
38-40	DM Choice

Level 4	(2d20)
2	Arbraxious's Hyper Evolution
3	Arbrazious's Levitation
4	Close Portal
5	Dimension Door
6	Drifting Polymorph
7	Emergency Teleport/Rnd
8	Extension I
9	Fire Shield
10	Flying Familiar
11	Haarpang's Mag. S.R.
12	Haarpang's Mem. K.
13	Hurl Animal
14	Kachirut's Plasma Blade
15	Life Bolt
16	Massmorph
17	Mulderi's Climbing Claws
18	Murgander's Gamble
19	Perpetual S. Grasp
20	Pixie Wings
21	Plant Growth
22	Polymorph Other
23	Polymorph Self
24	Rainbow pattern
25	Solid Fog
26	Stone Passage
27	Stoneskin
28	There/Not There
29	Tusks of the Oliphant
30	Ultravision
31	Vacancy
32	Wizard Eye
33	Zargosa's Lodge/Prot.
34-39	DM Choice
40	Player Choice

Level 5	(1d100)
1 – 4	Airy Water
5 – 8	Animal Growth*
9 – 12	Arbraxious's Horrid Maw
13 – 16	Avoidance*
17 – 20	Breed Fusion
21 – 24	Centaur's Gift, The
25 – 28	Distance Distortion
29 – 32	Drayton's Hid. Stsh.
33 – 36	Extension II
37 – 40	Fabricate
41 – 44	Hiamohr's Unfortunate Incident
45 – 48	Jorrel's Private Sanctum
49 – 52	Life Field *
53 – 56	Manor's Mindsight
57 – 60	Physical Invisibility
61 – 64	Polymorph Plant to Mammal
65 – 68	Stone Shape
69 – 72	Telekinesis
73 – 76	Teleport
77 – 80	Transm. Rock/Mud*
81 – 84	Wall Passage
85 – 88	Waveform
89 – 92	Wings of PanDemonium
93 – 99	DM Choice
100	Player Choice

Level 6	(1d100)
1 – 4	Control Weather
5 – 8	Cytogenesis
9 – 12	Death Fog
13 – 16	Disintegrate
17 – 20	Evaporate and Neutralize Liquid
21 – 24	Extension III
25 – 28	Glassee
29 – 32	Guards and Wards
33 – 36	Haarpang's M.SoF
37 – 40	Hyptor's Ttl. Recall
41 – 44	Karnaac's Transf.
45 – 48	Lightningcloak
49 – 52	Lower Water
53 – 56	Mirage Arcana
57 – 60	Move Earth
61 – 64	Part Water
65 – 68	Project Image
69 – 72	Stone to Flesh*
73 – 76	Tentacles
77 – 80	Trans. Water/Dust
81 – 84	Transmute Metal to Water *
85 – 88	Velimurio's Merger
89 – 92	Zarba's SoP Incl. W.
93 – 99	DM Choice
100	Player Choice

Level 7	(1d100)
1 – 4	Basilisk Glare
5 – 8	Bone Javelin
9 – 12	Command Element
13 – 16	Create Shade
17 – 20	Duo-Dimension
21 – 24	Life Creation
25 – 28	Petrifying Gaze
29 – 32	Phase Door
33 – 36	Reverse Gravity
37 – 40	Sanboreg's Surge Selector
41 – 44	Spell Shape
45 – 48	Statue
49 – 52	Teleport w/o Error
53 – 56	Torment
57 – 60	Transm. Rock/Lava
61 – 64	Truename
65 – 68	Tybalt's Planar Pacifier
69 – 72	Vanish
73 – 76	Zargosa's Oplnt Mnr H.
77 – 99	DM Choice
100	Player Choice

Level 8	(1d20)
1	Air Spiral
2	Chaos Form Familiar
3	Glassteel
4	Haarpang's Mag. SoT
5	Incendiary Cld.
6	Iron Body
7	Permanency
8	Polymph Any Object
9	Sink
10-19	DM Choice
20	Player Choice

Level 9	(1d20)
1	Crystalbrittle
2	Hyptor's Disjunction
3	Pocket Universe
4	Ring of Swords
5	Shape Change
6	Succor
7	Tele. Intercampaignia
8	Tele. Intragenre
9	Tempestcone
10	Temporal Stasis*
11	Time Stop
12-19	DM Choice
20	Player Choice

Spell Analysis: No school has a wider variety of spells than the school of Alteration, making the transmuter the most versatile of all the specialists. The available spells can be assigned to six general groups:

1. Defensive Spells. This group of protective spells offers defensive capabilities rivaling those of the Abjuration school. This group includes spells that limit an opponent's ability to attack, such as *Fog Cloud*, *Solid Fog*, *Slow* and *Darkness, 15' Radius*, and also spells that provide direct protection to the caster and his party, such as *Stoneskin* and *Gandle's Humble Hut*.
2. Offensive Spells. This group includes spells such as *Strength* and *Haste* that increase the party's chance to inflict damage, and spells such as *Zargosa's Flaming Spheres of Torment* and *Death Fog* that inflict damage directly.
3. Mobility Spells. This group includes *Fly*, *Blink*, *Passwall*, *Teleport* and other spells that improve the caster's ability to move from place to place.
4. Security Spells. This group enables the caster to protect objects and places, and includes spells such as *Wizard Lock*, *Guards and Wards*, and *Drayton's Hidden Stash*.
5. Talent Spells. This group gives the caster (or a person of the caster's choice) a temporary talent, usually one that duplicates a special ability of another creature or race. Such spells include *Infravision*, *Water Breathing* and *Tongues*.
6. Special Spells. This group encompasses a wide range of spells that don't fit into into any of the previous categories, such as *Magic Mouth*, *Mending*, *Message* and *Fool's Gold*.

Because of the variety of spells available, a transmuter can assume a number of different roles in an adventuring party. For instance, a transmuter that knows a number of offensive spells can battle effectively alongside a party's warriors. A transmuter that knows a few mobility spells in addition to some offensive spells makes an especially impressive combatant (imagine a *Fly*ing transmuter soaring to the top of a tree, then casting *Zargosa's Flaming Spheres of Torment* on an unsuspecting enemy). With a supply of defensive spells, a transmuter can assume many of the functions of an abjurer. A

transmuter with *Spider Climb*, *Deeppockets* and *Knock* is a good substitution for a thief; add *Polymorph Self* and *Passwall*, and you'd be hard pressed to find a better spy, even among assassins.

The novice transmuter player always runs the risk of being overwhelmed by the sheer volume of available spells and making haphazard or ill-informed decisions about which spells he learns and memorizes. Therefore, you must take care to balance your spell choices with the needs of your party.

Most Desirable Spells:

Low-Level: Of the 1st-level spells, *Burning Hands* is a nice choice for an offensive spell since it has a longer range than *Shocking Grasp* and does more damage at higher levels. *Chromatic Orb* is a better choice yet.

With its reversible option, *Enlarge* gives the transmuter a wealth of options and is particularly useful in combat since it affects damage rolls. *Fog Cloud* and *Pyrotechnics* both have two different forms, essentially giving the transmuter two spells for the price of one. *Fly* expands the transmuter's strategic options and is perhaps the best all around low-level Alteration spell. Both *Slow* and *Haste* can influence melee combat dramatically, since a number of subjects are affected at the same time.

Medium-Level: *Polymorph Self* and *Polymorph Other* can disguise friendly characters, intimidate enemies, and in the case of *Polymorph Other*, greatly enhance the party's chance of combat success, since the subject's Armor Class and attack routines can be improved by the spell. *Death Fog* and *Disintegrate* are powerful offensive spells, and *Teleport* is a first-rate mobility spell.

Of the medium-level spells, there is none better than *Karnaac's Transformation*, assuming the transmuter has a dagger or staff at hand to take advantage of his increased attack effectiveness, and *Hyptor's Total Recall*, which gives the transmuter access to any 1st-level through 5th-level spell used in the previous 24 hours.

High-Level: *Incendiary Cloud* is a terrific offensive spell while *Shape Change* and *Time Stop* are both helpful in a variety of situations. The most useful high-level spell is probably *Polymorph Any Object*, since it can duplicate the effects of many other spells, including *Polymorph Other*, *Transmute Rock to Mud*, and *Stone to Flesh*.



Conjuration/Summoning

Description: This school teaches techniques of creating things from thin air, conjuring up beings from alternate planes of the TeraVerse, and summoning local creatures by various means (i.e. enticement, compulsion, etc.). Conjuration spells deal with production of various forms of non-living matter while Summoning spells deal with forcing creatures to come to the caster, as well as allowing the caster to channel forces from other planes. Since the casting techniques are similar for both types, the once-separate schools of Conjuration and Summoning have long since been melded into one combined school. While there was at one time a great (and sometimes bloody) rivalry between the two not unlike that of the United and Confederate States of America, the school of Conjuration won out and now dominates, even in name.

Specialist Name: Conjurer. Sometimes a specialist who has learned only summoning spells calls himself a summoner. Only the most pompous of conjurers insist on being called such as this is merely a matter of semantics and has no positive bearing whatsoever on the specialist's abilities, restrictions or effectiveness. Note, however, that the lack of variety from within the specialty could have a negative impact on the poor sap.

Building Point Bonus: 8

Allowed Races: A magic-user must have pure human blood to be a conjurer. Therefore, humans can specialize in this school, but elves, half-elves, gnomes and pixie fairies, cannot.

Ability Requirements: A magic-user must have exceptional stamina to spend a lifetime casting Conjuration and Summoning spells, since he is at times tapping into his own life force in order to create conjured matter or lure summoned creatures. Therefore, a magic-user must have a Constitution score of at least 14/68 to specialize in this school.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against a Conjuration or Summoning spell cast by a conjurer. A conjurer adds a +1 bonus when saving against Conjuration spells or attacks from creatures or forces created by Summoning spells.

Bonus Spells: Each day, a conjurer can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of Conjuration/Summoning.

Learning Ability Modifiers: The conjurer enjoys a +15% bonus to his chance to learn or research spells from the Conjuration/Summoning school, indicating his familiarity with the subject. Because of his devotion, however, he suffers a -15% penalty to his chance to learn or research spells from the schools of Abjuration, Alteration, Enchantment/Charm, Illusion and Necromancy.

Oppositional Schools: The techniques and thinking required for creating non-living matter are unnatural, alien and opposite to those required for shaping non-living matter (considered a more natural approach by theoreticians and purists). Thus, Evocation magics come to those studying in the school of Conjuration/Summoning only with great difficulty, specifically with a -81% penalty. Likewise, having a repution for summoning creatures and things leads to difficulty in garnering intervention and contact from extraplanar creatures. Therefore, those studying this school suffer a -81% and -73% penalty against learning spells from the schools of the Invocation and Divination, respectively.

Spell Analysis: Although the conjurer doesn't have an excessive number of specialty spells from which to choose, spells of the Conjuration/Summoning school are among the most potent of all, comparable only to the school of Necromancy in sheer power.

Table 1G: Conjurer Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-3,000	1	20 + 1d4 *	Guider
3,001-6,000	2	2	Drawer
6,001-12,000	3	3	Bringer
12,001-24,000	4	4	Beseecher
24,001-48,000	5	5	Demander
48,001-90,000	6	6	Coercer
90,001-130,000	7	7	Orderer
130,001-175,000	8	8	Ensorceler
175,001-275,000	9	9	Conjurist
275,001-400,000	10	10 **	Conjurer
400,001-800,000	11	10 + 1	Conjurer (11th level)
800,001-1,300,000	12	10 + 2	Conjurer (12th level)
1,300,001-1,600,000	13	10 + 3	Conjurer (13th level)
1,600,001-1,900,000	14	10 + 4	Master Conjurer
1,900,001-2,300,000	15	10 + 5	Master Conjurer (15th level)
2,300,001-2,700,000	16	10 + 6	Master Conjurer (16th level)
2,700,001-3,100,000	17	10 + 7	Master Conjurer (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Conjurer
3,500,001-3,900,000	19	10 + 9	Arch Conjurer (19th level)
3,900,001-4,300,000***	20	10 + 10	Supreme Arch Conjurer

* At first level, conjurers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Conjurers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 1H: Conjuration/Summoning Spells by Level

(Supersedes GMG Table 7D-5: Conjuration/Summoning Spells by Level)

Level 1	(1d10)
1	Armor
2	Conjure Mount
3	Find Familiar
4	Grease
5	Power Word: Cartwheel
6	Power Word: Moon
7	Power Word: Summersault
8	Push
9	Unseen Servant
10	DM Choice

Level 2	(1d10)
1	Aname's Extra-Dimensional Mallet
2	Choke
3	Glitterdust
4	Munz's Bolt/Acid
5	Power Word: Belch
6	Power Word: Detect
7	Power Word: Light
8	Summon Swarm
9	Zed's Crystal Dagger
10	DM Choice

Level 3	(1d10)
1	Flame Arrow
2	Material
3	Monster Sum. I
4	Phantom Steed
5	Power Word: Attack
6	Power Word: Burn
7	Power Word: Chill
8	Sepia Snake Sigil
9	Zed's Crystal Dirk
10	DM Choice

Level 4	(1d10)
1	Monster Sum. II
2	Zargosa's Tent. Fury
3	Duplicate
4	Power Word: Anosmitize
5	Power Word: Freeze
6	Power Word: Slow
7	Segwick's Tool Box
8	Summon Alternate Familiar
9-10	DM Choice

Level 5	(1d10)
1	Conjure Elemental
2	Drayton's Hid. Stsh.
3	Hyptor's F. B-Hnd
4	Monster Sum. III
5	Power Word: Charm
6	Power Word: Fear
7	Power Word: Sleep
8	Summon Shadow
9	Wall of Bones
10	Water Bomb

Level 6	(1d12)
1	Conjure Animals
2	Ensnarement
3	Fandango's Fiery Constrictor
4	Invisible Stalker
5	Monster Sum. IV
6	Power Word: Forget
7	Power Word: Silence
8	Tentacles
9	Wall of Thorns
10	Wildshield
11	Wildstrike
12	DM Choice

Level 7	(1d20)
1	Cacodemon
2	Cyclone Chariot
3	Limited Wish
4	Monster Sum.V
5	Power Word: Deafen
6	Power Word: Dispel
7	Power Word: Heal
8	Power Word: Stun
9	Prismatic Spray
10	Prismatic Wall
11	Seven-Eyes
12	Summon Wind
13	Zargosa's Inst. Sum.
14-19	DM Choice
20	player Choice

Level 8	(1d10)
1	Grasping Death
2	Jonid's Jewel
3	Maze
4	Monster Summ.VI
5	Power Word: Banish
6	Power Word: Blind
7	Power Word: Terrify
8	Symbol
9	Trap the Soul
10	Wildzone

Level 9	(1d10)
1	Alter Reality
2	Demon Flame
3	Gate
4	Monster Summ.VII
5	Power Word: Annihilate
6	Power Word: Dance
7	Power Word: Kill
8	Prismatic Sphere
9	Wildwind
10	Wish

Though useful in a wide variety of situations, Conjuration/Summoning spells are particularly effective in combat, since the majority of them are capable of inflicting damage.

Generally, Conjuration spells such as *Munz's Bolt of Acid* inflict damage directly, while summoning Spells, such as *Monster Summoning*, use an intermediary force or monster to attack opponents. Direct attacks have the advantage of immediacy; *Munz's Bolt of Acid*, for instance, is sent directly at its target. Indirect attacks using an intermediary have the advantage of versatility; giant rats summoned by *Monster Summoning I* can be directed to attack the stationary Opponent No. 1, then can be ordered to run down the fleeing Opponent No. 2.

Many Summoning attacks require the continual participation of the conjurer; he can't control his summoned creatures if he can't communicate with them. This is especially crucial with spells such as *Conjure Elemental*, where the summoned creature will turn on the conjurer if the conjurer breaks his concentration.

Conjurers who learn a large number of spells to summon creatures are better in large parties; the more companions he has, the more protection he has available if a need arises for his comrades to run interference, helping to ensure that his concentration remains unbroken. When traveling, such conjurers should remain in the center of the party, traditionally the safest spot. As members of smaller parties, conjurers are more effective knowing a variety of Conjuration/Summoning spells, particularly those that inflict damage directly; a conjurer with only one or two companions may find it difficult—and dangerous—to cast *Conjure Elemental*.

Most Desirable Spells:

Low-Level: *Munz's Bolt of Acid, Summon Swarm* and *Flame Arrow* are excellent offensive spells, but *Monster Summoning I* is the prize. A clever conjurer should find numerous uses for, say, eight giant rats.

Medium-Level: The Monster Summoning spells are the best. *Conjure Elemental, Hyptor's Faithful Bitch-Hound*, and *Summon Shadow* can turn the tide in just about any battle with low or medium level opponents.

High-Level: This group includes what most magic-users consider to be the most prized spell of any school, *Wish*. *Limited Wish* is nearly as potent. In addition to *Wish*es, high-level Conjuration/Summoning spells offer the conjurer some extremely powerful offensive spells. The all-around best in combat are *Power Word: Kill, Prismatic Sphere* and the *Monster Summoning* spells.

Divination

Description: Divination magic seeks to discover that which is hidden and unearth knowledge others wish to keep secret. The school of Divination includes a variety of spells that reveal information otherwise unlikely or impossible to learn. Divination spells reveal the existence and/or location of specific objects, individuals or circumstances, as well as information, facts or particulars about the past, present and even the future. Some of the informational-type spells actually contact beings from other planes of existence, but they do not induce direct action from such creatures.

Specialist Name: Diviner.

Building Point Bonus: 12

Allowed Races: Elves, half-elves, and humans are all eligible to specialize as diviners.

Ability Requirements: A magic-user must have a strong intuition and exceptional willpower to master Divination spells, reflected in a high Wisdom score. Specialists in this school must have a minimum Wisdom score of 14/91.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against a Divination spell cast by a diviner. A diviner adds a +1 bonus when saving against divination spells or any magical devices that duplicate these effects.

Bonus Spells: Each day, a diviner can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of divination.

Learning Ability Modifiers: Because of their familiarity with Divination spells, the diviner enjoys a +15% bonus to his learning ability rolls when attempting to learn or research spells from this school. Because of his focus, however, he suffers a -15% to his learning ability rolls when trying to learn or research a spell from the schools of Abjuration, Alteration, Enchantment/Charm, Illusion, Invocation/Evocation and Necromancy.

Table 1I: Diviner Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-2,000	1	20 + 1d4 *	Guesser
2,001-4,000	2	2	Anticipator
4,001-8,000	3	3	Prognosticator
8,001-18,000	4	4	Delver
18,001-35,000	5	5	Deducer
35,001-60,000	6	6	Predictor
60,001-90,000	7	7	Forecaster
90,001-135,000	8	8	Divinist
135,001-250,000	9	9	Enlightener
250,001-375,000	10	10 **	Diviner
375,001-750,000	11	10 + 1	Diviner (11th level)
750,001-1,125,000	12	10 + 2	Diviner (12th level)
1,125,001-1,500,000	13	10 + 3	Diviner (13th level)
1,500,001-1,875,000	14	10 + 4	Master Diviner
1,875,001-2,250,000	15	10 + 5	Master Diviner (15th level)
2,250,001-2,625,000	16	10 + 6	Master Diviner (16th level)
2,625,001-3,000,000	17	10 + 7	Master Diviner (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Diviner
3,375,001-3,750,000	19	10 + 9	Arch Diviner (19th level)
3,750,001-4,125,000***	20	10 + 10	Supreme Arch Diviner

* At first level, diviners receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Diviners gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 1J: Divination Spells by Level (Supersedes GMG Table 7D-1: Divination Spells by Level)

Level 1	(1d20)	14-19	DM Choice	3	Revelation
1	Detect Disease	20	Player Choice	4	True Seeing
2	Detect Illusion			5-6	DM Choice
3	Detect Magic	Level 3	(1d4)		
4	Detect Phase	1-2	Clairaudience	Level 7	(1d6)
5	Detect Undead	3-4	Clairvoyance	1	Anticipation
6	Divining Rod			2	Find the Path
7	Fog Vision			3	Manor's Mind Vision
8	Horvath's Guess			4	Vision
9	Identify			5-6	DM Choice
10	Patternweave	Level 4	(1d6)		
11	Read Magic	1	Detect Lie	Level 8	(1d4)
12-19	DM Choice	2	Detect Scrying	1	Diviner's Insight
20	Player Choice	3	Divination Enhancement	2	Screen
		4	Find Treasure	3	Jonid's Jewel
Level 2	(1d20)	5	Magic Mirror	4	DM Choice
1	Bloodglass	6	Omen		
2	Death Recall			Level 9	(1d6)
3	Detect Charm	Level 5	(1d6)	1	Detect All
4	Detect Evil *	1	Contact Other Plane	2	Foresight
5	Detect Invisibility	2	False Vision	3	Glyph of Divination
6	Detect Life	3	Segwick's Seeking	4	Greater Divination Enhancement
7	ESP	4	Shockley's Seeking		
8	Find Traps	5	Wizard's Oracle	5	Seek Teleporter
9	Know Alignment	6	DM Choice	6	DM Choice
10	Living Link				
11	Locate Object *	Level 6	(1d6)		
12	Premonition	1	Detect Ulterior Motive		
13	Reveal Secret Portal	2	Legend Lore		

Oppositional Schools: Because the diviner tends to focus on unearthing secrets and cajoling others to share information, the creation of things and the summoning of creatures via compulsion tends to be more difficult for the diviner's mind-set. Therefore diviners receive a -57% penalty to their ability to learn spells from the school of Conjuration/Summoning.

Spell Analysis: The variety of spells available to the diviner is more restricted than any other school or specialist. Offensive spells—that is, those that inflict damage on opponents either directly or indirectly—are nonexistent for this school. Defensive spells that either inhibit an enemy's attack ability or provide direct protection for the diviner and his companions are likewise unavailable. This doesn't mean that the diviner is useless on the battlefield; it means that his strength lies elsewhere.

As a gatherer of information, the diviner is without peer. A diviner can anticipate unexpected dangers, can separate the truth from lies, and is exceptionally effective as a spy. He can bolster his party's defenses by alerting them to the presence of normally undetectable opponents. Although the repertoire of Divination spells is relatively small, the diviner has access to more schools than any other specialist.

There are two general groups of divination spells. One group includes spells that reveal information about a specific object or creature, such as *ESP* and *Locate Object*. A second group reveals information about any type of object or creature within the range of the spell; this group include *Detect Invisibility* and *Clairvoyance*.

Most Desirable Spells:

Low-Level: A well-rounded diviner will have *Detect Magic*, *Read Magic*, and *ESP* included in his repertoire; *Know Alignment* and *Clairvoyance* are also important basic Divination spells.

Medium-Level: All of the medium level divination spells are strong, with *Legend Lore* and *True Seeing* likely to get the most use. *Contact Other Plane* is a valuable spell if the diviner's party lacks a conjurer or other magic-user capable of contacting extraplanar creatures.

High-Level: With only a handful of high-level divination spells, the diviner has few choices. Note that *Foresight* is one of the few Divination spells that offer the diviner protection from harm.

Enchantment/Charm

Description: This school deals with influencing creatures and things; rather than changing the form, Enchantment/Charm spells deals with changing the capabilities, powers, mindset, perspective, etc. The spells permeate, imbue or cover creatures or things with magical energy to create specific effects. Charm spells induce changes or influence the behavior of beings, usually altering the target's mental and/or emotional states. Enchantment spells magically-empower objects (i.e. non-living things). Neither Charm nor Enchantment spells have any direct effect on their subject's physical form.

Specialist Name: Enchanter.

Building Point Bonus: 10

Allowed Races: Humans, pixie fairies, half-elves and elves can all become enchanters.

Ability Requirements: Since influencing the will of others is in part a manifestation of the caster's personal charm, a magic-user must have a Charisma of at least 15/51 to specialize as an enchanter.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against an Enchantment/Charm spell cast by an enchanter. An enchanter adds a +1 bonus when saving against Enchantment/Charm spells.

Bonus Spells: Each day, an enchanter can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of Enchantment/Charm.

Learning Ability Modifiers: When rolling to learn or research a spell from the Enchantment/Charm school, enchanters receive a +15% modifier, representing their intimate knowledge of their chosen school. This comes at a price, though, and enchanters suffer a -15% modifier to their learning ability rolls when learning or researching spells from the Abjuration, Alteration, Conjuration/Summoning, Divination, and Illusion schools.

Oppositional Schools: Because the enchanter focuses so heavily on influence rather than true creation, he has trouble learning Evocation spells (which shape and create). He learns spells of this type with a whopping -83% penalty. Likewise, his lack of practice in dealing with mindless creatures and negative energy reduces his ability to learn necromantic spells by -58%.

Spell Analysis: The enchanter has a moderate number of spells from which to choose, most of them emphasizing defensive rather than offensive effects. Not only can this school of spells be divided into charms and enchantments, the spells can also be divided into those that affect only a single person or object, and those capable of affecting a group.

Generally, the group-affecting spells are more useful to the enchanter, but he must consider their ranges and durations when deciding which spells to learn and memorize. For instance, both *Ray of Enfeeblement* and *Proadus' Uncontrollable Fit of Laughter* are 2nd level Enchantment/Charm spells that inflict penalties on the attack and damage rolls of opponents. *Ray of Enfeeblement* affects only one creature, while *Proadus' Uncontrollable Fit of Laughter* affects all those within a 30-foot cube. But note that even though *Proadus' Uncontrollable Fit of Laughter* inflicts a higher damage penalty, it lasts only a single round (although the effects essentially carry over into the next round). *Ray of Enfeeblement* lasts one round/level; when cast at higher levels, this spell can be

Table 1K: Enchanter Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-2,000	1	20 + 1d4 *	Modifier
2,001-4,000	2	2	Emboldener
4,001-8,000	3	3	Hypnotist
8,001-18,000	4	4	Charmist
18,001-35,000	5	5	Capitvator
35,001-60,000	6	6	Infatuator
60,001-90,000	7	7	Enthraller
90,001-135,000	8	8	Bewitcher
135,001-250,000	9	9	Mesmerist
250,001-375,000	10	10 **	Enchanter
375,001-750,000	11	10 + 1	Enchanter (11th level)
750,001-1,125,000	12	10 + 2	Enchanter (12th level)
1,125,001-1,500,000	13	10 + 3	Enchanter (13th level)
1,500,001-1,875,000	14	10 + 4	Master Enchanter
1,875,001-2,250,000	15	10 + 5	Master Enchanter (15th level)
2,250,001-2,625,000	16	10 + 6	Master Enchanter (16th level)
2,625,001-3,000,000	17	10 + 7	Master Enchanter (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Enchanter
3,375,001-3,750,000	19	10 + 9	Arch Enchanter (19th level)
3,750,001-4,125,000***	20	10 + 10	Supreme Arch Enchanter

* At first level, enchanters receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Enchanters gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 1L: Enchantment/Charm Spells by Level
(Supersedes GMG Table 7D-4: Enchantment/Charm Spells by Level)

Level 1	(1d12)	Level 5	(1d8)
1	Aura of Innocence	1	Chaos
2	Befriend	2	Dolor
3	Charm Person	3	Domination
4	Divining Rod	4	Drayton's Eng. Con.
5	Hypnotism	5	Fabricate
6	Magic Stone	6	Feeblemind
7	Protective Amulet	7	Hold Monster
8	Remove Thirst	8	Magic Staff
9	Run		
10	Shift Blame	Level 6	(1d8)
11	Sleep	1	Blackmantle
12	Taunt	2	Charm/Undy. Dev.
		3	Enchant an Item
Level 2	(1d10)	4	Eyebite
1	Bind	5	Geas
2	Deeppockets	6	Guards and Wards
3	Forget	7	Mass Suggestion
4	Fustis's Mnemonic Enhancer	8	DM Choice
5	Murgain's Muster Str.		
6	Proadus' U.F.L.	Level 7	(1d8)
7	Ray/Enfeeblement	1	Anger Deity
8	Scare	2	Charm Plants
9	Total Control	3	Major Domination
10	DM Choice	4	Mass Hypnosis
		5	Steal Enchantment
Level 3	(1d8)	6	Truename
1	Bone Club	7	Tybalt's Planar Pacifier
2	Delay Death	8	Zarba's Sol
3	Empathic Link		
4	Hold person	Level 8	(1d8)
5	No Fear	1	Sink
6	Perceived Malign.	2	Antipathy-Sympathy
7	Suggestion	3	Mass Charm
8	Yargroves Eidelon	4	Munari's Irresist. Jig
		5	Binding
Level 4	(1d10)	6	Mimic Caster
1	Charm Monster	7	Brain Spider
2	Confusion	8	Demand
3	Emotion		
4	Enchant. Weapon	Level 9	(1d6)
5	Fire Charm	1	Hyptor's Disjunction
6	Fumble	2	Mass Domination
7	Mage Lock	3	Pocket Universe
8	Magic Mirror	4	Programmed Amnesia
9	Stirring Oration	5	Succor
10	Zargosa's Lodge/Prot.	6	DM Choice

extremely debilitating. And though the 60-yard range of *Proadus' Uncontrollable Fit of Laughter* makes the range of *Ray of Enfeeblement* look dismal by comparison (10 yards + 5 yards/level), note that at higher levels, the range of *Ray of Enfeeblement* increases dramatically, while the range of *Proadus' Uncontrollable Fit of Laughter* stays the same.

The shortcoming of the Enchantment/Charm catalog is the lack of offensive spells. Only a handful of them are capable of inflicting damage. This usually defines the enchanter's role in an adventuring party as defensive. As with the abjurer, it should be noted that with his low AC, the enchanter is extremely vulnerable to attacks. A bodyguard with a high AC or a lot of hit points is more of a necessity than a luxury for an enchanter.

Unlike an abjurer, whose defensive spells operate more or less automatically, the enchanter's defensive spells often require him to take an additional action after they are successfully cast. A *Hypnotized* victim, for instance, needs to be told what to do, as does a subject affected by *Suggestion*. *Charm*ed creatures may simply stand and stare unless directed otherwise by the caster. Clearly, the most effective enchanters are those that are creative, quick-thinking and vigilant.

Most Desirable Spells:

Low-Level: Nearly all of the low-level Enchantment/Charm spells are defensive. The best are those that allow the enchanter the most latitude in the number of creatures he can affect, such as *Hypnotism*, *Sleep*, *Scare* and *Proadus' Uncontrollable Fit of Laughter*. Though it affects only one creature, *Suggestion* can be an extremely useful spell in the hands of a creative caster; with a duration of 1 hour + 1 hour/ level, it's also among the longest-lasting low-level spells.

Medium-Level: *Enchanted Weapon* is one of the few offensive spells available in this school, a valuable addition to any enchanter's repertoire. *Charm Monster* and *Hold Monster* have the advantage of being able to affect a variety of opponents. *Magic Mirror* effectively substitutes for a Crystal Ball and other scrying devices. *Mass Suggestion* and *Eyebite* have the most possibilities of all the medium-level spells in the hands of a creative caster.

High-Level: Unfortunately, few high-level Enchantment/Charm spells are available to the enchanter. For their variety of uses, *Antipathy-Sympathy*, *Binding* and *Mass Charm* are the best all-purpose spells. In lieu of a conjurer, *Demand* essentially functions as a Conjuration spell.

Illusion

Description: Illusion spells twist reality to produce apparent changes in the environment, surroundings, caster or target. These spells do not cause real changes (as Alteration spells do) or real damage (as Evocation spells do), but rather modify the way that creatures and persons perceive reality. This school includes both Illusion and Phantasm spells (the differences are discussed in the Spell Analysis section below).

Specialist Name: Illusionist.

Building Point Bonus: 9

Allowed Races: Humans, pixie fairies, gnomelings, gnomes and gnome titans are eligible to become illusionists. It's not clear why elves and half-elves are unable to specialize in this school, though certain Fangaerian scholars argue that the same inborn magical resistance that protects them from Sleep and Charm-related spells short-circuits their ability to focus the form of magical energy needed to create illusions.

Ability Requirements: The somatic components of most medium-level and high-level illusions require precise physical manipulations. Therefore, to specialize as an illusionist, a magic-user must have a minimum Dexterity score of 16/01.

Saving Throw Modifiers: Illusionists add a +1 bonus when rolling saving throws against any type of illusion. Opponents suffer a -1 penalty when rolling saving throws against Illusion/Phantasm spells cast by an illusionist. These modifiers are only used against illusions where saving throws are applicable.

Bonus Spells: Each day, an illusionist can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of Illusion.

Learning Ability Modifiers: For the illusionist, spells from the Illusion school are very easy to understand and use. Thus, they receive a +15% modifier when attempting to learn or research a spell from this school. As a result, other schools are less familiar, and the illusionist receives a -15% modifier on all attempts to learn or research spells from the Alteration, Conjuration/Summoning, Divination, and Enchantment/Charm schools.

Oppositional Schools: Because of their unique training and the extra-creative mindset required for illusion-based spells, the illusionist suffers penalties when learning spells from other schools. In particular, actually constructing matter or energy is almost completely unfamiliar and the illusionist suffers a monstrous -84% penalty when attempting to learn spells from the school of Invocation/Evocation. Likewise actually draining

Table 1M: Illusionist Progression Table
(This table supercedes Table 3FF in the Player's Handbook)

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-2,250	1	20 + 1d4 *	Prestidigitator
2,251-4,500	2	2	Minor Trickster
4,501-9,000	3	3	Trickster
9,001-18,000	4	4	Major Trickster
18,001-35,000	5	5	Cabalist
35,001-60,000	6	6	Visionist
60,001-95,000	7	7	Phantasmist
95,001-145,000	8	8	Apparitionist
145,001-220,000	9	9	Spellbinder
220,001-440,000	10	10 **	Illusionist
440,001-660,000	11	10 + 1	Illusionist (11th level)
660,001-880,000	12	10 + 2	Illusionist (12th level)
880,001-1,100,000	13	10 + 3	Illusionist (13th level)
1,100,001-1,320,000	14	10 + 4	Illusionist (14th level)
1,320,001-1,540,000	15	10 + 5	Illusionist (15th level)
1,540,001-1,760,000	16	10 + 6	Illusionist (16th level)
1,760,001-1,980,000	17	10 + 7	Illusionist (17th level)
1,980,001-2,200,000	18	10 + 8	Illusionist (18th level)
2,200,001-2,420,000	19	10 + 9	Illusionist (19th level)
2,420,001-2,640,000***	20	10 + 10	Illusionist (20th level)

* At first level, illusionists receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Illusionists gain 1 hp per level after the 10th.
*** 220,000 experience points per level of experience beyond the 20th.

Table 1N: Illusion/Phantasm Spells by Level
(Supersedes GMG Table 7D-2: Illusion/Phantasm Spells by Level)

Level 1	(1d20)
1	Audible Glamer
2	Change Self
3	Corpse Visage
4	Faerie Phantoms
5	Fool's Silver
6	Gabal's Magic Aura
7	Imaginary Friend
8	Phantasmal Fireball
9	Phantasmal Force
10	Phantom Armor
11	Smell Immunity
12	Spook
13	Throw Voice
14	Wrygal's Delic/Deception
15-19	DM Choice
20	Player Choice

Level 2	(1d20)
1	Blindness
2	Blur
3	Dancing Shadows
4	Deafness
5	Deepen Shadows
6	Fascinate
7	Fool's Gold
8	Gandle's Fble. Trap
9	Hypnotic Pattern
10	Imprv. Phant. Force
11	Invisibility
12	Mirror Image
13	Misdirection
14	Whispering Wind
15-19	DM Choice
20	Player Choice

Level 3	(1d10)
1	Fool's Hard Silver
2	Illusionary Script
3	Invisibility, 10' R
4	Paralyzation
5	Phantom Steed
6	Phantom Wind
7	Spectral Force
8	Wraithform
9-10	DM Choice

Level 4	(1d10)
1	Dispel Exhaust.
2	Fear
3	Hallucinatory Terrain
4	Illusionary Wall
5	Improved Invis.
6	Minor Creation
7	Phantasmal Killer
8	Rainbow pattern
9	Shadow Monsters
10	Vacancy

Level 5	(1d10)
1	Advanced Illusion
2	Demi-Shadow Mon.
3	Dream
4	Fool's Gems
5	Major Creation
6	Seeming
7	Shadow Door
8	Shadow Magic
9	Shadow Play
10	Tempus Fugit*

Level 6	(1d10)
1	Demi-Shadow Magic
2	Mirage Arcana
3	Mislead
4	Perpetual Illusion
5	Phantasmagoria
6	Programmed Illusion
7	Project Image
8	Shades
9	Shadow Speak
10	Veil

Level 7	(1d8)
1	Mass Hypnosis
2	Mass Invisibility
3	Merrywether's Dramatic Death
4	Sequester
5	Shadow Walk
6	Shadowcat
7	Simulacrum
8	DM Choice

Level 8	(1d6)
1-2	Mind Maze
3-4	Screen
5-6	DM Choice

Level 9	(1d6)
1-3	Shadow Creep
4-6	Weird

life and animating the dead are difficult tasks for the illusionist specialists, accordingly, spells from the school of Necromancy are learned only with great difficulty, specifically a potent -79% penalty. Finally, illusionists find the creation of barriers of protection and other wards that physically oppose and deter physical and magical forces to be tedious at best; why not simply mislead and avoid? Thus, illusionists suffer a -63% penalty to learn Abjuration spells.

Spell Analysis: Spells of this school can be grouped into two general categories: Illusions and Phantasms.

Illusions are spells that simulate reality, creating artificial conditions of light, color, sound and scent. *Audible Glamer* is an example of an illusion that simulates sound. In general, the lower level illusions are of limited use in combat situations, providing neither direct protection from damage nor the ability to inflict damage on opponents.

Though most illusions create only the appearance of reality, some high level spells tap extra-dimensional forces to create illusions with physical substance, capable of inflicting damage and otherwise interacting with the real world. *Shadow Monsters* is an example of a quasi-real illusion. These are the most useful types of Illusion spells in combat, as they can create illusionary creatures to attack opponents and execute an assortment of other tactical actions.

Another type of Illusion focuses extra-dimensional forces to alter the physical form of the caster. *Wraithform* is an example. These are especially good defensive spells, as they protect the caster from a variety of attack forms.

Phantasms are the second general group of Illusion spells. Phantasms directly manipulate the perceptions of their victims. Phantasms do not create images, they induce responses. *Spook* is an example of a Phantasm that induces the response of fear. Phantasms are also good defensive spells, more so than Illusions that alter the caster's form, since they can affect a number of opponents within a given range.

Because spells from the school of Illusion are mainly concerned with the creation of images and are of limited use on the battlefield, many feel that illusionists are the weakest of all the specialists. In a broad sense, however, no school provides a magic-user with more options, since in most cases, Illusion spells are limited only by the caster's imagination. For instance, consider the 1st level illusion spell *Phantasmal Force*. A dull-witted magic-user might consider this a useless spell; after all, its Illusions have only visual components. A silent monster might scare away a nervous bandit, but what else can you do with it?

Plenty, answers the creative illusionist, and the effects aren't confined to the battlefield. Here are some examples:

*The party is being pursued by a horde of Orcs. The magic-user uses *Phantasmal Force* to create the illusion of a wall of bramble bushes behind the party to slow down the pursuers. Alternately, he creates a swarm of wasps, a cloud of ominous green gas, or a pool of quicksand to slow them down.

* The hungry party wants to catch some fish for the evening meal. They have lines and hooks, but no bait. The magic-user uses *Phantasmal Force* to create a colorful, sparkling lure.

* The party wishes to lure an enemy into a cave for an ambush. The magic-user uses *Phantasmal Force* to create the illusion of great treasure just inside the cave, and-in goes the greedy enemy.

* The magic-user has met a beautiful damsel whom he wishes to impress. He takes her to a secluded woodland and uses *Phantasmal Force* to create the illusion of a patch of beautiful wild flowers.

Most Desirable Spells:

Low-Level: *Phantasmal Force*, *Ventriloquism*, *Improved Phantasmal Force* and *Spectral Force* are the most versatile low- level illusionist spells when wielded by a creative caster. *Spook*, *Invisibility*, *Wraithform* and *Invisibility, 10' Radius* are excellent defensive spells.

Medium-Level: With access to 4th level and higher spells, the illusionist becomes a strong combatant, as he can take advantage of powerful, quasi-real illusions such as *Phantasmal Killer*, *Shadow Monsters*, *Demi-Shadow Monsters*, *Shadow Magic*, *Demi-Shadow Magic* and *Shades*. The options for the creative illusionist also expand, with access to the complex creations possible with *Minor Creation*, *Advanced Ilusion*, *Major Creation*, *Permanent Illusion* and *Programmed Illusion*.



High-Level: Unfortunately, the number of spells available to the illusionist drops dramatically at higher levels. *Shadow Walk* is invaluable if the magic-user anticipates travel to the Demi-Plane of Shadow; in certain situations, it also functions as an effective banishment spell. *Mass Invisibility* can mean the difference between victory and defeat in combat involving a large number of participants. *Simulacrum* has the most possibilities of all the creation illusions, while *Weird* can be the most deadly of all the offensive Illusion spells.

Invocation/Evocation

Description: Spells from this school employ magical energies to create specific effects. The caster pulls or summons forth arcane forces and shapes them into constructs of energy or matter. Evocation spells use the natural magical forces of the planes while Invocation spells call on the intervention of powerful extra-dimensional beings.

Specialist Name: Invoker.

Building Point Bonus: 8

Allowed Races: Only humans and pixie fairies are able to incorporate the complimentary energies necessary to master the spells of this school. Therefore, only those races are eligible to become invokers.

Ability Requirements: Because of the powerful energies involved, a lifetime of casting Invocation/Evocation spells is extremely stressful to a magic-user's health. A minimum Constitution of 16/20 is necessary to specialize as an invoker.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against an Invocation/Evocation spell cast by an invoker. An invoker adds a +1 bonus when saving against Invocation/Evocation spells and effects.

Bonus Spells: Each day, an invoker can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from the school of Invocation/Evocation.

Learning Ability Modifiers: Spells from the Invocation/Evocation school of magic are second nature to the invoker, and as a result he receives a +15% bonus to his learning ability when learning or researching spells from this school. His focus has lead to blind spots, however, and he receives a -15% penalty to his learning ability when learning or researching spells from the schools of Abjuration, Alteration, Divination, Illusion and Necromancy.

Oppositional Schools: Since the invoker concentrates so heavily on creation and shaping raw power, he has difficulty making small adjustments or applying gentle influence to items and creatures. He tends to blow things to smithereens rather than persuade or massage subtle change. Thus, the invoker has difficulty mastering spells from the school of Enchantment/Charm and suffers an -85% penalty to learn spells from that school. The techniques and thinking required for shaping non-living matter are unnatural, alien and opposite to those required for creating non-living matter. Thus, Conjuration/Summoning magics come to those studying in the school of evocation only with great difficulty, specifically with a -81% penalty.

Spell Analysis: This school offers the specialist an array of spells of staggering power. In fact, no school has a wider variety of offensive spells available at all levels. What's not to like?

The high-level offensive evocation spells are nothing short of devastating; a single *Meteor Swarm* for instance, can inflict up to 160 hit points of damage. Accordingly, an invoker can be thought of as the magic-user equivalent of the mightiest fighter; when armed with a repertoire of invocation/evocation spells, the invoker is easily among the game's most powerful characters.

The invoker also has access to a number of potent defensive spells. Some of these provide protection against specific types of attacks, such as *Magic Shield* and *Fire Shield*, while others offer protection by hindering the actions of all enemies within the range of the spell, such as *Wall of Fog* and *Shout*. Generally, the spells hindering enemy actions will prove to be more useful than spells protecting against a specific type of attack, unless the invoker suspects that he will be encountering specific types of monsters. For instance, if Fire Lizards roam the land, it's prudent to memorize *Fire Shield*.

It is wise to memorize powerful single-shot offensive spells (such as *Lightning Bolt* and *Fireball*) when the party expects to encounter high-powered monsters, and to memorize multiple shot spells (such as *Chain Lightning* and *Zargosa's Flaming Spheres of Torment*) capable of disabling a number of opponents when lower-powered monsters are expected.

Though the invoker wields great power, it's important to remember that his Armor Class is no better than that of any other specialist. An invoker armed with *Lightning Bolt*, *Fireball* and a range of other formidable offensive spells is still vulnerable to attacks. A party that repeatedly sends their invoker on dangerous assignments alone or an invoker that consistently volunteers for such assignments tempts fate; a single trap or successfully executed ambush can easily mean the end of his life.



Most Desirable Spells:

Low-Level: *Magic Missile* is the most potent 1st-level offensive spell. *Fireball*, *Lightning Bolt* and *Zargosa's Flaming Spheres of Torment* are killers, perhaps the best low-level offensive spells of any school. *Wall of Fog* and *Web* are the best low-level defensive spells.

Medium-Level: There are three medium-level spells whose multiple forms make them particularly attractive; interestingly, they all are all cold based spells. These include *Ice Storms* (two forms), *Wall of Ice* (three forms), and *Haarpang's Magnificent Sphere of*

Table 10: Invoker Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-3,000	1	20 + 1d4 *	Pinger
3,001-6,000	2	2	Kindler
6,001-12,000	3	3	Educer
12,001-24,000	4	4	Exciter
24,001-48,000	5	5	Provoker
48,001-90,000	6	6	Implorer
90,001-130,000	7	7	Eliciter
130,001-175,000	8	8	Inducer
175,001-275,000	9	9	Evoker
275,001-400,000	10	10 **	Invoker
400,001-800,000	11	10 + 1	Invoker (11th level)
800,001-1,300,000	12	10 + 2	Invoker (12th level)
1,300,001-1,600,000	13	10 + 3	Master Evoker
1,600,001-1,900,000	14	10 + 4	Master Invoker
1,900,001-2,300,000	15	10 + 5	Master Invoker (15th level)
2,300,001-2,700,000	16	10 + 6	Master Invoker (16th level)
2,700,001-3,100,000	17	10 + 7	Master Invoker (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Invoker
3,500,001-3,900,000	19	10 + 9	Arch Invoker (19th level)
3,900,001-4,300,000***	20	10 + 10	Supreme Arch Invoker

* At first level, invokers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Invokers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 1P: Invocation/Evocation Spells by Level
(Supersedes GMG Table 7D-8: Invocation/Evocation Spells by Level)

Level 1	(1d20)
1	Alarm
2	Bash Door
3	Chromatic Orb
4	Copy
5	Deirdra's Reckless Dweomer
6	Fireball, Sidewinder (FI)
7	Haarpang's Floating Cart
8	Icy Sphere
9	Jack Punch
10	Kachirut's Exploding Palm
11	Magic Missile
12	Magic Shield
13	Resist Cold
14	Wall of Fog
15	Write
16	Yudder's Whistle of Hell's Gate
17-20	DM Choice

Level 2	
1	Chain of Fire
2	Cloud of Pummeling Fists
3	Fireball, S.W. (F2)
4	Fireball, Skipping Betty
5	Flaming Sphere
6	Heat Seeking FoT
7	Ice Knife
8	Kachirut's Kinetic Strike
9	Magic Missile/Skewering
10	Shield Screen
11	Sidewinder Magic Missile
12	Stinking Cloud
13	Web
14	Whip
15	Zed's Crystal Dagger
16-20	DM Choice

Level 3	
1	Bash Face
2	Fireball
3	Fireball, S.W (F3)
4	Fireball, S-Blast
5	Force Hammer
6	Glyph of Ice
7	Glyph of Sniping
8	Glyph of Wind
9	Lightning Bolt
10	Material
11	Morton's Minute Meteors
12	Preemptive Strike
13	Sure Grip Snare
14	Wall of Water
15	Zargosa's F.S.of T.
16	Zed's Crystal Dirk
17-20	DM Choice

Level 4	
1 – 3	Delayed Magic Missile
4 – 6	Dig
7 – 9	Divination Enhancement
10 – 12	Exploding Glyph
13 – 15	Fire Shield
16 – 18	Fire Trap
19 – 21	Fireball, Lnd Scrpr
22 – 24	Fireball, S.W. (F4)
25 – 27	Fireball, Volley
28 – 30	Force Grenade
31 – 33	Haarpang's Mag. S.R.
34 – 36	Ice Storm
37 – 39	Mist of Corralling
40 – 42	Murgander's Gamble
43 – 45	Shout
46 – 48	Silver Globes
49 – 51	There/Not There
52 – 54	Unluck
55 – 57	Wall of Acid
58 – 60	Wall of Fire
61 – 63	Wall of Ice
64 – 66	Wimpel's Dispelling Screen
67 – 99	DM Choice
100	Player Choice

Level 5	(1d20)
1	Cloudkill
2	Dream
3	Fireball, S.W. (F5)
4	Fireball, Torrential
5	Haarpang's Polar Screen
6	Lyggl's Cone/Cold
7	Preston's Moonbow
8	Seeming
9	Shincock's Major Missile
10	Stone Sphere
11	Vortex
12	Wall of Force
13	Wall of Iron
14	Wall of Stone
15	Zarba's Guardian H.
16-20	DM Choice

Level 6	(1d20)
1	Body Heat Act. Sp.
2	Bradley's Besieging Bolt
3	Chain Lightning
4	Contingency
5	Death Fog
6	Fireball, Prox. Fused
7	Fireball, S. N. Mercy
8	Gauntlet of Teeth
9	Guards and Wards
10	Haarpang's M.SoF
11	Haarpang's Orb of Containment
12	Karnaac's Transf.
13	Snap Drake
14	Spiritwrack
15	Zarba's Shvng Hnd
16-20	DM Choice

Level 7	
1	Bone Javelin
2	Dragon Breath
3	Fireball, Dlyd Blst
4	Flame Chase
5	Forcecage
6	Hyptor's Sh. Sw.
7	Limited Wish
8	Merrywether's Frost Fist
9	Torment
10	Zarba's Grspng Hnd
11	DM Choice
12	Player Choice

Level 8	(1d20)
1	Blizzard
2	Demand
3	Fireball, Dth. Brsher
4	Fireball, Maximus
5	Freeze
6	Haarpang's Mag. SoT
7	Hornet's Nest
8	Incendiary Cld.
9	Shooting Stars
10	Zarba's Fist of Rage
11-19	DM Choice
20	Player Choice

Level 9	(1d20)
1	Astral Spell
2	Elemental Aura
3	Energy Drain
4	Fireball, Lava Yield
5	Ice Juggernaut
6	Kachirut's White Lance
7	Meteor Swarm
8	Sphere of Wonder
9	Tempestcone
10	Wildfire
11	Zarba's Crushing Hnd
12-19	DM Choice
20	Player Choice

Freezing (three forms). *Dream* is a similarly attractive spell, since the invoker also gains access to its reverse, *Nightmare*. *Shout*, *Wall of Iron*, and *Karnaac's Transformation* are all effective as both offensive and defensive spells. *Cloudkill* and *Chain Lightning* are excellent additions to any invoker's arsenal.

High-Level: *Limited Wish* is limited only by the imagination of the caster and the parameters set by the GM (see the discussion of *Wish* spells in Chapter 7 for more information). *Binding*, with its six different forms, is a terrific defensive spell. All but the mightiest of opponents will yield to an invoker armed with one or more of the following: *Zarba's Fist of Rage*, *Incendiary Cloud*, *Zarba's Crushing Hand*, *Energy Drain* or *Meteor Swarm*.

Necromancy

Description: This darkly potent school involves spells dealing with death and the deceased. These spells sap the vitality from the living and animate the non-living. People associate blood, bones and the undead with the magical energies shaped and controlled by necromancers.

Specialist Name: Necromancer.

Building Point Bonus: 8

Allowed Races: Only the spirits and intellects of humans, grey elves and dark elves incorporate the energies necessary to master the spells of Necromancy. Therefore, only members of those races are eligible to become necromancers.

Ability Requirements: Since only the most enlightened, strong-willed and intuitive magic-users can become specialists of this school, necromancers must have a minimum Wisdom of 15/85.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against a Necromancy spell cast by a necromancer, or against an attack from an undead creature either created or controlled by a necromancer. A necromancer adds a +1 bonus when saving against Necromancy spells, or against any attacks made by undead creatures.

Bonus Spells: Each day, a necromancer can memorize and cast one extra spell at each spell level, providing that at least two of the memorized spells are from the school of Necromancy.

Learning Ability Modifiers: Necromancers really know Necromancy, so they receive a +15% bonus when trying to learn or research a spell from this school. They don't really know the other schools, however, and as a result receive a -15% penalty when learning or researching spells from the Abjuration, Alteration, Conjuration/Summoning, Divination and Invocation/Evocation schools.

Table 1Q: Necromancer Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-3,000	1	20 + 1d4 *	Stiff
3,001-6,000	2	2	Mortician
6,001-12,000	3	3	Occultist
12,001-24,000	4	4	Excavator
24,001-48,000	5	5	Exhumer
48,001-90,000	6	6	Rouser
90,001-130,000	7	7	Raiser
130,001-175,000	8	8	Unearther
175,001-275,000	9	9	Necrist
275,001-400,000	10	10 **	Necromancer
400,001-800,000	11	10 + 1	True Necromancer
800,001-1,300,000	12	10 + 2	True Necromancer (11th level)
1,300,001-1,600,000	13	10 + 3	True Necromancer (12th level)
1,600,001-1,900,000	14	10 + 4	Master Necromancer
1,900,001-2,300,000	15	10 + 5	Master Necromancer (15th level)
2,300,001-2,700,000	16	10 + 6	Master Necromancer (16th level)
2,700,001-3,100,000	17	10 + 7	Master Necromancer (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Necromancer
3,500,001-3,900,000	19	10 + 9	Arch Necromancer (18th level)
3,900,001-4,300,000***	20	10 + 10	Supreme Arch Necromancer

* At first level, necromancers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Necromancers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Oppositional Schools: The hard, cold reality of blood, guts and death is the antithesis of the falsity of Illusion, thus necromancers have a rough go of learning spells from that school, to the tune of a sturdy -79% penalty. Likewise, the elegance of Enchantments and Charms have little or no place among the necromantic, therefore, necromancers suffer a -82% penalty when attempting to learn spells from the school of Enchantment/Charm.

Spell Analysis: Though the school of Necromancy has a relatively small number of spells, they are among the most potent available to any of the specialists. In terms of sheer power, the necromantic spells compare to those from the school of Invocation/Evocation.

Necromantic spells can be sorted into three general groups. One group includes spells that imbue the caster or a person of the caster's choice with special abilities similar to the effects of certain Enchantment and Alteration spells. *Chill Touch, Enervation, Death Spell* and *Finger of Death* are examples of this type of spell. The majority of this group are extremely powerful offensive spells; *Death Spell* and *Finger of Death* in particular are effective against a wide range of opponents. A necromancer armed with a repertoire of these spells bolsters his party's offensive capabilities considerably. *Reincarnation* can be considered part of this group, since it imbues the subject with a special ability; namely, a second chance at life.

A second group of Necromancy spells includes those that create creatures or physical forces to fight on the caster's behalf. *Spectral Hand* and *Animate Dead* are examples. *Summon Shadow* is also included in this group, although in this case, an actual creature is summoned rather than created. Since these spells enhance the caster's ability to inflict damage on opponents, they can be considered offensive spells.

A third group of Necromancy spells enables the caster to affect the actions of other creatures, usually undead. *Hold Undead, Contagion* and *Control Undead* are examples. Since these spells inhibit the attack capabilities of the affected creatures, they can be considered defensive spells, although in the case of *Control Undead*, the affected creatures can also be used to attack enemies.

The majority of the necromancer's spells probably won't come from just one of these groups. More likely, he will acquire a number of spells from each of these groups over the course of his career. Though all of the Necromancy spells are extremely powerful, in most cases, the offensive spells are his best choices, since their power has no parallel in spells from other schools (for instance, it would probably take a 9th-level *Wish* to duplicate the effects of a 6th-level *Death Spell*).

The necromancer doesn't exhibit much magical strength until he reaches the higher levels. A necromancer of 6th level or lower might contribute little to a party's defensive or offensive capabilities. A low-level necromancer requires extra protection from his companions; he must also adopt a realistic attitude about his effectiveness in combat and avoid taking unnecessary risks. However, once the necromancer gains access to the middle-level and higher-level spells (at 6th-level and above), his capabilities increase at a rapid rate. He need only live long enough to get there.



Table 1R: Necromancy Spells by Level
(Supersedes GMG Table 7D-6: Necromancy Spells by Level)

Level 1	(1d10)
1	Animate Dead Animals
2	Blood Missile
3	Chill Touch
4	Corpse Visage
5	Detect Undead
6	Disable Hand
7	Exterminate
8	Ralph's Placid Arrow
9	Witherslow
10	DM Choice

Level 2	
1	Blood Mark
2	Blood Thrist
3	Choke
4	Death Recall
5	Disable Foot
6	Fihrsid's Horrid Armor
7	Ghoul Touch
8	Slow Healing
9	Spectral Hand
10	Spy of Derijnah
11-19	DM Choice
20	Player Choice

Level 3	(1d12)
1	Bloodball
2	Bone Club
3	Charm Undead
4	Delay Death
5	Extract Truth
6	Feign Death
7	Hold Undead
8	Hovering Skull
9	Murgain's Migraine
10	Pain Touch
11	Rot Dawgs
12	Vampiric Touch

Level 4	(1d8)
1	Boiling Blood
2	Contagion
3	Enervation
4	Poison
5	Remove Limb
6	Summon Spirit
7	Zombie Slave
8	DM Choice

Level 5	(1d10)
1	Animate Dead
2	Blood Rot/ Rotting Blood
3	Force Shapechange
4	Magic Jar
5	Mummy Rot
6	Pathorgian Death Hex
7	Throbbing Bones
8	Touch of Death
9	Wall of Bones
10	DM Choice

Level 6	(1d6)
1	Aliron's Dark Graft
2	Blazing Blood
3	Dead Man's Eyes
4	Death Spell
5	Reincarnation
6	Wall of Blood

Level 7	(1d6)
1	Blood Drain
2	Control Undead
3	Create Blood Golem
4	Finger of Death
5	Harm
6	Zombie Double

Level 8	(1d6)
1	Age
2	Clone
3	Death Chain
4	Defoliate
5	Life Drain
6	Shadow Form

Level 9	(1d8)
1	Blood Curse
2	Death Rune
3	Energy Drain
4	Fawlgar's Grspng Dth
5	Immunity to Undeath
6	Master Undead
7	Wave of Death
8	DM Choice

Most Desirable Spells:

Low-Level: The low-level spells are somewhat weak, although *Chill Touch, Spectral Hand* and *Vampiric Touch* are all good offensive spells. *Hold Undead* and *Detect Undead* will be invaluable if the magic-user or his party will be venturing into catacombs, burial grounds or other places where such creatures are likely to be encountered.

Medium-Level: All of the spells in this group are exceptionally strong. *Magic Jar* and *Reincarnation* are unique in their utilities, their powers comparable only to that of a *Wish*. *Death Spell, Enervation, Summon Shadow, Animate Dead* and *Contagion* all have a variety of uses on the battlefield.

High-Level: There are only a few high-level Necromancy spells, but all of them are extremely potent. *Control Undead, Finger of Death* and *Energy Drain* can make the mightiest opponents tremble. Magic-users planning to employ *Clone* should carefully consider the time it takes to use; though the casting time is only a single turn, it can take up to eight months for the clone to grow.

The Double Specialist

The double specialist is a graduate of one of the eight great schools of magic that has continued to study and specialize further into the niche of their chosen school. Accordingly, they receive certain benefits and disadvantages relative to their "standard" specialist brethren. The details are listed below.

Specialist Name: Double specialist, necromancer; double specialist, invoker; double specialist, transmuter; etc.

Building Point Bonus: Specialist school standard -2

Allowed Races: The same as the relevant specialist school

Ability Requirements: See Table 1S: Double Specialist Details

Saving Throw Modifiers: The bonus modifiers from standard specialists (-1 for spells cast by them from their school or +1 for spells or spell effects from their school) are doubled to –2 and +2, respectively. Unfortunately, double specialists also suffer a -1 penalty to save against spells or spell effects from certain schools (the "Restricted Schools" listed in Table 1S: Double Specialist Details)

Bonus Spells: Same as for standard specialists, but see "Advanced Learning" below

Experience Tables: Same as for standard specialists, however, a double specialist can never gain an experience point bonus for high prime requisites.

Restricted Schools: The double specialist is completely unable to cast spells from the restricted school list.

Oppositional Schools: The double specialist suffers a -45% chance to learn spells from all oppositional schools listed in Table 1S: Double Specialist Details.

Advanced Learning: Within their specialty, double specialists reign supreme, even among their specialist brethren. These are the best of the best, the head geeks, the magna and summa cum laude of their magic school classes. These are the guys that have the aptitude and also the drive to cram day and night while others next door slack off and party. Naturally, they have a chip on their shoulders and look down upon their "standard" specialist "brethren" who lacked the stick-to-it-ness to complete true specialization.

As a result of all this training and study, the double specialist has an easier go at learning or researching spells within their school. More specifically, they receive a +30% bonus to their chance to learn or research spells within their school (to a maximum of 99%). As a result of their focus, however, the also receive a -30% on their chance to learn or research spells from non-restricted, non-opposition schools. Furthermore, they are able to learn and memorize spells within their school one spell level earlier than other MUs and specialists. Thus, a double specialist invoker may learn *Fireball* as if it were a second level spell. For such a specialist, *Fireball* would occupy a level 2 slot and they could learn it at 3rd level. Furthermore, when casting spells from within their school, they cast them as if one level higher for the purposes of duration, area of effect, damage and any other level-dependent effect. A double specialist can memorize two first level spells from his specialty school in each first level spell slot (i.e. in place of what would be one second level spell).

The exception to this rule is spells that belong only to that double specialist. These are cast at the spell level listed in the description, since no other type of caster has access.

Starting Spells: The double specialist can never own a cantrip book (having tossed it away as useless when he learned first level spells years before). However, a double specialist begins his career with *Read Magic*, *Write* and up to eight other first level spells from his school. If there are not enough first level spells available in his school, the remainder come from the second level spell list for his school. If the double specialist knows all the spells from the first and second level spell lists for his school and has not yet reached the eight spell limit, he begins play with all available spells plus a random assortment of first level spells from other available schools, but he must roll to learn these spells. Failure indicates that he begins with less than eight spells.

Gaining New Spells: When the double specialist advances in experience level and becomes eligible for a new spell, he gains a spell of the highest spell level he can cast. This spell comes first from his specialty school's spell list. If he already knows all the spells on his school's list, the spell comes from another available school, at the highest spell level he can cast. The GM will determine all new spells randomly (if necessary).



The double specialist must roll to learn his new spell if it does not come from his specialty school.

For example, Balan the double specialist Invoker has just reached third level. He is eligible for a new spell, so his GM consults the Invoker spell list of the highest spell level he can cast, in this case, third level Invocation/Evocation spells. Balan does not know any of these spells, so he receives a random spell from this list, and adds it to his spell book. When Balan reaches fourth level, his GM will once again consult the third level Invocation/Evocation spell list. If Balan already knows all the spells on this list, his GM will randomly determine another eligible school from which to give Balan a spell. This spell, however, will come from the second level spell list of that school, as Balan can only cast third level Invocaiton/Evocation spells. Balan will also have to roll to learn this spell, as it will not be from his specialty school. If he fails, he does not receive a new spell at this level.

Starting Age modifier: The double specialist adds an extra 2d4 years to their starting age roll.

Improving Fractional Ability Scores

When specialists advance a level, they have their own version of Table 11A from the PHB. In addition to adding the indicated die roll to each Fractional Ability on Table 1T: Fractional Ability Die Roll by Specialist Type, they also add an Honor die (just as general magic-users). Double specialists and sole practitioners use the line in this table which corresponds to their school.

Table 1S: Double Specialist Details

School	Ability Requirements*	Restricted Schools	Oppositional Schools
Abjuration	WIS 15/01	Alteraton, Illusion	Divination
Alteration	DEX 16/51	Abjuration, Necromancy	Conjuration/Summoning
Conjuration/Summoning	CON 15/93	Divination, Invocation/Evocation	Alteration
Divination	WIS 16/16	Conjuration/Summoning	Ench./Charm, Abjuration
Enchantment/Charm	CHA 16/76	Invocation/Evocation, Necromancy	Divination
Illusion	DEX 17/26	Necromancy, Invocation/Evocation, Abjuration	Conjuration/Summoning
Invocation	CON 17/45	Ench./Charm, Conjuration/Summoning	Illusion
Necromancy	WIS 17/10	Illusion, Ench./Charm	Alteration

* All double specialties require a minimum Intelligence of 9/76.

Multi-Classing

With the exception of gnome illusionists, no specialist may multi-class. The demands of a focused area of study are too great. Even gnomes may not double specialize in the school of Illusion and multi-class.

Abandoning a School

A specialist magic-user can wimp out and abandon his specialty school to become a standard magic-user but not another specialist (but see Dual Classing). However, in doing so, he suffers an immediate loss of 10 points of Honor. Furthermore, the decision is final – he

may never go back to his old school; the gawds despise the wishy-washy – if you want to make a change, do it, but don't be a complete wuss and attempt to go back.

A specialist keeps all of the spell bonuses that he had prior to his conversion, but receives no more bonus spells after he abandons his school to become a magic-user. He loses all saving throw bonuses at the time of his conversion (for instance, he no longer receives a + 1 bonus when making saving throws against spells of his former specialty that are cast by other magic-users).

Once he abandons his school, a former specialist's chances of learning new spells are affected as follows:

* When attempting to learn a spell of his former specialty, he no longer receives a bonus (e.g. a necromancer who abandons his school no longer receives a +15 percent bonus when attempting to learn Necromancy spells).

* When attempting to learn spells from other schools, he still suffers a penalty (e.g. a necromancer who abandons his school still has a -15% penalty when attempting to learn spells from the schools of Abjuration, Alteration, Divination, Invocation/Evocation, Conjuration/Summoning, a -84% penalty when attempting to learn spells from the school of Enchantment/Charm and a -79% penalty when attempting to learn spells from the school of Illusion).

Going Back to School (aka Dual Classing)

A human magic-user can abandon his school if he takes a leave of absence from adventuring in order to go back to school. This is known as dual classing and it can be performed as often as desired, although few do it more than once. All of the rules for dual classing in the PHB and GMG (obviously) apply. Because magic is so difficult to perform, those characters that dual class must leave the campaign for a number of months of solid training equal to: 20+ 3d12 minus the MU's INT score (30 + 6d12 minus the MU's INT for enrolling in a double-specialty school). The price is 200 gp per month for each of the first 12 months, 500 gp per month for each of the next 12 months and 1,000 gp per month thereafter. For each month of "apprenticeship" (aka indentured servitude) the MU serves, he can defray 50% of the costs for that 12 month period (note that the time period of training must also extend by the time spent in apprenticeship, as little is learned other than how to dust armoires and clean out the bed pans of over-indulgent old men). Once completed, however, the caster is now a first level MU in his new profession, following all of the rules of dual classing.

A Word on a Former "Minor" School

Some inferior games categorize divination spells of 4th—level and below as the "school of Lesser Divination."* Lesser Divination, so they preached, was considered to be a minor school of magic that magic-users couldn't specialize in. Hawgwash, I say.

Apparently they were concerned about specialists being able to use magic from the school of Divination and that somehow by not being able to cast *Identify, ESP,* and *Know Alignment* specialists with opposing schools were somehow inferior. They said that spells like *Detect Undead, Locate Object,* and *Detect Scrying* were somehow vital to the basic repertoire of any specialist. And that somehow, without access to the spells of Lesser Divination, a magic-user's ability to function would be limited. Would someone puleeease give me a break! More likely their favorite character was a conjurer that liked using *Identify* so they wrote in that dumb-ass carve-out. Well, bucko, this is fourth edition HackMaster, not the game your kid sister used to play, and Lesser and Greater Divination are now hereby meshed into one school: Divination. So deal with it!

The existence of the school of Lesser Divination reduces the diviner down to a class worthy of none other than NPCs. Trust me, players don't need extra motivation to play characters that lob *Fireballs* or turn pesky NPCs into toads. They need motivation to play recon and info-types, a.k.a., Diviners. So we're here to say that the school of Divination has been upgraded to a full-fledged school and the other MUs will simply have to deal with it.

Of course, *Read Magic is* basic to the practice of magic and can be cast by all MUs, regardless of opposition school(s). We only categorize it as "divination" because it doesn't fit any of the other categories either. It's really more of a pre-requisite than anything else.

* In fact, HackMaster 2nd Edition had such a rule, no doubt placed there by some freelancer and overlooked by Gary's typesetters. Apparently as some kind of absurd prank, two *former* interns snuck it into the 4th edition PHB. The commentary in that exalted tome with respect to the school of divination is hereby superseded. It's the way Gary would have wanted it.

Table 1T: Fractional Ability Die Roll by Specialist Type

Specialist	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Abjurer	d4	d8	d10	d20	d12	d6	d4
Battle Mage *	d12	d8	d10	d20	d4	d4	d6
Blood Mage	d10	d8	d12	d20	d4	d6	d4
Conjurer	d4	d10	d12	d20	d6	d8	d4
Diviner	d4	d8	d10	d20	d12	d4	d6
Elementalist	d4	d6	d8	d20	d10	d12	d4
Enchanter	d4	d6	d4	d20	d8	d12	d10
Illusionist	d4	d12	d6	d20	d10	d8	d4
Invoker	d8	d10	d12	d20	d4	d6	d4
Necromancy	d4	d8	d10	d20	d12	d4	d6
Painted Mage	d4	d8	d12	d20	d10	d6	d4
Transmuter	d4	d12	d8	d20	d6	d10	d4
Wild Mage	d4	d8	d10	d20	d12	d6	d4



Sole Practitioners

In many ways, the basic rules of double specialization apply to the sole practitioner as well, modified as noted. The primary benefits of sole practice in a magical art are described below in the "Advanced Learning" section. Because they delve so far into the details of their unique type of magic, concentrating on maximizing their understanding of it, sole practitioners cannot spell-jack.

Table 2A: Sole Practitioner Schools and Effects and Table 2B: Sole Practitioner Details indicate the names, opposed schools, restricted schools, opposed effects and the races that can practice a given type of magic exclusively, as well as the building point bonus for each type of sole practitioner.

Specialist Name: See Table 2A: Sole Practitioner Schools and Effects.

Building Point Bonus: See Table 2B: Sole Practitioner Details.

Ability Requirements: See Table 2B: Sole Practitioner Details.

Allowed Races: SEE TABLE 2B: Sole Practitioner Details.

Saving Throw Modifiers: Sole practitioners make saving throws against their own specialties at +3, while targets suffer a –3 penalty to all such spells delivered by the sole practitioner. They also receive a +2 bonus against saving throws from the school of their specialty, and targets suffer a -2 to all spells cast from that school by the sole practitioner. Unfortunately, sole practitioners suffer a -2 penalty to save against spells or spell effects from their Restricted Schools as listed in Table 2A: Sole Practitioner Schools and Effects, and they suffer a -2 penalty to all saves against spells of their opposed effects.

Bonus Spells: Each day, a sole practitioner can memorize and cast one extra spell at each spell level, provided that at least two of the memorized spells are from his specialty. Note that, like most specialists, sole practitioners' spell progression is based on that of general magic-users (see Table 4BB in the PHB). Thus, a first level sole practitioner, just like a standard or double specialist, has three first level spell slots at his first level of experience, plus his bonus spell if he properly distributes his preparations.

Restricted Schools/Spells: The sole practitioner is completely unable to cast spells from the restricted school list.

Opposition Schools: The sole practitioner suffers a -65% chance to learn spells from all opposition schools listed in Table 2A: Sole Practitioner Schools and Effects.

Opposed Effects: Because he has devoted his life to one small slice of magic, the sole practitioner constantly finds himself having to defend his choice. As a result, these magic-users believe their type of magic to be superior to all others; their practice excels and is the best way to solve any situation. To represent this, as a matter of pride, they refuse to use spells that achieve effects that are directly opposed to their own specialty. If a sole practitioner uses a spell or magic device that creates the opposed effect, he suffers an Honor hit equal to the level of the spell. If he is in the presence of other magic-users, the Honor penalty is doubled. Note that some spells have multiple uses, some of which could cause a loss of Honor. The sole practitioner only loses Honor if he uses the spell in a way opposed to his own practice. Using the same spell to achieve a different (non-opposed) effect does not result in an Honor penalty.

Advanced Learning: Within their area of expertise, sole practitioners are without peer. As a result of their singular drive and determination, sole practitioners have an easier go at learning spells within their specialty. More specifically, they receive a +45% bonus to their chance to learn spells within their area of concentration. They also receive a +30% bonus to their chance to learn spells from the school of their specialty. As a result of their intense focus, however, they suffer a -45% penalty to their chance to learn spells from any non-restricted, non-opposition schools. These bonuses and penalties apply to spell research as well.

Furthermore, sole practitioners are able to learn and memorize spells within their concentration one spell level earlier than generalist MUs. Thus, a pyrotechnician may learn the classic Fireball as if it were a second level spell (i.e. Fireball would occupy a level 2 slot and they could learn it as a 3rd level caster). In addition, when casting spells from within their area of practice, they cast them as if two levels higher for the purposes of duration, area of effect, damage and any other level-dependent effects. A sole practi-

Table 2A: Sole Practitioner Schools and Effects

School/Area of Practice	Restricted Schools (sole practice type)	Opposition Schools	Opposed Effects
Abjuration	Alteration, Illusion, Divination		
Anti-Mage	(countering magic)		Boosting magic
Guardian	(protecting places & objects)		Demolishing/breaking stuff
Alteration	Abjuration, Necromancy, Conjuration/Summoning		
Constructor	(fixing/mending/fabrication)		Spells causing direct destruction
Metamorpher	(polymorphing others/changing objects in major ways)		Fleeting effects
Transporter	(affecting travel/locomotion)		Stationary effects like Hold Person, Close Portal, Statue, etc..
Conjuration/Summoning	Alteration, Divination, Invocation/Evocation		
Conjurer	(conjuring things/objects)		Light-generating spells
Power Speaker	(Power Words)		Conjuring objects
Divination	Abjuration, Conjuration/Summoning		
Detective	(detection-type spells)	Ench./Charm	Concealment, Illusion
Seer	("seeing" and "sensing" the future)	Ench./Charm	Darkness-related
Enchantment/Charm	Divination, Invocation/Evocation, Necromancy		
Itemist	(placing/hiding auras and magical energy within objects)		Affecting people directly
Puppeteer	(mind-controlling spells, manipulates emotions)		Improving his image
Illusion	Necromancy, Invocation/Evocation, Abjuration	Conjuration/Summoning	
Hypnotist	(manipulating perceptions to manipulate targets)		Making things/people disappear
Shadow Weaver	(creates quasi-real stuff out of shadow)		Light, electrical-based
Invocation	Ench./Charm, Conjuration/Summoning, Illusion		
Demolitionist	(concussive-class spells)		Protecting objects/creatures
Icer	(cold-based, water/ice spells)		Fire-based
Pyrotechnician	(fire-based evocation spells)		Water or cold-based
Sniper	(Magic Missile and similar effects)		Protecting others
Necromancy	Alteration, Illusion, Ench./Charm		
Animator	(animating dead bodies and magic related to undead)		Life-boosting, aid to living creatures
Exterminator	(instant/rapid death/damage or death-related spells)		Life-boosting, aid to living creatures

* A sole practitioner must meet both the requirement listed for his "traditional" school and the individual Ability Score requirement(s) listed with his specific entry. In addition, all sole practitioners must have a minimum Intelligence of 12/01.

tioner can memorize two first level spells from his specialty practice area in each first level spell slot.

Starting Spells: The sole practitioner can never own a cantrip book (having tossed it away as useless when he learned first level spells years before). However, he begins play with Read Magic, Write and up to six other spells from his specialty. If there are not enough first level spells available in his sole practice, he receives the rest of his spells from the second level spell list of his sole practice. If the spells on the first and second level spell lists are insufficient, then the sole practitioner begins play with all the available spells, plus the remainder in spells from the school of his specialty. A sole practitioner should only start with spells outside the school of his specialty if he already knows all the spells available within his school. The GM will determine these spells randomly, and the player must roll to learn spells outside the school of his specialty; failure indicates that he begins with less than six spells.

Gaining New Spells: When a sole practitioner advances in level and gains a new spell, his new spell comes from his sole practitioner list, and is of the highest spell level he is able to cast. Your GM will determine one randomly. It is possible that the sole practitioner may already know all the spells on his new list, due to his ability to learn spells of his specialty one spell level earlier. In this case, your GM will determine an eligible spell from the school of your sole practice, at the highest spell level you are able to cast. If all of these spells are also known, your GM will roll on the list of another eligible school. The sole practitioner must roll to learn any spell that is not from his sole practice or the school of his sole practice. If he fails to learn the spell, he does not receive a new spell for that level.

For example, Balan the pyrotechnician has just made fourth level, and is now entitled to a new spell. His GM consults the third level pyrotechnician spell list (the highest spell level he can cast) and sees that two spells are listed as third level anti-mage spells, Skipping Betty Fireball and Flaming Sphere. Normally, the GM would randomly determine one of these spells for Balan to add to his spell book. However, Balan already knows these spells, having learned one last level and found the other in an ancient tomb. In this case, the GM would consult the second level Invocation/Evocation spell list and randomly determine a spell from that list. If Balan happened to know all the available spells on the second level Invocation/Evocation list as well, the GM would roll on a non-restricted, non-opposed second level spell list and give him a spell from there. Unfortunately, Balan would have to roll to learn this spell, and if he failed, he would not learn a new spell for reaching fourth level.

Starting Age modifier: The sole practitioner adds an extra 2d4 years to his starting age roll.

Additional Rules: Further special factors for each sole practitioner are described individually, below.

The special spells for each type of sole practitioner are indicated in its description. For the sake of consistency and convenience, each table uses the spell level in the spell's description (in the PHB or in Appendix A: Spells of this volume). As described above, for a sole practitioner consider the spell to be one level lower than for general MUs. The tables below do NOT reflect that power. Got it? At this point you should be able to handle this concept. If you still need every little thing repeatedly spoon fed to you, perhaps you should consider one of the many game systems out there that are far inferior to HackMaster.

Note that each sole practitioner class has its own experience progression table as listed in this chapter.

Table 2B: Sole Practitioner Details.

Practitioner Type	Ability Requirements*	Building Point Bonus	Allowed Races
Abjuration	WIS 15/01		Human, pixie fairy
Anti-Mage	-	6	Human
Guardian	-	6	Human, pixie fairy
Alteration	DEX 16/51		Human, half-elf, pixie fairy
Constructor	WIS 10/51	7	Human, half-elf
Metamorpher	-	6	Human, pixie fairy
Transporter	-	6	Human, half-elf
Conjuration/Summoning	CON 15/93		Human
Conjurer	-	6	Human
Power Speaker	WIS 13/11	7	Human
Divination	WIS 16/16		Elf, half-elf, human
Detective	-	9	Human, elf (any but dark), half-elf
Seer	-	8	Human
Enchantment/Charm	CHA 16/76		Human, pixie fairy, half-elf, elf
Itemist	CON 10/10	7	Human, half-elf
Puppeteer	-	7	Human, pixie fairy, half-elf, elf
Illusion	DEX 17/26		Human , pixie fairy, gnomeling, gnome, gnome titan
Hypnotist	CHA 13/01; COM 12/12	6	Human, pixie fairy, gnome
Shadow Weaver	WIS 10/52	8	Human, pixie fairy, gnome, gnomeling
Invocation	CON 17/45		Human, pixie fairy
Demolitionist	-	6	Human
Icer	DEX 11/09	6	Human, pixie fairy
Pyrotechnician	DEX 11/09	6	Human
Sniper	DEX 11/01	5	Human, pixie fairy
Necromancy	WIS 17/10		Human, dark elf, grey elf
Animator	CON 13/26	6	Human, grey elf
Exterminator	DEX 9/49	6	Human, dark elf

Table 2C: Anti-Mage Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,000	1	20 + 1d4 *	Averter
2,001-4,000	2	2	Avertist
4,001-8,000	3	3	Dispeller
8,000-18,000	4	4	Dispellist
18,001-35,000	5	5	Anti-Speller
35,001-60,000	6	6	Antipodist
60,001-90,000	7	7	Antipoder
90,001-125,000	8	8	Obstructor
125,001-225,000	9	9	Mage Bane
225,001-375,000	10	10 **	Anti-Mage
375,001-750,000	11	10 + 1	Anti-Mage (11th level)
750,000-1,125,000	12	10 + 2	Anti-Mage (12th level)
1,125,001-1,500,000	13	10 + 3	Anti-Mage (13th level)
1,500,001-1,875,000	14	10 + 4	Master Anti-Mage
1,875,001-2,250,000	15	10 + 5	Master Anti-Mage (15th level)
2,250,001-2,625,000	16	10 + 6	Anti-Wizard
2,625,001-3,000,000	17	10 + 7	Anti-Wizard (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Anti-Mage
3,375,000-3,750,000	19	10 + 9	Arch Anti-Mage (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Anti-Mage (20th level)

* At first level, anti-mages receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Anti-Mages gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Abjuration

Anti-Mage

Specialist Name: Anti-Mage [Abjuration]

Building Point Bonus: 6

Ability Requirements: Intelligence 12+, Wisdom 15+

Allowed Races: Human

Additional Rules: An anti-mage can purchase the counter speller talent for a mere 10 building points. He also receives the arcane lore and spellcraft skills at a mastery level of 50% for free.

Anti-Mage Spells:

Level	Spells
1	Noonan's Nonsensical Nullifier, Remove Fear, Protective Amulet
2	Magic Missile Reflection, Protection from Cantrips
3	Dispel Magic, Dispel Silence, Nondetection, Proof from Teleportation
4	Minor Globe of Invulnerability, Wimpel's Dispelling Screen
5	Containment, Spell Shield
6	Antimagic Shell, Break Hex, Globe of Invulnerability, Invulnerability to Magical Weapons, Wildstrike
7	Spell Shape, Spell Turning, Volley
8	Dispel Enchantment, Gandle's Spell Immunity
9	Prismatic Sphere, Wildwind

Table 2D: Guardian Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,000	1	20 + 1d4 *	Attendant
2,001-4,000	2	2	Custodian
4,001-8,000	3	3	Overseer
8,000-18,000	4	4	Bulwark
18,001-35,000	5	5	Trustee
35,001-60,000	6	6	Defender
60,001-90,000	7	7	Warden
90,001-135,000	8	8	Sentinel
135,001-250,000	9	9	Guardmeister
250,001-375,000	10	10 **	Guardian
375,001-750,000	11	10 + 1	Guardian (11th level)
750,000-1,125,000	12	10 + 2	Guardian (12th level)
1,125,001-1,500,000	13	10 + 3	Guardian (13th level)
1,500,001-1,875,000	14	10 + 4	Master Guardian
1,875,001-2,250,000	15	10 + 5	Master Guardian (15th level)
2,250,001-2,625,000	16	10 + 6	Master Guardian (16th level)
2,625,001-3,000,000	17	10 + 7	Master Guardian (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Guardian
3,375,000-3,750,000	19	10 + 9	Arch Guardian (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Guardian (20th level)

* At first level, guardian receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Guardians gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2E: Constructor Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,250	1	20 + 1d4 *	Mender
2,251-4,500	2	2	Fixer
4,501-9,000	3	3	Assembler
9,001-18,000	4	4	Fabricator
18,001-35,000	5	5	Builder
35,001-60,000	6	6	Founder
60,001-95,000	7	7	Mason
95,001-145,000	8	8	Maker
145,001-225,000	9	9	Foreman
225,001-450,000	10	10 **	Constructor
450,001-675,000	11	10 + 1	Constructor (11th level)
675,001-900,000	12	10 + 2	Master Constructor
900,001-1,125,000	13	10 + 3	Master Constructor (13th level)
1,125,001-1,350,000	14	10 + 4	Master Constructor (14th level)
1,350,001-1,575,000	15	10 + 5	High Constructor
1,575,001-1,800,000	16	10 + 6	High Constructor (16th level)
1,800,001-2,025,000	17	10 + 7	Lord High Constructor
2,025,001-2,250,000	18	10 + 8	Arch Constructor
2,250,001-2,475,000	19	10 + 9	Arch Constructor (19th level)
2,475,001-2,700,000***	20	10 + 10	Arch Constructor (20th level)

* At first level, constructors receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Constructors gain 1 hp per level after the 10th.
*** 225,000 experience points per level of experience beyond the 20th.

Table 2F: Metamorpher Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Switcher
3,001-6,000	2	2	Morpher
6,001-12,000	3	3	Changer
12,001-24,000	4	4	Muter
24,001-48,000	5	5	Transmutist
48,001-90,000	6	6	Transfigurationist
90,001-130,000	7	7	Metamorphist
130,001-175,000	8	8	Shaper
175,001-275,000	9	9	Transmorpher
275,001-400,000	10	10 **	Metamorpher
400,001-800,000	11	10 + 1	Metamorpher (11th level)
800,001-1,300,000	12	10 + 2	Metamorpher (12th level)
1,300,000-1,600,000	13	10 + 3	Metamorpher (13th level)
1,600,001-1,900,000	14	10 + 4	Master Metamorpher
1,900,001-2,300,000	15	10 + 5	Master Metamorpher (15th level)
2,300,001-2,700,000	16	10 + 6	Master Metamorpher (16th level)
2,700,001-3,100,000	17	10 + 7	Master Metamorpher (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Metamorpher
3,500,001-3,900,000	19	10 + 9	Arch Metamorpher (19th level)
3,900,001-4,300,000***	20	10 + 10	Arch Metamorpher (20th level)

* At first level, metamorphers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Metamorphers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Guardian

Specialist Name: Guardian [Abjuration]

Building Point Bonus: 6

Ability Requirements: Intelligence 12+, Wisdom 15+

Allowed Races: Human, pixie fairy

Additional Rules: The guardian receives the construction: defense works, construction fortifications and construction: hasty defense works skills at a mastery level of 50%. In addition, he can give any inanimate object within five feet his own saving throw value against any one attack, once per day. This must be declared right before the attack is resolved, and then the item saves against the attack as if it were a guardian of the same level as the character. The guardian does not sacrifice his own saving throw when doing this; he may still save against the attack if he is also affected.

Guardian Spells:

Level	Spells
1	Alarm, Protection from Sunburn
2	Filter, Preserve
3	Quarantine, Ward Off Evil
4	Circle of Protection, Fire Trap
5	Avoidance, Dismissal, Jorel's Private Sanctum
6	Spiritwrack, Wild Shield
7	Banishment, Sequester
8	Anti-Animal Shell, Wildzone
9	Jebidiah's Ultimate Circle, Immunity to Undeath

ALTERATION

Constructor

Specialist Name: Constructor [Alteration]

Building Point Bonus: 7

Ability Requirements: Dexterity 16/51+, Intelligence 12+, Wisdom 10/51+

Allowed Races: Human, half-elf

Additional Rules: The constructor receives the armor repair: basic, blacksmithing, blacksmithing tools, leatherworking and metalworking skills at a mastery level of 50%. He can also construct golems 2 levels earlier and for 15% less than the costs listed in the Hacklopedia of Beasts.

Constructor Spells:

Level	Spells
1	Hold Portal, Mend, Phantom Armor, Precipitation, Wizard Mark
2	Shatter, Wizard Lock
3	Cloudburst, Gandle's Humble Hut, Wind Wall
4	Fire Shield, Haarpang's Magnificent Sphere of Resiliency, Solid Fog, Zargosa's Lodge of Protection
5	Fabricate, Jorel's Private Sanctum, Stone Shape
6	Control Weather, Cytogenesis, Guards and Wards, Mover Earth, Velimurio's Merger
7	Life Creation, Statue, Zargosa's Opulent Manor House
8	Haarpang's Magnificent Sphere of Telekinesis, Permanency
9	Ring of Swords, Temporal Stasis

Table 2G: Transporter Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Walker
2,501-5,000	2	2	Mover
5,001-10,000	3	3	Shaker
10,001-22,500	4	4	Runner
22,501-40,000	5	5	Locomoter
40,001-60,000	6	6	Porter
60,001-90,000	7	7	Teleporter
90,001-135,000	8	8	Shifter
135,001-250,000	9	9	Voyager
250,001-375,000	10	10 **	Transporter
375,001-750,000	11	10 + 1	Transporter (11th level)
750,001-1,125,000	12	10 + 2	Transporter (12th level)
1,125,001-1,500,000	13	10 + 3	Master Transporter
1,500,001-1,875,000	14	10 + 4	Master Transporter (14th level)
1,875,001-2,250,000	15	10 + 5	Master Transporter (15th level)
2,250,001-2,625,000	16	10 + 6	Master Transporter (16th level)
2,625,001-3,000,000	17	10 + 7	Master Transporter (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Transporter
3,375,001-3,750,000	19	10 + 9	Arch Transporter (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Transporter (20th level)

* At first level, transporters receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Transporters gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2H: Conjurer Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Beseecher
2,501-5,000	2	2	Implorer
5,001-10,000	3	3	Caller of Things
10,001-22,500	4	4	Materialist
22,501-40,000	5	5	Conjurist
40,001-60,000	6	6	Materializer
60,001-90,000	7	7	Adjurist
90,001-135,000	8	8	Adjurer
135,001-250,000	9	9	Adjuror
250,001-375,000	10	10 **	Conjuror
375,001-750,000	11	10 + 1	Conjuror (11th level)
750,001-1,125,000	12	10 + 2	Conjuror (12th level)
1,125,001-1,500,000	13	10 + 3	Conjuror (13th level)
1,500,001-1,875,000	14	10 + 4	Master Conjuror
1,875,001-2,250,000	15	10 + 5	Master Conjuror (15th level)
2,250,001-2,625,000	16	10 + 6	Master Conjuror (16th level)
2,625,001-3,000,000	17	10 + 7	Master Conjuror (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Conjuror
3,375,001-3,750,000	19	10 + 9	Arch Conjuror (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Conjuror (20th level)

* At first level, conjurers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Conjurers gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2I: Power Speaker Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Babbler
2,501-5,000	2	2	Talker
5,001-10,000	3	3	Speakist
10,001-22,500	4	4	Power Babbler
22,501-40,000	5	5	Worder
40,001-60,000	6	6	Power Talker
60,001-90,000	7	7	Wordsmith
90,001-135,000	8	8	Power Worder
135,001-250,000	9	9	Speaker
250,001-375,000	10	10 **	Power Speaker
375,001-750,000	11	10 + 1	Power Speaker (11th level)
750,001-1,125,000	12	10 + 2	Power Speaker (12th level)
1,125,001-1,500,000	13	10 + 3	Master Power Speaker
1,500,001-1,875,000	14	10 + 4	Master Power Speaker (14th level)
1,875,001-2,250,000	15	10 + 5	Master Power Speaker (15th level)
2,250,001-2,625,000	16	10 + 6	Master Power Speaker (16th level)
2,625,001-3,000,000	17	10 + 7	Master Power Speaker (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Power Speaker
3,375,001-3,750,000	19	10 + 9	Arch Power Speaker (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Power Speaker (20th level)

* At first level, power speakers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Power speakers gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Metamorpher

Specialist Name: Metamorpher [Alteration]

Building Point Bonus: 6

Ability Requirements: Dexterity 16/51+, Intelligence 12+

Allowed Races: Human, pixie fairy

Additional Rules: The metamorpher suffers no penalties due to unfamiliarity when polymophing himself, and heals the maximum amount possible when changing back to his own form. In addition, he has complete control over the proportions of any change wrought with his spells, both on himself and on others.

Metamorpher Spells:

Level	Spells
1	Enlarge, Firewater, Metal Bug
2	Alter Self, Chaotic Transformation, Elenwyd's Majestic Bosom, Galinor's Gender Reversal, Strength, Tattoo of Shame
3	A Day in the Life, Arinathor's Dark Limbs, Grow, Item, Mericutyn's Grotesquely Distended Nose, Polymorph to Amphibian, Polymorph to Insect, Polymorph to Primate, Transmute Wood to Steel
4	Arbraxious's Hyper Evolution, Flying Familiar, Massmorph, Plant Growth, Polymorph Other, Polymorph Self
5	Animal Growth, Breed Fusion, Hiamohr's Unfortunate Incident, Polymorph Plant to Mammal, Stone Shape, The Centaur's Gift, Transmute Stone to Mud
6	Disintegrate, Kaarnac's Transformation, Stone to Flesh, Transmute Metal to Water, Transmute Water to Dust
7	Duo-Dimension, Transmute Rock to Lava, Truename
8	Glassteel, Polymorph Object
9	Crystalbrittle, Shape Change

Transporter

Specialist Name: Transporter [Alteration]

Building Point Bonus: 6

Ability Requirements: Dexterity 16/51+, Intelligence 12+

Allowed Races: Human, half-elf

Additional Rules: The transporter receives the skills endurance, map sense, mapless travel, navigation: nautical, running, swimming: dog paddle, and swimming each at a mastery level of 50%.

Transporter Spells:

Level	Spells
1	Feather Fall, Jump, Merge Coin Pile, Pool Gold, Spider Climb
2	Cheetah Speed, Fire Telekinesis, Levitate, Rope Trick
3	Arbraxious's Levitation, Blink, Fly, Haste, Mulderi's Climbing Claws, Pixie Wings, Slow, Wraithform
4	Close Portal, Dimension Door, Emergency Teleport at Random, Hurl Animal, Stone Passage
5	Telekinesis, Teleport, Wall Passage, Wings of PanDemonium
6	Lower Water, Part Water
7	Phase Door, Reverse Gravity, Truename, Vanish
8	Haarpang's Magnificent Sphere of Telekinesis, Sink
9	Succor, Teleport Intercampaignia, Teleport Intergenre

Table 2J: Detective Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,200	1	20 + 1d4 *	Snooper
2,201-4,400	2	2	Gumshoe
4,401-9,000	3	3	Finder
9,001-18,000	4	4	Investigator
18,001-35,000	5	5	Detectist
35,001-60,000	6	6	Agent
60,001-95,000	7	7	Analyst
95,001-145,000	8	8	Detectionmeister
145,001-220,000	9	9	Snoop Dawg
220,001-440,000	10	10 **	Detective
440,001-660,000	11	10 + 1	Detective (11th level)
660,001-880,000	12	10 + 2	Sleuth
880,001-1,100,000	13	10 + 3	Master Detective
1,100,001-1,320,000	14	10 + 4	Master Detective (14th level)
1,320,001-1,540,000	15	10 + 5	Master Detective (15th level)
1,540,001-1,760,000	16	10 + 6	Super Sleuth
1,760,001-1,980,000	17	10 + 7	Sleuthinator
1,980,001-2,200,000	18	10 + 8	Arch Detective
2,200,001-2,420,000	19	10 + 9	Arch Detective (19th level)
2,420,001-2,640,000***	20	10 + 10	Arch Detective (20th level)

* At first level, detectives receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Detectives gain 1 hp per level after the 10th.
*** 220,000 experience points per level of experience beyond the 20th.

Table 2K: Seer Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,250	1	20 + 1d4 *	Fortune Teller
2,251-4,500	2	2	Beholdist
4,501-9,000	3	3	Ascertainer
9,001-18,000	4	4	Viewer
18,001-35,000	5	5	Visualizer
35,001-60,000	6	6	Viewist
60,001-95,000	7	7	Knower
95,001-145,000	8	8	Seeist
145,001-220,000	9	9	Futurist
220,001-440,000	10	10 **	Seer
440,001-660,000	11	10 + 1	Seer (11th level)
660,001-880,000	12	10 + 2	Far Seer
880,001-1,100,000	13	10 + 3	Far Seer (13th level)
1,100,001-1,320,000	14	10 + 4	Master Seer
1,320,001-1,540,000	15	10 + 5	Master Seer (15th level)
1,540,001-1,760,000	16	10 + 6	Master Seer (16th level)
1,760,001-1,980,000	17	10 + 7	Master Seer (17th level)
1,980,001-2,200,000	18	10 + 8	Arch Seer
2,200,001-2,420,000	19	10 + 9	Arch Seer (19th level)
2,420,001-2,640,000***	20	10 + 10	Arch Seer (20th level)

* At first level, seers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Seers gain 1 hp per level after the 10th.
*** 220,000 experience points per level of experience beyond the 20th.

Table 2L: Itemist Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Substancer
2,501-5,000	2	2	Objectist
5,001-10,000	3	3	Materialist
10,001-22,500	4	4	Itemor
22,501-40,000	5	5	Mass Master
40,001-60,000	6	6	Itemizer
60,001-90,000	7	7	Objector
90,001-135,000	8	8	Iteminator
135,001-250,000	9	9	Itemeister
250,001-375,000	10	10 **	Itemist
375,001-750,000	11	10 + 1	Itemist (11th level)
750,001-1,125,000	12	10 + 2	Itemist (12th level)
1,125,001-1,500,000	13	10 + 3	Itemist (13th level)
1,500,001-1,875,000	14	10 + 4	Master Itemist (14th level)
1,875,001-2,250,000	15	10 + 5	Master Itemist (15th level)
2,250,001-2,625,000	16	10 + 6	Master Itemist (16th level)
2,625,001-3,000,000	17	10 + 7	Master Itemist (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Itemist
3,375,001-3,750,000	19	10 + 9	Arch Itemist (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Itemist (20th level)

* At first level, itemist receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Itemists gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Conjuration/Summoning

Conjurer

Specialist Name: Conjurer [Conjuration/Summoning]

Building Point Bonus: 6

Ability Requirements: Constitution 15/93+, Intelligence 12+

Allowed Races: Human

Additional Rules: The conjurer gains the sleight of hand skill as a bonus at a mastery level of 50% +2% per level. He can also purchase the arcane swindler talent for 3 BP (half normal cost). Also, a conjurer has a 5% chance per level to control a Robe of Useful Items. If successful, not only does he call forth exactly the item desired, he actually does NOT use up that patch.

If wearing any type of magical robe or cloak, he can conjure forth any small, inanimate object, if he prepares the robe ahead of time (this takes ten minutes and must be performed anew each day). The object must be one that the conjurer can palm (a playing card, stone, gold piece, key, etc.) After preparations, the conjurer can call forth the object a number of times equal to his experience level without actually using it up. Thus, Ookala the 5th level conjurer could use the same gold piece five times and still have the gold piece. The "duplicated" objects last a number of days equal to the conjurer's experience level. So if Ookala spends a duplicate coin, the merchant will have it for five days. (If that merchant spends it elsewhere, the perpetrator may be untraceable.) The conjurer can only do this with one type of item per day and he must have one to use in his preparations. Duplicated objects do not radiate magic and have no magical qualities (a duplicated Dagger +1 is just a normal dagger).

Conjurer Spells:

Level	Spells
1	Armor, Grease, Push
2	Aname's Extra-Dimensional Mallet, Glitterdust, Munz's Bolt of Acid
3	Duplicate, Flame Arrow, Material
4	Segwick's Toolbox, Zargosa's Tentacled Fury
5	Wall of Bones, Waterbomb
6	Fandango's Fiery Constrictor, Wall of Thorns
7	Limited Wish, Prismatic Wall, Zargosa's Instant Summons, Zargosa's Opulent Manor House
8	Symbol, Trap the Soul
9	Prismatic Sphere, Wish

Power Speaker

Specialist Name: Power Speaker [Conjuration/Summoning]

Building Point Bonus: 6

Ability Requirements: Constitution 15/93+, Intelligence 12+, Wisdom 13/11+

Allowed Races: Human

Additional Rules: The power speaker has a more thorough understanding of spoken language than most.

He purchases language skills (dimple runes; Dragon Speak; evil speak; glersee; languages, dead/ancient; languages, modern; languages, undead and reading/writing) for half normal BP cost (round up), though he must meet all normal requirements.

Also, if he does nothing else (and moves less than ten feet in the round), he can attempt to counter spells delivered with spoken effects (such as Suggestion, Charm Person or Hypnotism, he cannot counter verbal components). By speaking in a special manner than counters the sounds coming from the opposing caster, the power speaker can negate the effects of the spell for any creature that can hear him. If the power speaker begins this sound before the spell is delivered in that round, the countering is automatic. If the spell has already taken place and has an effect that lasts greater

Table 2M: Puppeteer Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Marionette
2,501-5,000	2	2	Handler
5,001-10,000	3	3	String Puller
10,001-22,500	4	4	Duper
22,501-40,000	5	5	Manipulator
40,001-60,000	6	6	Controller
60,001-90,000	7	7	Puppetist
90,001-135,000	8	8	Conductor
135,001-250,000	9	9	Puppeter
250,001-375,000	10	10 **	Puppeteer
375,001-750,000	11	10 + 1	Puppeteer (11th level)
750,001-1,125,000	12	10 + 2	Puppetmeister
1,125,001-1,500,000	13	10 + 3	Puppetmeister (13th level)
1,500,001-1,875,000	14	10 + 4	Puppetmaster
1,875,001-2,250,000	15	10 + 5	Puppetmaster (15th level)
2,250,001-2,625,000	16	10 + 6	Puppetmaster (16th level)
2,625,001-3,000,000	17	10 + 7	Puppetmaster (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Puppeteer
3,375,001-3,750,000	19	10 + 9	Arch Puppetmaster
3,750,001-4,125,000***	20	10 + 10	Master of Puppets

* At first level, puppeteers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Puppeteers gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2N: Hypnotist Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Quack
2,501-5,000	2	2	Suggester
5,001-10,000	3	3	Captivator
10,001-22,500	4	4	Trancer
22,501-40,000	5	5	Trancist
40,001-60,000	6	6	Entrancist
60,001-90,000	7	7	Entrancer
90,001-135,000	8	8	Mesmerizer
135,001-250,000	9	9	Mesmerist
250,001-375,000	10	10 **	Hypnotist
375,001-750,000	11	10 + 1	Hypnotist (11th level)
750,001-1,125,000	12	10 + 2	Hypnotist (12th level)
1,125,001-1,500,000	13	10 + 3	Hypnotist (13th level)
1,500,001-1,875,000	14	10 + 4	Master Hypnotist
1,875,001-2,250,000	15	10 + 5	Master Hypnotist (15th level)
2,250,001-2,625,000	16	10 + 6	Master Hypnotist (16th level)
2,625,001-3,000,000	17	10 + 7	Master Hypnotist (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Hypnotist
3,375,001-3,750,000	19	10 + 9	Arch Hypnotist (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Hypnotist (20th level)

* At first level, hypnotists receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Hypnotists gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2O: Shadow Weaver Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,250	1	20 + 1d4 *	Dimbringer
2,251-4,500	2	2	Darkbringer
4,501-9,000	3	3	Darkworker
9,001-18,000	4	4	Shade Blender
18,001-35,000	5	5	Shade Knotter
35,001-60,000	6	6	Shadow Blender
60,001-95,000	7	7	Shadow Knotter
95,001-145,000	8	8	Nightwalker
145,001-220,000	9	9	Darkweaver
220,001-440,000	10	10 **	Shadow Weaver
440,001-660,000	11	10 + 1	Shadow Weaver (11th level)
660,001-880,000	12	10 + 2	Shadow Weaver (12th level)
880,001-1,100,000	13	10 + 3	Shadow Weaver (13th level)
1,100,001-1,320,000	14	10 + 4	Master Shadow Weaver
1,320,001-1,540,000	15	10 + 5	Master Shadow Weaver (15th level)
1,540,001-1,760,000	16	10 + 6	Master Shadow Weaver (16th level)
1,760,001-1,980,000	17	10 + 7	Master Shadow Weaver (17th level)
1,980,001-2,200,000	18	10 + 8	Arch Shadow Weaver
2,200,001-2,420,000	19	10 + 9	Shadist
2,420,001-2,640,000***	20	10 + 10	Shadinator

* At first level, shadow weavers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Shadow Weavers gain 1 hp per level after the 10th.
*** 220,000 experience points per level of experience beyond the 20th.

than a minute, the power speaker can spend one full minute discussing the matter with the victim to grant that victim (only) another saving throw versus spell to break the enchantment. This does not apply if the spell in question does not normally allow a saving throw. The victim gets +3 on this save. (Power Words cannot be countered by this ability.)

Power Speaker Spells:

Level	Spells (Power Words)
1	Cartwheel, Moon, Summersault
2	Belch, Detect, Light
3	Attack, Burn, Chill
4	Anosmitize, Freeze, Slow
5	Charm, Fear, Sleep
6	Forget, Silence
7	Deafen, Dispel, Heal, Stun
8	Banish, Blind, Terrify
9	Annihilate, Dance, Kill

DIVINATION

Detective

Specialist Name: Detective [Divination]

Building Point Bonus: 9

Ability Requirements: Intelligence 12+, Wisdom 16/16+

Allowed Races: Human, elf (any but dark), half-elf

Additional Rules: The detective can purchase the detect evil, detect poison, detect secret doors, determine age, determine stability, mining sense and potion identification talents for 2 building points each, even if he would be otherwise excluded because of his race.

Detective Spells:

Level	Spells (Power Words)
1	Detect Disease, Detect Magic, Detect Phase, Detect Undead
2	Detect Evil, Detect Invisibility, Detect Life
3	Detect Charm, Detect Illusion
4	Detect Lie, Detect Scrying, Divination Enhancement
5	Manor's Mindsight, Segwick's Seeking
6	Detect Ulterior Motives, True Seeing
7	Find the Path, Manor's Mind Vision
8	Jonid's Jewel, Seek Teleporter
9	Detect All, Glyph of Divination, Greater Divination Enhancement

Seer

Specialist Name: Seer [Divination]

Building Point Bonus: 8

Ability Requirements: Intelligence 12+, Wisdom 16/16+

Allowed Races: Human

Additional Rules: The seer can meditate for 30 minutes each morning (in addition to any other meditation, spell preparation, etc.) At the end of this time he rolls a 1d20 and adds his experience level. This determines how well he has seen into the future (determined by how much karma he gets – it can only be doled out by the Cosmos!) See Table 2P: Karma Points. Each point of karma can add +1 to a single die roll (from 1d2 to 1d20) or a 5% bonus to a percentile or 1d100 roll. The seer can distribute these points as he sees fit. One point per day can be added to an ally's roll instead of his own. However, the player must decide before the die to be affected is actually rolled.

Table 2P: Karma Points

Adjusted Roll	Karma Points
2-9	0
10-15	1
16-21	2
21-26	3
27-30	4
31-34	5
35+	6

Seer Spells:

Level	Spells
1	Divining Rod, Fog Vision
2	Death Recall, Premonition
3	Find Traps, Find Treasure
4	Divination Enhancement, Magic Mirror, Omen
5	Contact Other Plane, Wizard's Oracle
6	Discern, Revelation
7	Anticipation, Vision
8	Diviner's Insight, Jonid's Jewel
9	Foresight, Glyph of Divination, Greater Divination Enhancement

ENCHANTMENT/CHARM

Itemist

Specialist Name: Itemist [Enchantment/Charm]

Building Point Bonus: 7

Ability Requirements: Constitution 10/10+, Intelligence 12+, Charisma 16/76+

Allowed Races: Human, half-elf



Additional Rules: An itemist can use any magic item, even one restricted to another class. His chance to do so successfully is equal to his itemist level x10%, plus his Intelligence (without the Fractional Score). However, a critical failure "(96-100)" on this roll results in a spell mishap. Also, even if an itemist manages to use a Long Sword +4 Defender, he still wields the weapon as a magic-user (i.e. with a -5 non-proficiency penalty and any applicable Ability Score adjustments). For items that rely on the user's level, consider the itemist to be at half his actual experience level (minimum 1st level).

Also, the itemist's intense study of the forces creating, controlling and affecting magically endowed objects allows him a slim chance to control an Amulet of the Planes, Bag of Beans, Bag of Tricks, Bolt of the Month Pouch, Deck of Illusions, Deck of Many Things, Deck of Wondrous Things, Potion of Polymorphing, Ring of Many Deaths and the Well of Many Worlds (as well as similar items with random effects). This chance is equal to the itemist's level in percentage terms (1% at first level, 2% at second, etc.), but at least there is no special chance of a spell mishap.

Itemists have a 10% chance per experience level of detecting a magical aura in any item they touch (as per the Detect Magic spell). Using this ability takes one full round, during which the itemist can do nothing else.

Itemist Spells:

Level	Spells
1	Magic Stone, Protective Amulet
2	Bind, Deeppockets
3	Bone Club, Yargrove's Eidolon
4	Enchanted Weapon, Mage Lock, Magic Mirror, Zargosa's Lodge of Protection
5	Fabricate, Magic Staff
6	Enchant an Item, Guards and Wards
7	Steal Enchantment, Tybalt's Planar Pacifier
8	Binding, Sink
9	Hyptor's Disjunction, Succor

Puppeteer

Specialist Name: Puppeteer [Enchantment/Charm]

Building Point Bonus: 7

Ability Requirements: Intelligence 12+, Charisma 16/76+

Allowed Races: Human, half-elf, elf, pixie fairy

Additional Rules: The puppeteer receives the skills berate, feign toughness, flex muscle, intimidation and threat gesture at a mastery level of 50%. He may also purchase the Dragon Speak skill at the normal building point cost, even if he does not meet the ability requirements.

Puppeteer Spells:

Level	Spells
1	Hypnotism, Run, Shift Blame, Sleep, Taunt
2	Murgain's Muster Strength, Ray of Enfeeblement, Scare, Total Control
3	Empathic Link, Hold Person, No Fear, Perceived Misalignment
4	Confusion, Emotion (Fear, Hate, Hopelessness, Sadness), Fumble, Unluck
5	Chaos, Domination, Feeblemind, Hold Monster
6	Eyebite (Fear, Sicken, Sleep), Geas
7	Anger Deity, Major Domination, Truename, Zarba's Sphere of Insanity
8	Antipathy, Demand, Mimic Caster, Munari's Irresistable Jig
9	Mass Domination, Programmed Amnesia

Illusion

Hypnotist

Specialist Name: Hypnotist [Illusion]

Building Point Bonus: 6

Ability Requirements: Dexterity 17/26+, Intelligence 12+, Charisma 13+, Comeliness 12/12+

Allowed Races: Human, pixie fairy, gnome

Additional Rules: Hypnotists have a special knowledge of how to approach different subjects with their powers. This allows them to phrase their suggestions carefully so that they have a better chance of being effective.

Once per day, the hypnotist can attempt to re-phrase a suggestion or spell on a target that has made its save. Despite its knowledge of the previous failed attempt, the target gets no situational bonuses (Wisdom and magic still apply, but no +4s for previous failed attempts by the hypnotist or his allies). In fact, the target suffers a –3 penalty instead, for a potential 7-point swing. The hypnotist does not need to re-cast the spell to use this ability, but it does take a full round during which he can do nothing else.

A hypnotist can also purchase Dragon Speak for half normal costs (in BP and gp), even if he does not meet the requirements.

Hypnotist Spells:

Level	Spells
1	Audible Glamer, Phantasmal Force, Smell Immunity, Spook
2	Deafness, Fascinate, Hypnotic Pattern, Misdirection
3	Illusionary Script, Paralyzation
4	Dispel Exhaustion, Phantasmal Killer
5	Dream, Tempus Fugit
6	Eyebite (Charm, Sleep), Programmed Illusion
7	Mass Hypnotism, Merrywether's Dramatic Death
8	Mind Maze, Screen
9	Alter Reality, Weird

Shadow Weaver

Specialist Name: Shadow Weaver [Illusion]

Building Point Bonus: 6

Ability Requirements: Dexterity 17/26+, Intelligence 12+, Wisdom 10/52+

Allowed Races: Human, pixie fairy, gnome, gnomeling

Additional Rules: The shadow weaver gains the thief ability to hide in shadows at 25% + 5% per level, and gets a +2 or +10% bonus on all rolls (to-hit rolls, saving throws, skill checks, ability checks, etc.) when dealing with creatures from the Demi-Plane of Shadow.

Shadow Weaver Spells:

Level	Spells
1	Imaginary Friend, Phantom Armor
2	Dancing Shadows, Deepen Shadows
3	Phantom Steed, Phantom Wind, Wraithform
4	Minor Creation, Shadow Monsters
5	Demishadow Monsters, Major Creation, Shadow Magic
6	Demishadow Magic, Shades
7	Shadow Walk, Simulacrum
8	Shadow Cat, Shadow Form
9	Create Shade, Shadow Creep

Table 2Q: Demolitionist Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Wrecker
3,001-6,000	2	2	Leveler
6,001-12,000	3	3	Mangler
12,001-24,000	4	4	Razer
24,001-48,000	5	5	Ravager
48,001-90,000	6	6	Destroyer
90,001-130,000	7	7	Obliterator
130,001-175,000	8	8	Annihilator
175,001-275,000	9	9	Demolitioner
275,001-400,000	10	10 **	Demolitionist
400,001-800,000	11	10 + 1	Demolitionist (11th level)
800,001-1,300,000	12	10 + 2	Demolitionist (12th level)
1,300,001-1,600,000	13	10 + 3	Demolitionist (13th level)
1,600,001-1,900,000	14	10 + 4	Master Demolitionist
1,900,001-2,300,000	15	10 + 5	Master Demolitionist (15th level)
2,300,001-2,700,000	16	10 + 6	Master Demolitionist (16th level)
2,700,001-3,100,000	17	10 + 7	Master Demolitionist (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Demolitionist
3,500,001-3,900,000	19	10 + 9	Arch Demolitionist (19th level
3,900,001-4,300,000***	20	10 + 10	Arch Demolitionist (20th level)

* At first level, demolitionists receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Demolitionists gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 2R: Icer Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Chiller
3,001-6,000	2	2	Berger
6,001-12,000	3	3	Freezer
12,001-24,000	4	4	Water Worker
24,001-48,000	5	5	Waver
48,001-90,000	6	6	Aquamancer
90,001-130,000	7	7	Ice Walker
130,001-175,000	8	8	Floemeister
175,001-275,000	9	9	Icist
275,001-400,000	10	10 **	Icer
400,001-800,000	11	10 + 1	Icer (11th level)
800,001-1,300,000	12	10 + 2	Icer (12th level)
1,300,001-1,600,000	13	10 + 3	Icer (13th level)
1,600,001-1,900,000	14	10 + 4	Master Icer
1,900,001-2,300,000	15	10 + 5	Master Icer (15th level)
2,300,001-2,700,000	16	10 + 6	Master Icer (16th level)
2,700,001-3,100,000	17	10 + 7	Master Icer (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Icer
3,500,001-3,900,000	19	10 + 9	Arch Icer (19th level)
3,900,001-4,300,000***	20	10 + 10	Arch Icer (20th level)

* At first level, icers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Icers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 2S: Pyrotechnician Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Heater
3,001-6,000	2	2	Kindler
6,001-12,000	3	3	Igniter
12,001-24,000	4	4	Firestarter
24,001-48,000	5	5	Burner
48,001-90,000	6	6	Flamer
90,001-130,000	7	7	Torcher
130,001-175,000	8	8	Blazer
175,001-275,000	9	9	Pyromancer
275,001-400,000	10	10 **	Pyrotechnician
400,001-800,000	11	10 + 1	Pyrotechnician (11th level)
800,001-1,300,000	12	10 + 2	Pyrotechnician (12th level)
1,300,001-1,600,000	13	10 + 3	Pyrotechnician (13th level)
1,600,001-1,900,000	14	10 + 4	Master Pyrotechnician
1,900,001-2,300,000	15	10 + 5	Master Pyrotechnician (15th level)
2,300,001-2,700,000	16	10 + 6	Master Pyrotechnician (16th level)
2,700,001-3,100,000	17	10 + 7	Master Pyrotechnician (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Pyrotechnician
3,500,001-3,900,000	19	10 + 9	Arch Pyrotechnician (19th level)
3,900,001-4,300,000***	20	10 + 10	Arch Pyrotechnician (20th level)

* At first level, pyrotechnicians receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Pyrotechnicians gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 2T: Sniper Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Peashooter
3,001-6,000	2	2	Trigger-puller
6,001-12,000	3	3	Triggerist
12,001-24,000	4	4	Shooter
24,001-48,000	5	5	Shootist
48,001-90,000	6	6	Blaster
90,001-130,000	7	7	Gunner
130,001-175,000	8	8	Master Blaster
175,001-275,000	9	9	Snipe
275,001-400,000	10	10 **	Sniper
400,001-800,000	11	10 + 1	Sniper (11th level)
800,001-1,300,000	12	10 + 2	Sniper (12th level)
1,300,000-1,600,000	13	10 + 3	Sniper (13th level)
1,600,001-1,900,000	14	10 + 4	Master Sniper
1,900,001-2,300,000	15	10 + 5	Master Sniper (15th level)
2,300,001-2,700,000	16	10 + 6	Master Sniper (16th level)
2,700,001-3,100,000	17	10 + 7	Master Sniper (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Sniper
3,500,001-3,900,000	19	10 + 9	Arch Sniper (19th level)
3,900,001-4,300,000***	20	10 + 10	Arch Sniper (20th level)

* At first level, snipers receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Snipers gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Table 2U: Animator Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-2,500	1	20 + 1d4 *	Disturbed
2,501-5,000	2	2	Grave Robber
5,001-10,000	3	3	Grave Raider
10,001-22,500	4	4	Mortician
22,501-40,000	5	5	Waker
40,001-60,000	6	6	Awakener
60,001-90,000	7	7	Raiser
90,001-135,000	8	8	Cadaverist
135,001-250,000	9	9	Black Magician
250,001-375,000	10	10 **	Animator
375,001-750,000	11	10 + 1	Animator (11th level)
750,001-1,125,000	12	10 + 2	Animator (12th level)
1,125,001-1,500,000	13	10 + 3	Re-Animator
1,500,001-1,875,000	14	10 + 4	Master Animator
1,875,001-2,250,000	15	10 + 5	Master Animator (15th level)
2,250,001-2,625,000	16	10 + 6	Master Animator (16th level)
2,625,001-3,000,000	17	10 + 7	Master Animator (17th level)
3,000,001-3,375,000	18	10 + 8	Arch Animator
3,375,001-3,750,000	19	10 + 9	Arch Animator (19th level)
3,750,001-4,125,000***	20	10 + 10	Arch Animator (20th level)

* At first level, animators receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Animators gain 1 hp per level after the 10th.
*** 375,000 experience points per level of experience beyond the 20th.

Table 2V: Exterminator Progression Table

Experience Points	EP Level	4-sided Dice for Accumulated HPs	Level Title
0-3,000	1	20 + 1d4 *	Junior Killer
3,001-6,000	2	2	Plant Killer
6,001-12,000	3	3	Killer
12,001-24,000	4	4	Foe Killer
24,001-48,000	5	5	Slayer
48,001-90,000	6	6	Eliminator
90,001-130,000	7	7	Eradicator
130,001-175,000	8	8	Obliterator
175,001-275,000	9	9	Neutralizer
275,001-400,000	10	10 **	Exterminator
400,001-800,000	11	10 + 1	Exterminator (11th level)
800,001-1,300,000	12	10 + 2	Exterminator (12th level)
1,300,001-1,600,000	13	10 + 3	Terminator
1,600,001-1,900,000	14	10 + 4	Master Exterminator
1,900,001-2,300,000	15	10 + 5	Master Exterminator (15th level)
2,300,001-2,700,000	16	10 + 6	Master Exterminator (16th level)
2,700,001-3,100,000	17	10 + 7	Master Exterminator (17th level)
3,100,001-3,500,000	18	10 + 8	Arch Exterminator
3,500,001-3,900,000	19	10 + 9	Arch Exterminator (19th level)
3,900,001-4,300,000***	20	10 + 10	Arch Exterminator (20th level)

* At first level, exterminators receive 20 hit points +1d4. This twenty point 'kicker' is received at first level only.
** Exterminators gain 1 hp per level after the 10th.
*** 400,000 experience points per level of experience beyond the 20th.

Invocation

Demolitionist

Specialist Name: Demolitionist [Invocation/Evocation]

Building Point Bonus: 6

Ability Requirements: Constitution 17/45+, Intelligence 12+

Allowed Races: Human

Additional Rules: The demolitionist can purchase the precise targeting talent for 2 building points and he gets the construction: siege works skill as a bonus. In addition, he gains a +1 to hit and a +1 to damage on all unarmed attacks.

Demolitionist Spells:

Level	Spells
1	Bash Door, Jack Punch, Kachirut's Exploding Palm
2	Cloud of Pummeling Fists, Heat Seeking Fist of Thunder, Kachirut's Kinetic Strike
3	Bash Face, Spiritual Hammer
4	Haarpang's Magnificent Sphere of Resiliency, Exploding Glyph, Force Grenade, Shout
5	Wall of Force, Zarba's Guardian Hand
6	Haarpang's Orb of Containment, Zarba's Shoving Hand
7	Forcecage, Hyptor's Shimmering Sword, Zarba's Grasping Hand
8	Haarpang's Magnificent Sphere of Telekinesis, Zarba's Fist of Rage
9	Kachirut's White Lance, Zarba's Crushing Hand

Icer

Specialist Name: Icer [Invocation/Evocation]

Building Point Bonus: 6

Ability Requirements: Dexterity 11/09+, Constitution 17/45+, Intelligence 12+

Allowed Races: Human, pixie fairy

Additional Rules: The icer can function normally, without any special equipment, in temperatures as low as 24 degrees Fahrenheit.

Icer Spells:

Level	Spells
1	Icy Sphere, Resist Cold, Wall of Fog
2	Ice Knife, Zed's Crystal Dagger
3	Glyph of Ice, Wall of Water, Zed's Crystal Dirk
4	Fire Shield (chill version only), Ice Storm, Mists of Corraling, Wall of Ice
5	Haarpang's Polar Screen, Lyggl's Cone of Cold, Waveform
6	Death Fog, Haarpang's Magnificent Sphere of Freezing
7	Command Ice, Merrywether's Frost Fist
8	Blizzard, Freeze
9	Elemental Aura: Water, Ice Juggernaut

Pyrotechnician

Specialist Name: Pyrotechnician [Invocation/Evocation]

Building Point Bonus: 6

Ability Requirements: Dexterity 11/09+, Constitution 17/45+, Intelligence 12+

Allowed Races: Human

Additional Rules: The pyrotechnician can function normally, without any special equipment, in temperatures as high as 142 degrees Fahrenheit.

Pyrotechnician Spells:

Level	Spells
1	Fireball – Sidewinder Factor 1, Resist Fire
2	Chain of Fire, Fireball – Sidewinder Factor 2, Fireball – Skipping Betty, Flaming Sphere
3	Fireball, Fireball – Scatter Blast, Fireball – Sidewinder Factor 3, Fireflow, Zargosa's Flaming Spheres of Torment
4	Fire Shield, Fire Trap, Fireball – Landscraper, Fireball – Sidewinder Factor 4, Fireball – Volley, Wall of Fire
5	Fireball – Sidewinder Factor 5, Fireball – Torrential
6	Body Heat Activation Spell, Fireball – Proximity Fused, Fireball – Show No Mercy
7	Fireball – Delayed Blast, Flame Chase
8	Incendiary Cloud, Shooting Stars
9	Elemental Aura: Fire, Fireball: Lava Yield, Kachirut's White Lance, Meteor Swarm

Sniper

Specialist Name: Sniper [Invocation/Evocation]

Building Point Bonus: 5

Ability Requirements: Dexterity 11+, Constitution 17/45+, Intelligence 12+

Allowed Races: Human, pixie fairy

Additional Rules: The sniper can purchase the precise targeting talent for 2 building points. In addition, after one full round of study, the sniper can determine the leader of any group of creatures.

Sniper Spells:

Level	Spells
1	Magic Missile, Magic Shield
2	Magic Missile of Skewering, Magic Missile II, Shield Screen
3	Glyph of Sniping, Morton's Minute Meteors, Preemptive Strike
4	Delayed Magic Missile, Silver Globes
5	Preston's Moonbow, Shincock's Major Missile
6	Bradley's Besieging Bolt, Gauntlet of Teeth
7	Bone Javelin, Dragon Breath
8	Hornet's Nest, Shooting Stars
9	Meteor Swarm, Tempestcone

Necromancy

Animator

Specialist Name: Animator [Necromancy]

Building Point Bonus: 6

Ability Requirements: Constitution 13/26+, Intelligence 12+, Wisdom 17/10+

Allowed Races: Human, grey elf

Additional Rules: The animator receives the skills basic anatomy, first aid skill suite, dig hasty grave and dig proper grave at a mastery level of 50% each. He also has a 5% chance per level of determining the approximate duration of undeath (how long something has been undead) of any undead creature, given a full round of observation. If successful, he also has a 5% chance per level of determining the approximate (plus or minus 0-3) Hit Dice of the creature.

Animator Spells:

Level	Spells
1	Animate Dead Animals, Corpse Visage, Detect Undead
2	Death Recall, Fihrsid's Horrid Armor, Ghoul Touch, Spectral Hand
3	Charm Undead, Delay Death, Hold Undead, Hovering Skull, Rot Dawg, Vampiric Touch
4	Enervation, Zombie Slave
5	Animate Dead, Mummy Rot, Summon Shadow
6	Aliron's Dark Graft, Reincarnate
7	Control Undead, Spy of Derijnah, Zombie Double
8	Clone, Shadow Form
9	Energy Drain, Master Undead

Exterminator

Specialist Name: Exterminator [Necromancy]

Building Point Bonus: 6

Ability Requirements: Dexterity 9/49+, Intelligence 12+, Wisdom 17/10+

Allowed Races: Human, dark elf

Additional Rules: With a full round of observation, the exterminator can attempt to determine, within 10%, the amount of hit points any creature has. He has a percentage chance of doing so equal to the average of his Intelligence and his Wisdom, plus his level.

Exterminator Spells:

Level	Spells
1	Disable Hand, Exterminate
2	Choke, Disable Foot, Slow Healing
3	Feign Death, Murgain's Migraine
4	Contagion, Poison
5	Throbbing Bones, Touch of Death
6	Dead Man's Eyes, Death Spell
7	Finger of Death, Harm
8	Deathchain, Defoliate
9	Death Rune. Fawlgar's Grasping Death



Holistic Practitioners

As mentioned previously, the holistic practitioner specializes in spells that produce a certain effect attained outside of the standard school system. An elementalist specializing in the element of fire is an example of a holistic practitioner; his fire specialty may be from the school of Invocation/Evocation (Fireball) or Alteration (Affect Normal Fires), but they are all within his category of specialty. Likewise the battle mage, whose specialty is a difference in technique rather than content, would also qualify as a holistic practitioner. The battle mage class is presented in the Player's Handbook. The elementalist is described below.

ELEMENTALIST

Ability Requirements: Intelligence 9+, Charisma 12+,

Prime Requisite(s): Intelligence

Hit Dice Type: d4

Allowed Races: Human, Dwarf, Gnome (excluding Gnome Titan), Pixie Fairy

Allowed Alignments: any

Building Point Bonus: 8

Spell Jacking? No

Recently on Garweeze Wurld, a new brand of magic-user has emerged to challenge the established magical order: the elementalist. These maverick magic-users do not follow the traditional magical classifications of "schools." They favor a more natural approach, drawing their energies from the basic elements of the wurld: Air, Water, Fire and Earth. To him, a Fireball is not an Evocation spell, but a Fire spell. As a result, the elementalist can cast a wide variety of spells.

Elementalism is still a relatively new discipline, despite having been discovered just over three hundred years ago. Because of the confrontational nature of the magic and those who use it, the established magic institutions tried hard to suppress and marginalize the practice. The very nature of elementalism conflicts with their established and measured rules, and many in the "old school" do not take kindly to the idea that their long-held beliefs about magic might be flawed or indeed even that a valid alternative might exist. Understandably, then, elementalism was excluded from the curriculums of magic colleges and academies.

Elementalists are dissidents at heart, and they soon began to thrive off of their rejection from the mainstream magic culture. Elementalism flourished in the urban areas of Garweeze Wurld, as the elemental movement went underground. They recruited academy rejects, university dropouts and anyone who was disgusted with the magic establishment. The simple, relatively straightforward aspects of elemental casting appealed to many youths, and the movement flourished.

Recently, elementalism has gained more credibility as a legitimate approach to casting spells. Elementalists can now train in schools and universities, like their more traditional counterparts. There are now several elementalist academies, and several elementalists now hold prominent teaching positions at some of the most prestigious universities. And though they have become part of the establishment they once fought so hard against, many elementalists still retain their rebellious spirit.

Elemental Magic

Elemental magic is based on the technique of channeling. This involves tapping the natural elements that make up the world, and drawing forth their innate magical energy. This energy is then shaped and combined to power traditional spells. Though elementalists memorize and study spells like their traditional counterparts, they power the spells in a different way.

Some spells require only one type of elemental energy. These are elemental spells, and come from all magical schools and disciplines (even clerical and druidic magic). With this class of spells, the elementalist is second to none, as he can channel energy directly into the spell. Other spells require the elementalist to mix the elemental energies to produce the desired effect.

To refine their casting techniques, each elementalist chooses a particular element, based on the element that he is most adept at channeling. He uses this energy type in all of his spells, mixing it with others where appropriate. This allows the elementalist unprecedented freedom with regards to the spells he casts; no traditional school is off limits to the elementalist.

This freedom comes at a price, however. The elements are naturally opposed to each other, and exist in the wurld in a delicate balance. Fire opposes water, and vice versa, and earth and air are also opposites. Because the elementalist chooses to use one element in all his spells, those spells requiring the opposing element are impossible for him to cast. The magical energies are unable to mix, just like the elements from which they are drawn.

Special Benefits:

Elementalists receive a bonus of +20% when attempting to learn or research spells of their chosen elemental type and a bonus of +10% when learning or researching other elemental spells related to their non-opposed elements.

Because elementalists have an enhanced understanding of spells within their element, they receive a +2 bonus when making saving throws against those spells. Other creatures suffer a -2 penalty when making saving throws against an elementalist casting spells from his chosen element.

Channel Casting: The elementalist has the power to channel cast any elemental spell of his chosen element that he knows, but he may not channel cast more spell levels worth of spells than his current experience level. When channel casting, the elementalist does not bother to shape the elemental energy, but "casts the spell raw." As a result, he casts the spell as if he were 1d4 levels higher. He must declare his decision to do this immediately prior to casting the spell. This affects range, duration, area of effect and damage; it does not allow the elementalist to cast a spell that he normally could not cast. When channel casting, the elementalist has a spell mishap percentage chance equal to twice the number of spell levels he has channel cast that day.

Table 3A: Elementalist Progression Table

Experience Points	Experience Level	4 Sided Dice for Accumulated Hit Points	Level Title
0 - 3,000	1	20+1d4*	Elementary Prestidigitator
3,001 - 6,000	2	2	Elemo
6,001 - 12,000	3	3	Channeler
12,001 - 24,000	4	4	Elementor
24,001 - 48,000	5	5	Elementeurgist
48,001 - 90,000	6	6	Elemental Magician
90,001 - 130,000	7	7	Fundamental Caster
130,001 - 175,000	8	8	Elemental Caster
175,001 - 275,000	9	9	Elemental Sorcerer
275,001 - 400,000	10	10	Essentialist
400,001 - 800,000	11	11**	Elemental Wizard
800,001 - 1,300,000	12	11 +1	Elemental Wizard (11th level)
1,300,001 - 1,600,000	13	11+2	Elemental Wizard (12th level)
1,600,001 - 1,900,000	14	11+3	Elemental Wizard (13th level)
1,900,001 - 2,300,000	15	11+4	Master Elementalist
2,300,001 - 2,700,000	16	11+5	Master Elementalist (15th level)
2,700,001 - 3,100,000	17	11+6	Elemental Mage
3,100,001 - 3,500,000	18	11+7	Arch Elementalist
3,500,001 – 3,900,000	19	11+8	Arch Elementalist (19th level)
3,900,001 – 4,200,000	20***	11+9	Arch Elementalist (20th level)

* At first level elementalists receive 20 points + 1d4. This twenty point 'kicker' is received at first level only.

** Elementalists gain 1 hp per level after the 11th.

*** 300,000 experience points per level for each additional level beyond the 20th.

Table 3B: Elementalist Spell Progression*

	Elementalist Magic-User Spell Level								
Level	1	2	3	4	5	6	7	8	9
1	3	—	—	—	—	—	—	—	—
2	4	—	—	—	—	—	—	—	—
3	4	1	—	—	—	—	—	—	—
4	5	2	—	—	—	—	—	—	—
5	6	2	1	—	—	—	—	—	—
6	6	2	2	—	—	—	—	—	—
7	6	3	2	1	—	—	—	—	—
8	6	3	3	2	—	—	—	—	—
9	6	3	3	2	1	—	—	—	—
10	6	4	3	2	2	—	—	—	—
11	6	4	4	3	3	—	—	—	—
12	6	4	4	4	4	1	—	—	—
13	7	5	5	4	4	2	—	—	—
14	7	5	5	4	4	2	1	—	—
15	7	5	5	5	5	2	1	—	—
16	7	5	5	5	5	3	2	1	—
17	7	5	5	5	5	3	3	2	—
18	7	5	5	5	5	3	3	2	1
19	7	5	5	5	5	3	3	3	1
20	7	5	5	5	5	4	3	3	2

*This table indicates the number of spells of each level an elementalist can memorize at one time. For example, a fifth level elementalist could memorize six first level spells, two second level spells and one third level spell.

When an elementalist attempts to create a new spell relating to his specialty element, the GM should count the new spell as one spell level lower than listed (for determining difficulty).

Upon reaching 12th level, an elementalist does not need to concentrate when controlling elementals of his specialty element summoned by the 5th level spell Conjure Elemental. The normal 5% chance of the elemental turning upon its summoner remains in effect.

At 16th level, there is no chance of a summoned elemental turning upon an elementalist if the creature is of the elementalist's specialty element.

Special Disadvantages:

The elementalist may not cast any spells from the element opposed to his chosen element or use a magic item that duplicates an effect from his opposition element.

The elementalist suffers a -30% penalty to his learning ability when trying to learn non-elemental spells.

The elementalist must pay an extra 20% to train at a formal school. This represents the lingering prejudice and hatred of the magic establishment.

Starting Spells and Spell Acquisition

Elementalists begin play with a starting spell book containing five spells, just like generalist magic-users. Unlike generalists, however, these spells do not come from the generic starting spell lists. Instead, the elementasit begins play with Read Magic, Write, and three spells from the elemental spell list of his chosen element. The GM will randomly determine which three spells the elementalist starts with.

As the elementalist increases in experience level, he will gain new spells. These new spells must come from the elemental spell list of the highest spell level the elementalist is able to cast. If the elementalist already knows all the spells on his elemental spell list at a given level, the GM will roll on the general tables in Chapter One. A complete listing of elemental spells arranged by each element can be found below.

Elemental Air Spells

Level	Spells
1	Feather Fall; Fog Vision; Precipitation; Wall of Fog
2	**Dust Devil;** Fog Cloud; Stinking Cloud; Whispering Wind
3	**Call Lightning; Cloudburst;** Gust of Wind; Water Breathing; Water Breathing; Wind Wall
4	**Protection from Lightning;** Solid Fog
5	**Air Walk;** Airy Water; Cloudkill; Conjure Elemental
6	**Aerial Servant;** Control Weather; Death Fog; Invisible Stalker; **Weather Summoning**
7	Command Element, **Wind Walk**
8	Incendiary Cloud
9	Elemental Aura

Boldface indicates spell can be found in the traditional cleric or druid list.

Elemental Earth Spells

Level	Spells
1	**Entangle;** Grease; Magic Stone; Metal Bug; **Pass Without Trace**
2	**Barkskin;** Bind; Fool's Gold; Heat Seeking Fist of Thunder; Zed's Crystal Dagger
3	Bash Face; **Meld into Stone;** Morton's Minute Meteors; **Stone Shape;** Zed's Crystal Dirk
4	Dig; **Spike Stones;** Stone Passage; Stoneskin
5	Conjure Elemental; **Spike Growth; Spike Stones;** Stone Shape; Stone Sphere; Transmute Rock to Mud; Wall of Stone
6	Disintegrate; Move Earth; **Stone Tell;** Stone to Flesh
7	**Animate Rock;** Command Element; **Earthquake;** Reverse Gravity; Statue; Transmute Rock to Lava
8	Defoliate; Glassteel; Maze
9	Crystalbrittle; Elemental Aura; Meteor Swarm

Boldface indicates spell can be found in the traditional cleric or druid list.

Elemental Fire Spells

Level	Spells
1	Affect Normal Fires; Burning Hands; Dancing Lights; Fireball – Barrage; Fireball – Sidewinder Factor 1
2	Chain of Fire; Fireball, Sidewinder Factor 2; Fireball, Skipping Betty; Fire Telekinesis; **Fire Trap; Flame Blade;** Flaming Sphere; **Heat Metal;** Produce Flame; Pyrotechnics; White Hot Metal
3	Fireball; Fireball, Scatter Blast; Fireball, Sidewinder Factor 3Flame Arrow; Flame Walk; Protection from Fire; Zargosa's Flaming Spheres of Torment
4	Fire Charm; Fire Shield; Fireball, Land Scraper; Fireball, Sidewinder Factor 4; Fireball, Volley; **Produce Fire;** Wall of Fire
5	Conjure Elemental; Fireball, Sidewinder Factor 5; Fireball, Torrential; Flame Strike;
6	Fandago's Fiery Constrictor; **Fire Seeds;** Fireball, Show No Mercy; Fireball, Proximity Fused
7	**Chariot of Sustarre;** Command Element, Fireball, Delayed Blast; **Fire Storm;** Transmute Rock to Lava
8	Fireball, Death Brusher; Fireball, Maximus; Incendiary Cloud
9	Elemental Aura; Fireball, Lava Yield; Meteor Swarm

Boldface indicates spell can be found in the traditional cleric or druid list.

Elemental Water Spells

Level	Spells
1	**Create Water; Endure Cold;** Evaporate; Firewater; Icy Sphere; Melt, Precipitation; **Purify Water;** Resist Cold
2	Ice Knife; **Reflecting Pool**
3	Glyph of Ice; Wall of Water; Water Breathing; **Water Walk**
4	Ice Storm; **Lower Water; Neutralize Poison;** Wall of Ice
5	Airy Water; Conjure Elemental; **Rainbow;** Water Bomb; Waveform
6	Control Weather; Part Water; Transmute Metal to Water; Transmute Water to Dust
7	Command Element; Merrywether's Frost Fist
8	Blizzard; Freeze
9	Elemental Aura; Ice Juggernaut; Wave of Death

Boldface indicates spell can be found in the traditional cleric or druid list.



The Unorthodox Practitioner

As mentioned previously, unorthodox practitioners are those that have not studied magic by commonly used and understood methods. They specialize in a particular way of casting or creating magical power that does not correspond to the methods taught in magic-user school. Examples of unorthodox practitioners are painted wizards that cast their spells through bizarre tattoo magic, blood mages that cast their spells by drawing upon life forces and wild mages that are, well, um, just plain weird.

Blood Mage

Ability Requirements: Intelligence 9+, Constitution 16+, Wisdom 8 or less

Prime Requisite(s): Intelligence

Hit Dice Type: d4

Allowed Races: Humans, Half-Elves and Elves (including Grel and Drow)

Allowed Alignments: any

Building Point Bonus: 12

Spell Jacking? Yes

The blood mage is a magic-using specialist class that developed in the cloistered halls of the magic-fraternity of Pathargia. The libraries of Pathargia are said to contain the most extensive collection of arcane tomes on Garweeze Wurld, rivaling the collection of the Circle of Sequestered Magick itself.

The blood mages of Pathargia (sometimes spelled as Pathorgia) and the Red Council approach and practice magic in a somewhat unorthodox manner. Instead of drawing errant magical energy from without and channeling it (as is the case with most spell casting techniques practiced by the other magic-using classes), the blood mage derives his power and casts his spells by drawing on the life-energies of his own body (and sometimes of those around him). Most magic-users consider this a very reckless and dangerous practice and mages from other schools of thought shun blood mages.

Blood mages have access to all the magic-user spells available to necromancers (i.e. they do NOT have access to the schools of Enchantment/Charm and Illusion) and typically cast their spells exactly like their magic-using cousins. However, because of their unique approach to magic, there are certain potential repercussions. Whenever a blood mage casts a spell, the controlling player must roll on the **Table 4C: Blood Mage Casting Effects**. Roll 1d8 plus 1d12 and add the spell level of the spell attempted:

Victims can make a saving throw versus spells to halve the damage (round down, minimum 1 point). Damage can take three different forms. Roll 1d6: 1-3 = hit points, 4-5= Constitution, 6 = Strength. A single "point" of damage actually means 25 points of a Fractional Ability Score. Damage to an Ability Score heals at the rate of 25 fractional points per day, unless the victim engages in heavy activity (i.e. combat, harsh travel, etc.).

The blood mage can choose to attempt to avoid any effect (before rolling on **Table 4C: Blood Mage Casting Effects**) with a successful save versus spells. If the saving throw roll fails, a spell mishap results.

Blood mages also have access to an array of spells available ONLY to the blood mage. These spells collectively are known as the Vengeance Class spells, listed on **Table 4D**.

Woeful Casting

Blood mages have the ability to cast any spell available to them in a Woeful manner. This has the significant effect of making the spell more potent and virtually impossible to resist. If a spell normally allows a saving throw, a spell cast Woefully removes the possibility of a saving throw. If a magic item allows one to ward off effects from certain spells, a Woeful casting of a spell negates and overrides this resistance. Woeful casting ignores actual magic resistance, as well.

Woeful casting is not without its price however. It must be used judiciously, as its toll can be heavy and eventually lead to death. Each time a blood mage casts a spell Woefully, he must sacrifice 1d3 points of his own Constitution (no penetration applies). Furthermore, the caster immediately falls into a comatose slumber for 36 hours. After completing each 12-hour segment of the mandatory comatose rest period, the caster has a 50% chance (-2% for each level of the spell) to regain each lost Constitution point. If this fails, the point is permanently lost.

Table 4A: Blood Mage Progression Table

Experience Points	Experience Level	4 Sided Dice for Accumulated Hit Points	Level Title
0-2,500	1	20+1d4*	LeechLock
2,501 - 5,000	2	2	BloodLock
5,001 - 10,000	3	3	LeechMage
10,001 - 22,500	4	4	DrainMage
22,501 - 40,000	5	5	HurtMage
40,001 - 60,000	6	6	InflictMage
60,001 - 90,000	7	7	HarmMage
90,001 - 135,000	8	8	WoundMage
135,001 - 250,000	9	9	MaimMage
250,001 - 375,000	10	10	DeathMage
375,001 - 750,000	11	11**	BloodMage
750,001 - 1,125,000	12	11 +1	BloodMage of Leeching
1,125,001 - 1,500,000	13	11+2	BloodMage of Sapping
1,500,001 - 1,875,000	14	11+3	BloodMage of Pouring
1,875,001 - 2,250,000	15	11+4	BloodMage of Spurting
2,250,001 - 2,625,000	16	11+5	BloodMage of Letting
2,625,001 - 3,000,000	17	11+6	BloodMage of Hemorrhaging
3,000,001 - 3,375,000	18	11+7	BloodMage of Woe
3,375,001 – 3,750,000	19	11+8	Arch BloodMage
3,750,001 – 4,125,000	20***	11+9	Arch BloodMage of Woe

* At first level blood mages receive 20 points + 1d4. This twenty point 'kicker' is received at first level only.
** Blood mages gain 1 hp per level after the 11th.
*** 375,000 experience points per level for each additional level beyond the 20th.

Table 4B: Blood Mage Spell Progression*

Blood Mage Level	Magic-User Spell Level 1	2	3	4	5	6	7	8	9	Spell-Jack**
1	3	—	—	—	—	—	—	—	—	—
2	4	—	—	—	—	—	—	—	—	—
3	4	1	—	—	—	—	—	—	—	—
4	5	2	—	—	—	—	—	—	—	1.5X
5	6	2	1	—	—	—	—	—	—	1.5X
6	6	2	2	—	—	—	—	—	—	1.5X
7	6	3	2	1	—	—	—	—	—	1.5X
8	6	3	3	2	—	—	—	—	—	1.5X
9	6	3	3	2	1	—	—	—	—	2X
10	6	4	3	2	2	—	—	—	—	2X
11	6	4	4	3	3	—	—	—	—	2X
12	6	4	4	4	4	1	—	—	—	2X
13	7	5	5	4	4	2	—	—	—	2X
14	7	5	5	4	4	2	1	—	—	2X
15	7	5	5	5	5	2	1	—	—	2X
16	7	5	5	5	5	3	2	1	—	2.5X
17	7	5	5	5	5	3	3	2	—	2.5X
18	7	5	5	5	5	3	3	2	1	2.5X
19	7	5	5	5	5	3	3	3	1	2.5X
20	7	5	5	5	5	4	3	3	2	2.5X

* This table indicates the number of spells of each level a blood mage can memorize at one time. For example a fifth level blood mage could memorize six first level spells, two second level spells and one third level spell.
** Indicates how many spells the blood mage can spell-jack (memorize) at the indicated level. Multiplier is applied to each spell level with results rounded down. For example a 5th level blood mage who is spell-jacking could memorize nine 1st level spells, three 2nd level spells and one 3rd level spell. (See Spell-Jacking)

Table 4C: Blood Mage Casting Effects

Roll	Result
2-8	No ill effect
9	Nearest living creature suffers one point of damage per every two spell levels (minimum 1 point)
10	Nearest 1d3 living creatures suffer one point of damage per spell level (minimum 1 point)
11	Blood mage suffers one point of damage per every two spell levels (minimum 1 point)
12	Blood mage suffers one point of damage per spell level (minimum 1 point)
13	Blood mage and all creatures within 2d12 feet suffer one point of damage per every two spell levels (minimum 1 point)
14	Blood mage and all creatures within 2d12 feet suffer one point of damage per spell level (minimum 1 point)
15	All vegetable matter within 3d12 feet of blood mage is destroyed
16	Nearest living creature suffers 1d4 points of damage per every two spell levels (minimum 1 point)
17	Nearest 1d3 living creatures suffer 1d4 points of damage per spell level
18	Blood mage suffers 1d4 points of damage per every two spell levels
19	Blood mage and all creatures within 2d12 feet suffer 1d4 points of damage per every two spell levels (minimum 1 point)
20	Blood mage suffers 1d4 points of damage per spell level
21	Blood mage and all creatures within 2d12 feet suffer 1d4 points of damage per spell level
22	All vegetable matter within 5d12 feet of blood mage is destroyed
23	Blood mage suffers 1d8 points of damage per every two spell levels (minimum 1 point)
24	Blood mage and all creatures within 3d12 feet suffer 1d6 points of damage per every two spell levels (minimum 1 point)
25	Blood mage suffers 1d6 points of damage per spell level
26	Blood mage and all creatures within 3d12 feet suffer 1d6 points of damage per spell level
27	Blood mage suffers 1d8 points of damage per spell level
28	Blood mage and all creatures within 4d12 feet suffer 1d8 points of damage per spell level
29	Blood mage and all living matter within 10d12 feet have life force sucked out, leaving only a brown desiccated husk

Table 4D: Blood Mage Vengence Class Spell Progression

Level	Vengence Class Spell Acquired
1	WitherSlow, Blood Missile
2	Blood Mark, Blood Thirst
3	Extract Truth, Bloodball
4	Boiling Blood, Remove Limb
5	Pathargian Death Hex, Blood Rot
6	Wall of Blood, Blazing Blood
7	Blood Drain, Create Blood Golem
8	Age, Life Drain
9	Blood Curse, Wave of Death

Blood Mage Spell-Jacking

Because of their special nature, blood mages can spell-jack (see Table 4B). Spell-jacking works in the same manner as normal spell memorization, except that the blood mage is cramming more information into his head and pushing the envelope. This allows him to hold more spells in memory but it also increases the chances of a spell mishap. When spell-jacked, there is a base 10% chance of a spell mishap with ANY spell the blood mage casts. (This is in addition to any modifiers for wearing armor and/or Intelligence). However, a character is only considered to be spell-jacked when he has more than his normal allowance of spells memorized. Therefore, once he casts enough spells to bring him down to equal or below his normal number of memorized spells, he no longer suffers the 10% mishap chance. If a spell mishap occurs while a blood mage is spell-jacked there is a chance that ALL spells he still has in memory (i.e. uncast) will suddenly go off with unexpected and possibly disastrous results. Such are the risks of being careless with magic.

Other Specialist Benefits

- The blood mage gains one additional spell to memorize per spell-level, however, this additional spell must be taken from the Vengeance Class of spells.
- Blood mages gain a +1 to save against spells of the necromancy variety because of their enhanced understanding of such magics.
- Targets of a necromantic spell cast by a blood mage receive a –1 to their saving throws.
- Blood mages have a +15% bonus to learn new necromantic spells
- When researching new Vengeance spells, the blood mage gains a +15% bonus.
- The blood mage can scribe scrolls and create potions of the necromantic variety at 6th level.

Other Specialist Disadvantages

- The blood mage may not research new spells outside of the field of necromancy.
- The blood mage may not create magic items outside of the necromantic variety.
- The blood mage receives a –15% penalty to learn or research spells outside of the field of necromancy.
- The blood mage must memorize at least one Vengeance Class spell per level or he loses one spell per spell level as well as the bonus spell for that level. For example, a blood mage has the following spells at first level: Read Magic, Blood Missile, Detect Undead, WitherSlow and Write. A first level blood mage can memorize three spells plus one as a bonus (if it's a Vengeance Class spell). Our mage will have to memorize either WitherSlow or Blood Missile and any three other spells, or else his spell total will drop to two (a penalty of one and loss of the bonus: 4-2=2).
- The blood mage, as a specialist in necromantic magic, may not even learn spells of the schools of magic in opposition to Necromancy: Enchantment/Charm and Illusion.
- The blood mage cannot use magic items that duplicate the effect of the opposition schools of Enchantment/Charm and Illusion.

Starting Spells and Spell Acquisition

At first level, the blood mage starts with five spells in his spell book, just like the generalist magic-user. Unlike the generalist, however, the blood mage's spells do not come from the general starting spells list. The blood mage receives Read Magic, Write, both Vengeance class spells (WitherSlow and Blood Missile) as well as one randomly determined spell from the first level Necromancy spell list.

When the blood mage advances in level, his new spell comes first from the Vengeance class spell list, at the highest spell level he can cast. If he already knows all the spells on this spell list, his new spell comes from the Necromancy spell list, also at the highest level he can cast. If he also knows all the Necromancy spells, the new spell must come from another eligible school (i.e. not Enchantment/Charm or Illusion) at the highest spell level he can cast. The blood mage must roll to learn the new spell if it is not a Vengeance class spell or a Necromancy spell. If he fails to learn the spell, he does not receive a spell for reaching this level.

Painted Mage

Ability Requirements: Intelligence 9+, Constitution 13+, Dexterity 9+

Prime Requisite(s): Intelligence

Hit Dice Type: d4

Allowed Races: Any

Allowed Alignments: Any

Building Point Bonus: 12

Spell Jacking? No

History of the Painted Mage

Tattoo magic was originally developed by pixie fairies, but their practice of the art form never really developed beyond early tribal stages. Thus, very few other races have adopted that style. Instead, early non-pixie fairy practitioners of the tattoo magic technique developed refined techniques and thus the class of the painted mage was born.

Painted mages are a fairly recent development. Painted mages have faced a great deal of prejudice and resentment throughout their brief existence. Many believe the practice of tattoo magic draws energy from blood ley lines and look down upon it for that reason alone. A group of painted mages were once given a seat on the Council of Orders after one of their number exercised an ancient rule, challenging a current member of the Council to a duel and defeating him in magical combat. They won the seat, as per the old law, but they were forever resented because of it. Their motions were frequently voted down as a matter of course, and gaining their support often meant losing the support of the other orders (just out of spite). Their membership eventually lapsed and they have not seen the same prominence since.

Many painted mages are still caught up in the excitement of discovery within their chosen technique. It seems that every month brings new advances in the art of spell tattooing. They are rebellious, boisterous and paranoid all at the same time. Painted mages enjoy adventuring, as it appeals to their sense of danger. They may settle down eventually, but for now, they are just enjoying the ride.

Painted mages wear as little clothing as possible, preferring to display their tattoos as a badge of honor. When forced to wear more traditional garb, it will inevitably have strange cuts and designs. Often, the painted mage will cut precise 'panels' into the clothing to allow the display of a tattoo of which the magic-user is especially proud. Their tight, revealing clothing is a subject of concern in the more conservative kingdoms.

WEAPONS PERMITTED: Dagger, quarterstaff, tattoo (sewing) needle

ARMOR PERMITTED: None

STPs: art appreciation: subset: painting (bonus, at 50% mastery), artistic ability (bonus, at 50% mastery), spell tattooing (bonus at 75% mastery), reading/writing (bonus), arcane lore (bonus).

POWERS: Painted mages have the unusual power to use their own spell tattoos instead of a spell book. A spell tattoo is a magical sigil inscribed onto the mage's skin that represents that particular spell. The painted mage casts spells by activating the corresponding tattoo, thus releasing the spell contained within it. A painted mage can activate a number of tattoos per day equal to the number of spells allowed per day on **Table 4F: Painted Mage Spell Progression**. Tattoos may be activated any number of times per day, but the painted mage can never cast more spells per day than allowed.

This has several advantages over ordinary spell casting. First, it requires no material spell components. Secondly, it does not require spell preparation or memorization; the painted mage can cast any spell that he has tattooed on himself or another. Thirdly, Dispel Magic is 25% less likely to work on it (-5 to opponents' dispelling checks), as the spell effect is being powered by the magic-user's soul. Lastly, casting time is instantaneous (zero segments). Thus, the painted mage has an instant, nearly un-disruptable spell once per day for every tattoo he has.

Table 4E: Painted Mage Progression Table

Experience Points	Experience Level	4 Sided Dice for Accumulated Hit Points	Level Title
0-2,500	1	15+1d4*	Canvas
2,501 - 5,000	2	2	White Mage
5,001 - 10,000	3	3	Black Mage
10,001 - 22,500	4	4	Red Mage
22,501 - 40,000	5	5	Orange Mage
40,001 - 60,000	6	6	Yellow Mage
60,001 - 90,000	7	7	Green Mage
90,001 -135,000	8	8	Blue Mage
135,001 -250,000	9	9	Indigo Mage
250,001 - 375,000	10	10	Violet Mage
375,001 -750,000	11	11**	Painted Mage
750,001 - 1,125,000	12	11 +1	Rainbow Mage
1,125,001 - 1,500,000	13	11+2	Rainbow Mage
1,500,001 - 1,875,000	14	11+3	Rainbow Mage
1,875,001 - 2,250,000	15	11+4	Rainbow Mage
2,250,001 - 2,625,000	16	11+5	Rainbow Mage
2,625,001 - 3,000,000	17	11+6	Rainbow Mage
3,000,001 - 3,375,000	18	11+7	Rainbow Mage
3,375,001 – 3,750,000	19	11+8	Rainbow Mage
3,750,001 – 4,125,000	20***	11+9	Dual Rainbow Mage

* At first level painted mages receive 15 hit points + 1d4. This fifteen point 'kicker' (20 hit points - 5 first level tattoos) is received at first level only.
** Painted mages gain 1 hp per level after the 11th.
*** 375,000 experience points per level for each level beyond the 20th

Table 4F: Painted Mage Spell Progression*

Painted Mage Level	Magic-User Spell Level 1	2	3	4	5	6	7	8	9	Total Spell Levels
1	3	—	—	—	—	—	—	—	—	3
2	4	—	—	—	—	—	—	—	—	4
3	5	1	—	—	—	—	—	—	—	7
4	6	2	—	—	—	—	—	—	—	10
5	6	3	1	—	—	—	—	—	—	15
6	6	4	2	—	—	—	—	—	—	20
7	6	4	3	1	—	—	—	—	—	27
8	6	4	4	2	—	—	—	—	—	34
9	6	4	4	3	1	—	—	—	—	43
10	6	5	4	4	2	—	—	—	—	54
11	6	5	5	4	3	—	—	—	—	62
12	6	5	5	5	4	1	—	—	—	77
13	7	6	5	5	5	2	—	—	—	91
14	7	6	5	5	5	3	1	—	—	104
15	7	6	6	6	6	4	2	—	—	119
16	7	6	6	6	6	4	3	1	—	134
17	7	6	6	6	6	4	4	2	—	149
18	7	6	6	6	6	5	4	3	1	172
19	7	6	6	6	6	5	4	4	2	189
20	7	6	6	6	6	5	5	5	3	213

*This table indicates the number of spells of each level a painted mage can cast per day. For example, a fifth level painted mage could cast six first level spells, three second level spells and one third level spell.

Table 4G: Painted Mage Tattoo Effects

D100 roll	Effect of Tattoo
1-25	Mage loses 1 hit point per spell level
26-31	Mage loses 25 fractional ability points per spell level from Strength
32-37	Mage loses 25 fractional ability points per spell level from Dexterity
38-43	Mage loses 25 fractional ability points per spell level from Constitution
44-49	Mage loses 25 fractional ability points per spell level from Intelligence
50-55	Mage loses 25 fractional ability points per spell level from Wisdom
56-61	Mage loses 25 fractional ability points per spell level from Charisma
62-67	Mage loses 25 fractional ability points per spell level from Comeliness
68-70	Mage loses 50 fractional ability points per spell level from Strength
71-73	Mage loses 50 fractional ability points per spell level from Dexterity
74-76	Mage loses 50 fractional ability points per spell level from Constitution
77-79	Mage loses 50 fractional ability points per spell level from Intelligence
80-82	Mage loses 50 fractional ability points per spell level from Wisdom
83-85	Mage loses 50 fractional ability points per spell level from Charisma
86-88	Mage loses 50 fractional ability points per spell level from Comeliness
89-96	Mage loses 1d4 skill points from a random skill
97-100	Mage loses 2d4 skill points from a random skill

The GM should have final say over which spells can be inscribed as tattoos, and how they will behave once inscribed. Take care, as allowing the wrong spells could seriously affect game balance. Spell tattoos are inscribed using the spell tattoo skill as described in the Skills section of this book.

Despite their advantages, there are some serious limitations and drawbacks to the tattoos. Firstly, when a tattoo is inscribed, the painted mage must immediately roll on **Table 4G: Painted Mage Tattoo Effects**. Hit points, skill points and ability points cannot be regained through any method, though they may be replaced by advancing in levels, schooling or similar methods as applicable. Secondly, the painted mage cannot have a tattoo inscribed that is of a higher spell level than he could normally cast. Lastly, space limitations on one's skin can cause some problems at higher levels.

Most painted mages start out as ordinary looking specimens of their respective race. However, because they may only inscribe one spell level per pound of body mass, they quickly realize that it is to their benefit to put on some weight to increase the available surface area of their skin. **Table 4F: Painted Mage Spell Progression** shows the total number of spell levels that a painted mage must have room for in order to cast the spells available to him at each level of experience. A painted mage may scribe more spells than he can cast in a day subject to the limitations of his Intelligence and body mass. For example, an average adult male human weights about 173 pounds. When he reaches 18th level he might barely have enough room to inscribe his new 7th, 8th or 9th level spells. This also assumes that he did not inscribe any extra spells along the way. Otherwise, he might run into space limitations much sooner than 18th level. Therefore, higher level painted mages tend to be either members of larger sized races or incredibly fat. Weight gain to allow more spell tattooing is not without its drawbacks, however. For every 10 pounds of weight beyond his starting weight the character gains, he begins to gain extra curves, folds and love handles. This reduces his ability to access his spell tattoos efficiently, as he might even need to peek under a large fold of skin. Each extra 10 pounds of weight adds 1d2 segments (no penetration) to the casting time of a painted mage's spells. Furthermore, being a chunker has the unfortunate effect of lowering one's Comeliness in the eyes of the shallow inhabitants of Garweeze Wurld. While gaining 10 pounds beyond starting weight will not affect Comeliness, every extra pound beyond that point lowers the painted mage's effective Comeliness by 10 fractional points.

STARTING SPELLS: Since a painted mage does not use a spell book, he has no need for and thus does not start with the spell Write. He begins play with five tattoos: Read Magic, one offensive spell, one defensive spell, one miscellaneous spell and one additional spell. To determine the additional spell, roll 1d6. On a 1, it is a randomly determined offensive spell. On a 2-3, it is a randomly determined defensive spell. On a 4-6, it is a randomly determined miscellaneous spell. The GM should roll on the appropriate table for each spell type. Each of the painted mage's initial spells cost him a hit point, thus he begins play with only 15+1d4 hit points.

The painted mage may start play with cantrip tattoos. These tattoos do not require a roll on **Table 4G**, but they do take up half a pound's worth of flesh per spell. A painted mage can cast four cantrips in the place of a first level spell slot. He receives a number of cantrips equal to twice his Intelligence, but if he takes any cantrip tattoos, he must take as many as he can. Starting cantrip tattoos are all or nothing.

ACQUIRING NEW SPELLS: The painted mage gains new tattoos in same way that a generalist magic-user gains new spells. There are no restrictions (other than spell level) on the spell that can be learned.

Other Specialist Benefits

- Painted mages gain a +1 to save against spells of the Necromancy school because of their enhanced understanding of such magic.
- Targets of a necromantic spell cast by a painted mage receive a –1 to their saving throws.
- Painted mages have a +15% bonus to learn new necromantic spells.
- When researching new tattoo only spells, the painted mage gains a +15% bonus.
- The painted mage can scribe scrolls and create potions from the Necromancy school at 6th level.

Other Specialist Disadvantages

- The painted mage may not research new spells outside of the school of Necromancy.
- The painted mage may not create magic items outside of the necromantic variety.
- The painted mage receives a –15% penalty to learn or research spells outside of the school of Necromancy.
- The painted mage, as a specialist in necromantic magic, attempts to learn spells of the Enchantment/Charm and Illusion schools with a –81% penalty.
- The painted mage cannot use magic items that duplicate the effect of the opposition schools of Enchantment/Charm and Illusion.
- The painted mage cannot spell jack.

Table 4H: Wild Mage Progression

Experience Points	Experience Level	4 Sided Dice for Accumulated Hit Points	Level Title
0-2,500	1	20+1d4*	Wild Novice
2,501 - 5,000	2	2	Wild Initiate
5,001 - 10,000	3	3	Wayward Mage
10,001 - 22,500	4	4	Disorderly Mage
22,501 - 40,000	5	5	Risk Mage
40,001 - 60,000	6	6	Feral Mage
60,001 - 90,000	7	7	Surger
90,001 -135,000	8	8	Wild Caster
135,001 -250,000	9	9	Random Mage
250,001 - 375,000	10	10	Chaotic Mage
375,001 -750,000	11	11**	Wild Mage
750,001 - 1,125,000	12	11 +1	Wild Mage (12th)
1,125,001 - 1,500,000	13	11+2	Wild Mage (13th)
1,500,001 - 1,875,000	14	11+3	Wild Mage (14th)
1,875,001 - 2,250,000	15	11+4	Master Wild Mage
2,250,001 - 2,625,000	16	11+5	Master Wild Mage (16th)
2,625,001 - 3,000,000	17	11+6	Master Wild Mage (17th)
3,000,001 - 3,375,000	18	11+7	Arch Wild Mage
3,375,001 – 3,750,000	19	11+8	Wild Arch Mage
3,750,001 - 4,125,000	20***	11+9	Arch Wild Arch Mage

* At first level, wild mages receive 20 points + 1d4. This twenty point 'kicker' is received at first level only.
** Wild mages gain 1 hp per level after the 11th.
*** 375,000 experience points per level for each additional level beyond the 20th.

Table 4I: Wild Mage Spell Progression*

Wild Mage Level	Magic-User Spell Level 1	2	3	4	5	6	7	8	9	Spell-Jack**
1	3	—	—	—	—	—	—	—	—	—
2	4	—	—	—	—	—	—	—	—	—
3	4	1	—	—	—	—	—	—	—	—
4	5	2	—	—	—	—	—	—	—	1.5X
5	6	2	1	—	—	—	—	—	—	1.5X
6	6	2	2	—	—	—	—	—	—	1.5X
7	6	3	2	1	—	—	—	—	—	1.5X
8	6	3	3	2	—	—	—	—	—	1.5X
9	6	3	3	2	1	—	—	—	—	2X
10	6	4	3	2	2	—	—	—	—	2X
11	6	4	4	3	3	—	—	—	—	2X
12	6	4	4	4	4	1	—	—	—	2X
13	7	5	5	4	4	2	—	—	—	2X
14	7	5	5	4	4	2	1	—	—	2X
15	7	5	5	5	5	2	1	—	—	2X
16	7	5	5	5	5	3	2	1	—	2.5X
17	7	5	5	5	5	3	3	2	—	2.5X
18	7	5	5	5	5	3	3	2	1	2.5X
19	7	5	5	5	5	3	3	3	1	2.5X
20	7	5	5	5	5	4	3	3	2	2.5X

* This table indicates the number of spells of each level a wild mage can memorize each day. For example, a fifth level wild mage could memorize six first level spells, two second level spells and one third level spell.
** Indicates how many spells the wild mage can spell-jack (memorize) at the indicated level. Multiplier is applied to each spell level with results rounded down. For example a 5th level wild mage who is spell jacking could memorize nine 1st level spells, three 2nd level spells and one 3rd level spell. (See Spell-Jacking.)

Wild Mage

Ability Requirements: Intelligence 16+

Prime Requisite(s): Intelligence

Hit Dice Type: d4

Allowed Races: Human, half-elf or elf

Allowed Alignments: Any chaotic

Building Point Bonus: 12

Spell Jacking? Yes

Wild mages progress in level according to **Table 4H: Wild Mage Progression** and gain new spells according to **Table 4I: Wild Mage Spell Progression**. In addition, a wild mage can memorize one additional spell per day at each available spell level. This extra spell must be a wild magic spell, and is not included on the chart.

Wild magic is a strange new discipline of magic, just recently discovered and explored by intrepid spellslingers on the frontiers of arcane research. Wild mages (also called Chaos Wizards by some, mostly those who have suffered the effects of wild surges) are rare and exotic. Long before you encounter one you may hear rumors from distant lands.

At the same time that these practitioners of especially unpredictable magic arrive, there have been rumors of areas where wild magic dominates. These zones might range in size from a five-foot diameter to a mile or more, or they may be the fevered ramblings of drunken, embittered gnomelings. Whether this new style of random magic stems from researchers examining such zones for evidence of the theoretical underpinnings of magic, or whether it has simply only been recently discovered by man (and elf, and half-elf) in unknown. This form of spells based on underlying chaos attracts chaotic magic-users. Those who throw themselves headlong into wild magic, embracing the randomness of its use and effects, are called wild mages.

Wild mages must be human, half-elven or elven, and chaotic in alignment (whether good, neutral or evil). While magic-users of other types can use some wild magic spells, most are dissuaded by the chance of a wild surge. Non wild-mages using a wild magic spell must check on **Table 4J: Wild Mage Level Variation**. In addition to suffering a surge on certain results, they automatically suffer a spell mishap on a roll of a 1.

Still, wild magic is new and different. Certain applications of it (some spells) are available only to those with a deep understanding of wild magic. Those that are usable by other magic-users are typically only available to other specialists, who approach the same spell from a somewhat different perspective. Wild mages can learn and cast any spell that a normal magic-user can.

Many weak-willed types consider wild magic dangerous. The same sort of Philistine pig-ignorant folk probably decried the construction of the first sword and the use of the first Shift Blame spell. *Of course* wild magic is dangerous! Any magic is dangerous, especially if you don't understand it. That's why only specialists have the option of fully exploring the use of this especially chaotic force.

On rare occasions, any spell can have wild and unpredictable results, including backfiring or creating an entirely different spell effect than desired. More often, the effects of the wild mage's spells (range, duration, area of effect, damage and so on) vary from one casting to another.

A wild mage must have an Intelligence of 16. He needs to break new ground, develop and test new theories, and understand convoluted meta-mathemetical techniques more esoteric even than standard magic-users need. Although wild magic is inherently chaotic and beyond prediction, it requires as much dedication and effort as any other specialty, perhaps even more.

Wild mages abide by the normal restrictions for magic-users with regards to weapon and armor (see page 59 of the PHB). They use magic-user attack, saving throw and experience point progressions.

Wild mages gain spells according to **Table 4I: Wild Mage Spell Progression**. They also gain one extra spell per spell level. This must be a wild magic spell, but wild magic theory does not have opposition schools as standard specialists do. This extra spell is not included in **Table 4I**.

Wild mages receive a +10% bonus when trying to learn new wild magic spells, but suffer a –5% penalty when trying to learn any other type of new spell. They can also research new spells as if the spell were one level lower than it actually is, decreasing the amount of time and coin necessary for research. They must still be able to cast the spell at its original level, though.

Due to their understanding of chaotic arcana, wild mages have a 50% chance to control a Wand of Wonder. The mage must check each round, and can only make one attempt per round, but if he succeeds, he can cast any single spell that he knows (but need not have memorized). If he does succeed, he uses as many charges from the Wand as the spell level of the spell. If he fails, the Wand functions normally (producing a random effect). Note that there is still a chance of a wild surge when casting a spell in this manner.

The wild mage also has a 50% chance of selecting a result from one of the following items (assuming he has identified it): Amulet of the Planes, Bag of Beans, Bag of Tricks, Bolt of the Month Pouch, Deck of Illusions, Deck of Many Things, Deck of Wondrous Things, a Potion of Polymorphing, Ring of Many Deaths and the Well of Many Worlds. Obviously, though, a wild mage cannot affect potion miscibility in any way. Also, when reading scrolls, it is the scriber's approach to magic that matters, not the reader's. Therefore a wild mage can read a scroll written by a normal magic-user without level variation or a chance of a surge. However, if a wild mage scribes a scroll, any reader must make these rolls at the time he uses the scroll.

The wild mage may have a 50% chance to control other, non-standard magic items with random effects. However, unless a magic item is officially designated as subject to this power, assume that it is not.

If he fails, the result is selected normally (at random). When using other specifically aligned chaotic magic items, the wild mage has a percentage chance equal to his level times ten (10% at 1st level, 20% at 2nd, etc.) of avoiding any curse or negative effect of a particular item. Note that few items are specifically aligned, and the wild mage must check again every time he picks up or touches the item (unless the negative effects are triggered only by use, in which case he makes a separate check each time he uses one of those functions). The wild mage can otherwise use magic items as a standard magic-user.

Table 4J: Wild Mage Level Variation

True	---Die Roll---																			
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	**+1**
2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	**0**	0	+1	+1	+1	+1	+1	+1
3	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	**0**	0	+1	+1	+1	+1	+1	+1	+2
4	-2	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	+1	+1	+1	+1	+1	+1	**+2**	+2
5	-3	-2	-2	-1	-1	-1	-1	**-1**	-1	0	0	+1	+1	+1	+1	+1	+1	+2	+2	+3
6	-3	-3	-2	-2	**-1**	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+2	+2	+3	+3
7	-4	-3	-3	-2	-2	-1	-1	-1	-1	0	**0**	+1	+1	+1	+1	+2	+2	+3	+3	+4
8	-4	-4	-3	-3	-2	-2	-1	-1	-1	0	0	+1	+1	+1	**+2**	+2	+3	+3	+4	+4
9	-5	-4	-4	-3	-3	-2	-2	-1	**-1**	0	0	+1	+1	+2	+2	+3	+3	+4	+4	+5
10	-5	-5	-4	-4	-3	-3	-2	-2	-1	0	0	+1	+2	+2	+3	**+3**	+4	+4	+5	+5
11	-6	-5	-5	-4	-4	-3	**-3**	-2	-1	0	0	+1	+2	+3	+3	+4	+4	+5	+5	+6
12	-6	-6	**-5**	-5	-4	-4	-3	-3	-2	0	0	+2	+3	+3	+4	+4	+5	+5	+6	+6
13	**-7**	-6	-6	-5	-5	-4	-3	-3	-2	0	0	+2	+3	+3	+4	+5	+5	+6	+6	+7
14	-7	-7	-6	-6	-5	-4	-3	-3	-2	0	0	+2	+3	**+3**	+4	+5	+6	+6	+7	+7
15	-8	-7	-7	-6	-5	-4	-4	-3	-2	**0**	0	+2	+3	+4	+4	+5	+6	+7	+7	+8
16	-8	-7	-7	-7	-6	-5	**-4**	-3	-2	0	0	+2	+3	+4	+5	+6	+7	+7	+7	+8
17	-8	-8	-8	-7	-6	-5	-4	-3	-2	0	0	+2	+3	+4	+5	+6	**+7**	+7	+8	+8
18	-8	**-8**	-8	-8	-7	-5	-4	-3	-3	0	0	+3	+3	+4	+5	+6	+7	+8	+8	+8
19	-8	-8	**-8**	-8	-8	-6	-5	-4	-3	0	0	+3	+4	+5	+6	+8	+8	+8	+8	+8
20+	-8	-8	-8	-8	-8	-6	-5	-4	-3	0	0	+3	+4	+5	+6	+8	+8	+8	**+8**	+8

* Underlined, boldface results indicate a wild surge; consult Table 4L: Wild Surge Results.

Level Variation

The most broad-reaching aspect of the wild mage's powers is his approach to spell casting. His work with the principles of uncertainty affects any spell that has any variables associated with level (for range, area of effect, duration, damage, or any other aspect). Each time a wild mage uses a spell, he randomly determines the resulting effective casting level of that spell. It may function as if cast by a more or less powerful caster. The possible variations depend on the true experience level of the caster as shown on **Table 4J: Wild Mage Level Variation**.

To determine the effective caster level of any individual spell, the player rolls 1d20 at the moment his wild mage casts the spell. Find the wild mage's true level (his current experience level) in the left-hand column of **Table 4J: Wild Mage Level Variation**, then follow that row until you find the column for the number rolled on the d20. Only a character's Honor (or a well-played coupon) can ever alter the Level Variation roll. If the table lists a positive number, add that to the caster's true level for purposes of determining the effects of that one spell (and no other purpose!). If the number is negative, subtract that number from the character's true level for purposes of determining the effects of that individual spell. If the Table indicates a 0, use the caster's true level. This variation in casting power has no permanent effect on the wild mage. Remember that it ONLY affects the specifics of one casting of one specific spell.

For example, Kassandra, a 7th level wild mage, casts a Scatter-Blast Fireball spell. She wants to hit a group of advancing Orkin Wardawgs that is 80 yards away. The Scatter-Blast Fireball has a range of 10 yards +10 yards/level and creates 1d6 spheres of flame, each with a 10-foot radius. Each sphere deals 1d4 points of damage per caster level. Kassandra has average Honor and the player rolls a 16. This indicates a +2, so she casts this spell as a 9th level caster. The maximum range is thus 100 yards, easily enough to catch the Orkin Wardawgs. The number of spheres is 1d6 – purely random and thus not dependent on level. Kassandra's player must roll normally to see how many balls of fire the spell creates. Since the exact location of each sphere and its direction is also random, she cannot affect those factors, either. They are rolled normally. However, any creature caught in the flames suffers 9d4 points of damage rather than 7d4, because the damage does depend on caster level. Had Kassandra rolled a 5, she would have cast the spell as a 5th level caster. That would have meant a maximum range of only 60 yards (not enough to reach the Wardawgs) and 5d4 points of damage. The spell would still generate 1d6 balls of flame, and they would still be scattered randomly as described in the PHB (page 200).

Note that at first level, it is possible to cast a spell as a 0th-level caster. What does this mean? Well, it's not good, but you've gotta take the bad with the good. Any level-dependent variable is calculated with a 0. This means that a spell that lasts two rounds/level lasts for 0 rounds. That is, it essentially fails. There may be no spell mishap or wild surge, but the spell is used for the day and your enemies suffer no effects.

In a similar manner, it is possible to cast a spell as a lower level than one must usually be to use that spell. For example, if Kassandra rolled a 2, she would have cast that Scatter-Blast Fireball as a fourth level magic-user. At fourth level, a magic-user does not have access to a 3rd-level spell. If this happens, the spell still works but it may lead to unfortunate consequences. A magic-user needs a certain amount of knowledge and experience to use higher level spells. While a wild mage's individual casting might be substandard, he loses none of his knowledge or experience. In this example, Kassandra stands as good a chance of being caught in her own Fireball as the Wardawgs do. All other effects are calculated at the adjusted level, though, so at least the damage would only be 4d4 points. Nonetheless, her companions are unlikely to appreciate the tradeoff.

Wild Surge

Even if there is no variation associated with level, you must roll on **Table 4J: Wild Mage Level Variation**. If a number is in boldface, it indicates a wild surge. This means that the caster has inadvertently released a burst of raw, chaotic magical energy the effects of which are impossible to predict. This effect occurs in addition to any spell effect (at the modified caster level), as a surge may result in a significantly higher or lowered-powered version of the spell the caster intended. It also might be something completely unexpected and not at all subtle. Songs may fill the air, people may appear (or disappear) out of nowhere or a floor may be transformed into a pool of grease. Whatever happens, it is the essence of wildness.

Note: Determine the effects of a spell mishap before the effects of a wild surge, but both can occur at a single casting. Such a special moment is something to be cherished by the truly wild mage. (The main different between a wild surge and a spell mishap is that a wild surge might actually have beneficial results.)

The GM must roll for the effects of a wild surge on **Table 4L: Wild Surge Results**. Unless otherwise noted, the effects of the surge last for the duration of the spell (at the caster level of that spell). Also, when a non-wild mage uses a wild magic spell, he faces the possibility of a wild surge. The caster rolls on **Table 4J: Wild Mage Level Variation** to see if he gets a wild surge, but his effective caster level does NOT change.

It should go without saying that the dice must fall where they may. Alas! Some of your fellow Hackers choose to defy this rule in varying ways and to varying degrees. Because of this, we must re-iterate as many times as necessary: the dice must fall where they may! Wild surges are the essence of randomness. Changing or altering rolls for level variation and wild surges goes against the spirit and the letter of HackLaw!

A note about wild surges: the GM need not immediately tell the player the effects of the surge. Most will be obvious, but some (for example #7) may not. A wild mage knows when he caused a surge, but he does not automatically know the specific effects.

Wild Mage Spell-Jacking

Because of their approach to magic, wild mages can spell-jack (see **Table 4I**). Spell jacking works in the same manner as normal spell memorization, except that the wild mage is cramming more information into his head and pushing the envelope. This allows him to hold more spells in memory but it also increases the chances of a spell mishap. When spell-jacked, there is a base 10% chance of a spell mishap with ANY spell the wild mage casts. (This is in addition to any modifiers for wearing armor and/or Intelligence). However, a character is only considered to be spell-jacked when he has more than his normal allotment of spells memorized. Therefore, once he casts enough spells to bring him equal to or below is normal number of spells memorized, he no longer suffers the 10% mishap chance. If a spell mishap occurs while a wild mage is

Table 4K: Wild Magic Spells

Level	Wild Magic Spells
1	Deirdra's Reckless Dweomer, Horvath's Guess, Patternweave
2	Chaos Shield, Hullman's Baneful Deflector, Noonan's Nonsensical Nullifier
3	Alternate Reality, Fireflow, Fool's Speech
4	Drifting Polymorph, Murgander's Gamble, There/Not There, Unluck
5	Vortex, Waveform
6	Wildshield, Wildstrike
7	Sanboreg's Surge Selector, Spell Shape
8	Sanboreg's Random Dispatcher, Wildzone
9	Stabilize, Wildfire, Wildwind

Table 4L: Wild Surge Results

D100 Roll	Result
1	Wall of Force appears in front of caster
2	Caster smells like a skunk
3	Caster shoots forth eight harmless garter snakes from fingertips (they do not attack).
4	Caster's clothes itch (+2 penalty to initiative)
5	Caster glows as per Light spell
6	Spell effect has 60-foot radius, centered on the caster
7	Next phrase spoken by caster becomes true, lasting 1 turn
8	Caster's hair immediately grows one foot in length
9	Caster pivots 180 degrees
10	Caster's face blackened by small explosion
11	Caster develops allergies to his own magic items. Unless he divests himself of all his own magic items, he sneezes uncontrollably for 1d6 turns (unable to concentrate, cast spells, use skills, etc. and suffering –8 on all attack, damage and saving throw rolls)
12	Caster's head enlarges by 50% for 1d3 turns
13	Caster Reduced (reversed Enlarge) for 1d3 turns
14	Caster falls madly in love with target until he receives a Remove Curse
15	Spell cannot be canceled by caster
16	Caster suffers from Polymorph (d10: 1-2 Polymorph to Amphibian, 3-4 Polymorph to Primate, 5-6 as per Potion of Polymorph to Insect, 7-10 as per Potion of Polymorphing)
17	Colorful bubbles come out of caster's mouth instead of words, but the words are released when the bubbles pop. Caster cannot cast spells with verbal components for 1 turn
18	Babble (reversed Tongues) affects all with 60 feet of caster
19	Wall of Fire encircles caster
20	Caster's feet enlarge by 100%, reducing movement to half normal and adding +4 to initiative rolls for 1d3 rolls
21	Caster suffers same spell effect as target
22	Caster Levitates 20 feet for 1d4 turns
23	All animals in a 20 ft. radius centered on the caster are affected as by a Hurl Animal spell, with random targets
24	Caster speaks in a squeaky voice for 1d6 days
25	Caster gains Ultravision for 1d6 rounds
26	Caster ages 10 years
27	Power Word: Silence centered on caster
28	10-foot by 10-foot pit appears directly in front of caster, depth is 5 feet per caster level
29	Gravity nullified in 30-foot radius, centered on caster, for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds harmless from target to affect the caster
32	Caster becomes Invisible
33	Color Spray from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves different footprints (use GMG Table B50 for Boots of Varied Tracks to determine what type) until he receives a Dispel Magic
36	3-30 gems immediately shoot from caster's fingertips. They do not deal any damage, but each is worth 1d6 x10 gp
37	Music fills the air
38	A Merge Coin Pile spell, centered on the caster and with a 10-foot radius, combines all nearby coinage into the largest denomination coins in front of the caster's feet (note that creatures carrying coins still get their saving throws).
39	All normal fires within 60 feet of caster are extinguished
40	One magical item (determined randomly) within 30 feet of the caster is permanently drained
41	One normal item (determined randomly) within 30 feet of the caster becomes permanently magical (use GMG magic item tables to determine powers)
42	All magical weapons within 30 feet of the caster increase by +3 for 1 turn
43	Smoke trickles from the ears of all creatures within 60 feet of the caster for 1 turn
44	Caster acquires stutter (+2d20 to casting time on spells with verbal components)
45	All creatures within 30 feet of the caster begin to hiccup (+2 to casting times, -2 on all attack rolls)
46	All doors (secret, locked, magically held, portcullises, gates, etc.) within 60 feet of caster open. (This sets off traps activated by opening.)
47	Caster and target exchange places
48	Spell affects a random target within 60 feet
49	Spell fails but is not wiped from the caster's mind
50	Caster and 0-3 persons within 60 feet randomly Teleport Intergenre (1-3 on d6) or Teleport Intercampaignia (4-6 on d6).
51	Sudden change in weather as per Control Weather spell, centered on caster
52	Deafening bang affects everyone within 60 feet of spell's target. All hearing characters must save vs. spell or be stunned for 1d3 rounds. Those who save are deafened for 1-2 rounds.
53	Caster and target exchange voices until he receives a Remove Curse spell
54	Gate opens to randomly determined outer plane; 50% chance that an extra-planar creature appears
55	Flowers rain down in a 30-foot radius centered on the target
56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57	Spell reversed. If spell has no reverse, it simply fails (but caster loses the slot for the day).
58	Spell takes the form of a free-willed "elemental." It attacks as the caster and its touch causes the spell effect. Armor Class, hit points and movement are identical to the caster at full strength
59	All magic weapons with 60 feet of the caster glow as per the Light spell for 2d8 days.
60	Spell functions normally, no saving throw allowed (consider as automatic failure).
61	Spell apparently fails, but actually occurs 1-4 rounds later
62	Target is excluded from all mental attacks (psionics, Domination, etc.) He can neither use them on others nor be affected by them for 2d8 rounds.
63	Caster and target switch personalities for 2d10 rounds
64	Slow spell centered on target
65	Target Deluded
66	Lightning Bolt shoots towards target
67	Target Enlarged
68	Darkness 15' Radius centered on target
69	Target's alignment shifts by one on law-neutrality-chaos axis (01-50 towards law, 51-00 towards chaos)
70	1,000 pounds of non-living matter within 10 feet of target Vanishes
71	Fireball centers on target
72	Target turns to stone
73	Target affected by Flesh to Stone
74	Everyone within 10 feet of caster receives a Cure-All spell
75	Target becomes dizzy (-4 to AC and attack rolls, cannot cast spells) for 2d4+1 rounds
76	Wall of Fire encircles target
77	Target affected as by Haarpang's Magnificent Sphere of Resiliency
78	Target suffers as if affected by a Cause Blindness spell
79	Target is charmed as per Charm Monster
80	Target affected as if by a Forget spell
81	Targets hands enlarge by 50%, +4 initiative penalty and –4 to all attack and damage rolls for 1-3 turns
82	Magnetic Rust Monster appears in front and facing of target
83	Target affected as if he had imbibed a Potion of Polymorphing
84	Target falls madly in love with caster until he receives a Dispel Magic
85	Target changes gender
86	Small, black rain cloud forms eighteen inches over target's head and moves with the target
87	Target and 0-2 creatures nearby are affected as by a Tattoo of Shame
88	Heavy object (boulder, anvil, cow, etc.) appears over target and falls on him for 2d20 points of damage (no save)
89	Target begins sneezing and cannot cast spells for 1d6 rounds, -5 to attack, damage and saving throw rolls
90	Spell effect has a 60-foot radius centered on target
91	Target's clothes itch (+2 initiative penalty for 1d10 rounds)
92	Target acquires random mental quirk from PHB Table 6F
93	Target turns ethereal for 2d6 rounds
94	Target is Hasted
95	All cloth on target crumbles to dust
96	Target sprouts leaves, losing 5 Honor (no damage, can be pruned without harm)
97	Spell functions normally, but target is also affected as by a Shift Blame, with blame directed at a random person within 30 feet of the caster for casting the first spell
98	Target changes color until canceled by Dispel Magic
99	Spell has a minimum duration of 1 turn (for example, a Fireball continues to burn, a Lightning Bolt rebounds continually for 1 turn, etc. This may not affect some spells, such as Dispel Magic.)
100	Spell effectiveness (range, duration, area of effect, damage, etc.) doubled

spell-jacked, there is a chance that ALL spells he still has in memory (i.e. uncast) will suddenly go off with unexpected and possibly disastrous results.

Not only does he face the chance of more spell mishaps, he must roll on **Table 4J: Level Variation** separately for each spell, so he may also get multiple wild surges.

Wild Magic spells

Unless specifically stated otherwise, ONLY wild mages can learn and cast a wild magic spell. The detailed description of each spell is in Appendix A.

Starting Spells and Spell Acquisition

The wild mage begins play with a spell book containing five spells, just like the generalist magic-user. Unlike the generalist, however, the wild mage does not roll on the general starting spells tables. Instead, a wild mage receives Read Magic, Write, one randomly determined Wild Magic spell, one offensive spell and one defensive spell.

When the wild mage advances in experience level, their new spell comes from the list of Wild Magic spells, at the highest spell level the wild mage is able to cast. If he already knows all the Wild Magic spells at the highest level he can cast, the GM will randomly determine a new spell per the rules governing generalist magic-users. The wild mage must roll to learn this new spell if it is not a Wild Magic spell. If the fail to learn the spell, they receive no new spell for reaching that level.



Magic-User Character Priors, Particulars and Options

This chapter contains several new facets for fleshing out the starting magic-user character. First, we will look at extended quirk and flaw tables for magic-users, and then we will cover new tables that supplement the character creation procedure detailed in the Player's Handbook. Then we will discuss various background packages that you can purchase (with building points). These packages are additional options for the player; they give a character more initial detail, but also come with a price in building points and sometimes quirks and flaws as well. Next, we will take a look at some magic-user specific skills and talents, representing that extra edge the magic-user has over the lesser classes. Finally, we will look at some suggested personality types to give you an aid in role-playing your magic-user.

Magic-User Quirks and Flaws

Of course, with great power comes a great potential for serious problems, and this is reflected in the special magic-user quirks and flaws listed below. Whenever a magic-user character rolls for quirks and flaws, he should roll on the **new PHB Table 6A [MUs]** here instead of **Table 6A in the PHB**. The new table includes three new quirks and flaws tables that add the new quirks and flaws detailed later. **PHB Table 6A [MUs] supersedes Table 6A** in the PHB for magic-user characters. A multi-class character with a magic-user class may choose which initial table to roll on (**6A from the PHB or 6A [MUs]**), but once he has chosen, he cannot change his mind. Note that new subtables that result from PHB **Table 6A [MUs]** are not identified with the chapter number and then a sequential leter as done elsewhere in this book. They are numbered 6J to 6L because they are used as extensions of the tables in Chapter 6 of the Player's Handbook. Sure some might consider this format confusing but get over it. You are supposed to be the cream of the crop!

PHB Table 6A [MUs]: Flaws and Quirks d100

Roll	Table
01-10	Table 6B (PHB)
11-20	Table 6C (PHB)
21-29	Table 6D (PHB)
30-37	Table 6E (PHB)
38-47	Table 6J (Below)
48-56	Table 6F (PHB)
57-64	Table 6G (PHB)
65-74	Table 6K (Below)
75-83	Table 6H (PHB)
84-90	Table 6I (PHB)
91-00	Table 6L (Below)

Flaws

Bookworm: Years of study inside dark, musty libraries have limited this character's physical development. He is not the "active type" by any stretch of the imagination. A character with this flaw reduces his Fatigue Factor by half. (Minor: 6)

Clumsy Fingers: This character has trouble locating and grabbing spell components in stressful situations, especially combat. If the magic-user must search for components, he rolls 2d4 and adds the result to the casting time of the spell. Even if the character has the components readied, he fumbles with them before casting, adding 1d4 to his initiative (as a normal magic-user searching for components). (Minor: 5)

Large Handwriting: A character with this flaw writes everything big, including spells. When writing spells in his spell book, his spells take up twice as much space as normal spells. In addition, when making scrolls or magic items with writing, he requires twice the amount of ink and paper. (Minor: 6)

Limited Faculties: A character with this flaw cannot keep track of as many things as a normal person. As a result, the maximum number of spells per level they can have is only half that of a normal person with similar Intelligence. Characters that would normally be allowed all spells have a maximum of 12 per spell level. (Minor: 6)

Magical Allergy: A character with this flaw has a special allergy to some element of the arcane art. The energy used to conjure and control this aspect of magic causes the character to break out in hives and sneeze uncontrollably. These allergies only apply if the character is casting the spell or the source of the spell is within 15 feet. A caster having an episode caused by his allergy suffers until he gets at least 15 feet away from its source, unable to attack or cast spells. Determine the specific allergy on PHB **Table 6J1: Magical Allergies** below. Note: Magical energy is a crucial part of this allergy, so for example a caster allergic to plant spell components could walk through a forest unmolested, until some druid sneaks up and Entangles him. (Minor: 9)

PHB Table 6J1: Magical Allergies

Roll 1d100	Allergy to
1-6	Abjuration school
7-12	Alteration school
13-18	Conjuration/Summoning school
19-24	Divination school
25-30	Enchantment/Charm school
31-36	Illusion/Phantasm school
37-42	Invocation/Evocation school
43-47	Magical cold
48-52	Magical electricity
53-64	Magical fire
65-70	Necromancy school
71-80	Spell components: animal matter
81-90	Spell components: mineral matter
91-100	Spell components: plant matter

Scar, Bodily: The character has suffered an intense physical injury in his developmental years. This incident left a distinct mark and other lasting effects. To determine where this scar lies, use **Table GMG 8HH** (critical hits for hacking weapons). If the scar appears on the face or head, replaced this flaw with facial scar. If it is on an arm, the character effectively lose 50 fractional points from Strength when using that arm. If it is on a leg, the character's movement rate when running is reduced by 1" (not his normal movement rate). If the scar is somewhere on his torso, he loses 50 fractitional points of Constitution. (Minor: 5 points)

Sloppy Penmanship: A character with this flaw has trouble writing legibly. Perhaps his schoolmarm neglected him, or he suffered a minor hand injury in his formative years, but whatever the reason, it is difficult to decipher anything that this character sets to paper. This affects everything, including the writing in his spell books. As a result, every time the magic-user reads from his spell book, he has a chance of misinterpreting his own writing. When he first takes this flaw, the character should roll a d6, adding a +2 if left-handed. On a roll of 1-3, he has the minor version of this flaw. Characters with minor sloppy penmanship must spend an extra 10 minutes per spell level when memorizing any spell in the morning. Thus if Balan wants to memorize three first level spells and a second level spell, he must spend an additional 50 minutes preparing his spells, above and beyond the normal time. On a roll of 4-6, the character has developed major sloppy penmanship. He must spend an additional 20 minutes per spell level when memorizing his spells, and every spell he casts has a 3% per spell level chance of spell mishap. (Minor: 7 points, Major: 12 points)

PHB Table 6J: Flaws, Magic-User

Roll	Flaw	BP Bonus
01-15	Bookworm	6
16-30	Clumsy Fingers	5
31-46	Large Handwriting	6
47-61	Limited Faculties	6
62-75	Magical Allergy	9
76-87	Scar, Bodily	6
88-00	Sloppy Penmanship	*

* See quirk description for value.

PHB Table 6K: Quirks, Magic-User

Roll	Flaw	BP Bonus
01-14	College Rivalry	7
15-28	Learning Disability	15
29-42	Performance Anxiety	8
43-56	Security Blanket	7
57-70	Superstitious Caster	6
71-84	Wild Gestures	8
85-00	Know-it-all	5

PHB Table 6L: Quirks, Magic-User (Mentor)

Roll	Flaw	BP Bonus
01-17	Chintzy Mentor	9
18-34	Gimp Mentor	15
35-50	Old School Mentor	9
51-67	Pacifist Mentor	12
68-84	Wasteful Mentor	7
85-00	Wuss Mentor	8

Quirks

College Rivalry: This character attended a magic school that was part of a storied magic college rivalry. Although this provided for many great, drunken sporting events, it also had a more insidious effect. A character with this quirk cannot cast spells of a certain school of magic. Roll on PHB **Table 6K1: Forbidden School** below to determine which school is forbidden. If the roll duplicates a school that is already forbidden (because of specialization, etc.), simply re-roll.

PHB Table 6K1: Forbidden School

Roll 1d8	Forbidden School
1	Abjuration
2	Alteration
3	Conjuration/Summoning
4	Divination
5	Enchantment/Charm
6	Illusion/Phantasm
7	Invocation/Evocation
8	Necromancy

(Remember, a specialized character who rolls his specialty school can spend a building point to re-roll.) (Minor: 7)

Know-it-all: The character thinks he knows it all. He will unhesitatingly offer his opinion even on matters he knows little about. Whenever the party needs to make a decision, even a trivial one, the character will offer his opinion with unshakable confidence. If other player characters disagree, the character will lecture them on their mistake, welcome the opportunity for a spirited argument, roll his eyes at his companions' blatant display of ignorance, call them imbecilic incompetents, etc. The character can be very annoying, especially if he has a low Intelligence (meaning he's typically wrong); for every 3 points of Intelligence below 15, the character suffers a -1 penalty to Charisma. (Minor: 5)

Learning Disability: A character with this quirk has his learning ability halved when trying to learn a new spell. This learning disability applies only when learning spells, not skills or proficiencies. (Major: 15)

Performance Anxiety: This character is afraid of failure and ridicule, and as a result, is hesitant about casting spells in important or stressful situations. Whenever this character wants to cast a spell in combat, or any other situation where others are watching or relying on the spell, he must make a save vs. petrification (Wisdom bonus applies). Failure indicates that the character succumbs to fear and anxiety, and is unable to cast the spell. This flaw always manifests itself during combat, and any other situations at the discretion of the GM. (Minor: 8)

Security Blanket: A character with this flaw likes things to stay the same, and he prefers those things that are familiar to him. As a result, he makes some interesting spell choices. When a character takes this flaw, the GM should determine, from the initial spells the magic-user has, which spell is his security blanket. From that point on, the character with this flaw must always memorize his security blanket spell as one of his daily allotment. Whenever he casts all his memorizations of that spell, he suffers a -1 or a -5% penalty to all rolls until he memorizes it again. In addition, he suffers a -10% to all of his learning ability rolls when rolling to see if he can learn a new spell. When memorizing his spells each day, he must spend at least half of his spell memorization slots on spells that he learned from his mentor or by increasing in level. (Minor: 7)

Superstitious Caster: This character has developed a magical superstition, and now must complete some ritual of sorts before casting a spell. Roll on PHB **Table 6K2: Magical Superstitions** below to determine the exact superstition. (Minor: 6)

Wild Gestures: A character with this quirk cannot cast a spell if anyone other than the target is within 10 feet of the caster, due to his frantically exaggerated movement (when performing somatic components for spells that have them). If only the target of the spell is within 10 feet, he must make a Wisdom check in order to successfully cast the spell. Otherwise, he may cast the spell as normal. (Minor: 8)

Mentor Quirks

Mentor quirks are a special category of quirks. They represent strange or unusual practices, beliefs or superstitions as a result of the character's mentor's strange ways. They function as any other quirk, but they can only be acquired during character creation. A character can have multiple mentor quirks, but they cannot gain the same mentor quirk more than once. Any initial spell selection effects are combined. If a roll on the mentor quirk table indicates a mentor quirk that the character already has, simply re-roll.

Chintzy Mentor: This quirk indicates that the character learned from a mentor that did not have all the necessary resources. His initial spell book contains only four spells: Read Magic, Write and two randomly determined ones. In addition, he receives only 25% of the normal number of cantrips, to a maximum of nine. His initial spell book is the size of a traveling spell book, as is his book of cantrips. This character will also go out of his way to purchase the most expensive and elaborate spell book possible, whenever he has the opportunity. (Minor: 9)

Gimp Mentor: A character with this quirk had a mentor that was not a "whole" person. As a result, he could not teach the character many of the complicated movements necessary for spell casting. The initial spell book of this character cannot contain any spells with somatic components. (This does not apply to cantrips, as their somatic components are very minor.) In addition, the character suffers a -20% penalty to his learning rolls when trying to learn a spell with somatic components, as he has difficulty incorporating the movements. All spells with somatic components cast by a character with this quirk have their casting times increased by 1d4 segments. Whenever the character gains access to a new level of spells, he loses these penalties to all his current spells. (Major: 15)

Old School Mentor: A character with this quirk studied under a mentor who fancied himself a member of the "old school." As a result, his spells are recorded in an antiquated method in an inconvenient spell book. The character did not have the benefit of modern teachings, so his spell book should be big, heavy, inconvenient, and made of strange materials. Some examples include stone tablets, fragile papyrus, dried leaves or animal bones. The encumbrance value for the spell book of this character is doubled, and it takes him twice as long to add a spell to his spell book. If he switches to a modern spell book, there is a 25% chance that each spell transcribed will be "lost" in the translation. A character with this quirk automatically rolls on **Table 7H: Non-Standard Spell Book Format in Chapter 7.** (Minor: 9)

PHB Table 6K2: Magical Superstitions

1d10	Superstition
1	Always adds a minor material component to the casting of a spell. This component is fairly common, and does not have an extraordinary cost. The character will not cast a spell if he does not have this component. This adds a material component to all spells, even if they previously had no material component. It also adds 1d4 segments to the casting time.
2	Always adds a minor somatic component to the casting of a spell. This is not a complicated or long movement, and is easy to execute. The character will not cast a spell unless he can complete this movement, even if the spell normally has no somatic components. This adds a somatic component to the spell, even if it did not previously have one. It also adds 1d4 segments to the casting time.
3	Always adds a minor verbal component to the casting of a spell. This is a short, special word or phrase, and it always comes right before the completion of the spell. The character will not cast a spell unless he can add this component, and it adds a verbal component to spells without verbal components. This adds 1d4 segments to the casting time.
4	Always casts his spells at the end of the round. After initiative is rolled, this character always delays the casting of his spell to the end of the round during which it was supposed to be cast. This cannot ever shorten the casting time of a spell, nor cause it to be cast before it would normally be cast. For example, a spell with a casting time of 7 segments would be cast such that it occurred on segment 10 of the round that it was supposed to be cast. If the character casting this spell rolled higher than 3 for his initiative, it would go off on 10 of the next round. This is also known as the "last word" quirk.
5	Always casts his spells at the beginning of the round ("first word"). After rolling, this character always delays the casting of his spell such that it occurs at the beginning of the round after it was supposed to resolve. This cannot ever shorten the casting time of a spell or cause it to be cast before it would normally be cast.
6	Cannot cast with someone closer to the target than him. A character with this superstition will not cast a spell at a target if there is anyone closer to the target than he is. Thus if a magic-user is fifteen feet away from the Orc, he cannot cast a spell if his ally is ten feet away, even if that ally is on the other side of the Orc.
7	Must hold a certain object to cast a spell. A character with this superstition will not cast a spell unless he holds a certain object, such as a lucky rabbits foot or small crystal. This adds 1d3 segments to the casting time.
8	Will not cast spells on allies. Whether out of fear or a bad experience with a spell mishap, this magic-user will not cast spells on his allies.
9	Loud mouth. When casting, the character must shout the verbal components (to any spell that has verbal components). Perhaps his mentor was hard-of-hearing or even going deaf, or perhaps the magic-user has a nearly pathological need to be noticed.
10	Performer. This character can ONLY cast spells when observers are looking on the scene. These observers cannot be combatants or enemies, though an ally or henchman could stand and watch while he casts. This adds 1d3 segments to the casting time of each spell, as the magic-user looks around to make sure he has an audience.

Pacifist Mentor: A character with this quirk learned from a mentor who did not believe in violence. As a result, the character's initial spell book consists of three miscellaneous spells. In addition, he suffers a -15% penalty to his learning rolls when attempting to learn a spell of an offensive nature, and a similar -10% penalty when learning a spell of a defensive nature. A character with this quirk cannot become a battle mage. (Major: 12)

Wasteful Mentor: A character with this flaw studied under a mentor whose methods were not the most efficient. As a result, the character requires twice the amount of material components to cast a spell (if it has material components). Thus if a spell requires a pearl worth 50 gp, this character needs two pearls worth 50 gp. (Minor: 7)

Wuss Mentor: You were cursed with a mentor who was a wuss at heart. His cowardly ways had a significant impact on your learning and your initial spell selection. A character with this quirk knows no offensive spells initially, and suffers a -15% penalty on his learning ability rolls when trying to learn a spell of an offensive nature. The GM should roll once on the defensive spell list and twice on the miscellaneous spell list when determining the initial spells known by this character. A character with this flaw cannot become a battle mage. (Minor: 8)

PACKAGES

A magic-user character can get along quite easily without taking a package, as they are purely an option for a character to select. But a player who wishes to add this extra detail to his magic-user must purchase a package just after Step 9 of the character creation procedure, but prior to rolling on the Priors and Particulars Tables contained in this book. This is because certain packages will modify or even pre-determine certain results such as school location, class size, etc. You may only purchase one magic-user package for your character and it MUST be chosen during the character creation process.

Once a particular package has been assigned to a character, it cannot be changed. However, the wuss player may wimp out and abandon the starting package if he wishes. If he does so, he surrenders all the benefits and must keep the permanent hindrances (such as quirks and flaws). Bonus STPs are not forfeited.

Packages and the Magic-User Classes

Packages are culturally based. Certain classes naturally match up well with certain packages, and the various packages list these. However, any package may be assigned to any magic-user (specialist or not) as long as the class is not listed as barred. Classes neither listed as barred nor preferred can take the package, but suffer a BP penalty (as indicated in the relevant description). A virago, one of several packages described below, might be a conjurer, painted mage, battle mage or an evoker, while a mystic, another type of package, could be a diviner, enchanter, illusionist or an anti-mage. Diviners, for

instance, require a high Wisdom score, but the savage magic-user, a package associated with the more primitive parts of the world, usually lacks the necessary intuition and insight to specialize in the school of Divination. Likewise, there are also some sub-classes that favor certain packages. All exclusions are noted in each package description.

BE CAREFUL: Your GM Has Choices

Before approving your character, your GM will certainly look at the package you chose and consider several factors.

First, he will consider whether a package makes sense for his campaign. Not all packages will be consistent with the milieu. If his campaign takes place during a Renaissance-like period or is focused on swashbuckling, he will probably nix a savage magic-user choice. So before you waste a lot of your valuable time that you could be spending memorizing crucial HM material, ask your GM which packages he will allow and which are forbidden *before* you create your character.

While all GMs seem to have endless energy for weaving their stupid tales, building their soon-to-be-trounced campaign and developing their boring NPCs, I've yet to meet one that didn't hate, no *disdain*, doing any sort of extra work on behalf of a lowly player. I know you're thinking "How annoyingly true!" and grabbing for an ice pick right now, but relax. Use this knowledge to your advantage. After all, you have a leg up on him because you understand your opponent (the GM) better than he does you. You're unpredictable and thus advantaged over his trite predictability. Now then, the GM's not going to want to furnish you (or any of the other players for that matter) with additional background information about a particular package (or anything else not related to his campaign plans). Therefore, you can seek out information from him on the various packages and see what he feeds you. For instance, if he brushes off the viragos as living in a remote jungle peninsula off the map, but goes into great detail about the academics of Pathargia, what does that tell you? Right! It tells you that Pathargia is an important place in the wurld and you may get an edge at some point by starting with an academic package. Rock on! Advantage you!

The Magic-User Packages

Each magic-user package consists of a variety of elements. I'll describe these briefly below.

Name: The name of the package plus the cost in building points for choosing the package.

DESCRIPTION: The description explains the cultural backdrop, appearance and style of typical characters associated with the package. It also lists any prerequisites your character will have to meet before taking this package.

PREFERRED MU TYPES: This lists which magic-user subclasses fit best with the package. As explained in the Packages and the Magic-User Classes section above, there are exceptions, and these should be considered suggestions only. BP penalties for choosing a non-preferred MU type will be spelled out here.

When designing a character, you should compare the personality traits and attitudes of the character's background, quirks, flaws and the way you plan to role-play him with those of a desired package. If a conflict arises, you must roll on **Table 6H: Quirks, Minor (Personality) on page 93 of the PHB**.

BARRED MU TYPES: This entry explains which MU sub-classes are inappropriate for the package and thus prohibited.

ROLE: This section describes the role of a particular magic-user in his society and in a typical campaign. For instance, a virago sorceress has a different cultural role than a witch, even if both are elementalists.

SKILLS: This section covers skills or skill requirements for the package.

WEAPON PROFICIENCIES: This section lists required or bonus weapon proficiencies

TALENTS: This entry covers any bonus or required talents for the package.

EQUIPMENT & MONEY: Some magic-user types tend to use specific equipment. Others have limitations or restrictions on the way they acquire or use equipment. This entry details any equipment restrictions, bonuses, requirements or penalties as well as any adjustment to the starting money roll (on **Table 4M: Character Starting Money in the PHB**).

SPECIAL BOONS: Most packages grant Special Boons to characters. Often, these benefits are defined as special reaction bonuses when encountering certain classes of society, or as special rights in specific cultures.

SPECIAL BANES: Each package carries certain disadvantages to hinder the magic-user. Often, these are reaction penalties or cultural restrictions.

SPECIAL BANES: If a package is not available to a particular race(s), it will be noted here. Humans are not barred from any of the packages.

The Packages

Hermit (Building Point Cost: 16)

DESCRIPTION: The hermit is a sorcerer of mysterious power and uncertain fealty. The hermit seldom answers to a lord or master. His primary allegiance is to himself and to his craft.

The hermit rarely lives among the masses, preferring instead to dwell in the wilderness where he can contemplate the secrets of nature without interruption. Living the life of a recluse, the hermit concentrates on purifying his body and mind, thus making him more receptive to the supernatural forces of the world.

To be a hermit, a magic-user must have an Intelligence of at least 13/35. He cannot be of lawful alignment, but may still be good, evil or neutral.

The hermit package cannot be abandoned.

PREFERRED MU TYPES: Hermits prefer to be standard MUs or specialists from the schools of Conjuration/ Summoning, Alteration and Invocation/Evocation. Other specialists must pay an additional 4 BP penalty

BARRED MU TYPES: Battle mages, sole practitioners, double specialists and blood mages may not be hermits.

ROLE: Unless the campaign takes place in remote and distant lands, you and your GM should invent a plausible explanation for the hermit's appearance so far from home. Perhaps the hermit is on a religious pilgrimage. Perhaps a magical device or spell transported the hermit to his present location, either intentionally or unintentionally. Or perhaps the hermit is on a decade-long quest for knowledge or self-awareness, and his travels have brought him to the other player characters.

Whatever the reason, the hermit should add a touch of intrigue and oddity to a party. His fellow player characters should find the hermit's habits strange and fascinating. A hermit prefers to record his spells on scrolls instead of in spell books. He prays to the sun for an hour each day at dawn and eats only roots and berries. A hermit keeps his emotions hidden, and his motives are equally difficult to discern. It is unlikely that the hermit shares the party's goals and moral code; if he agrees to join the party, it is probably due to his intellectual curiosity.

SKILLS: Choose 18 BPs worth of skills from the following list (you must meet all prerequisites): Glersee, weather sense, identify animal tracks, culinary arts, endurance, fire-building, forage for food, hunting, first aid: sew own wounds, map sense, mapless travel, reading/writing, set snares, skinning, survival (choose appropriate climate), swimming: dog paddle, track game, weaving.

WEAPON PROFICIENCIES: The hermit may choose one free weapon proficiency from the following list: quarterstaff, staff sling, blowgun, sewing needle, club. Due to his ornery nature, the hermit has an automatic and permanent +1 bonus to hit and damage whenever using the weapon he has chosen for his weapon proficiency. He may never gain another free weapon proficiency.

TALENTS: Endurance (bonus, if allowed by race).

Table 5A: Hermit Taboos

Roll d100	Taboo
1-3	Cannot speak after sunset, except to cast spells.
4-6	Cannot sleep within 20 yards of a member of the opposite sex.
7-10	Cannot wear red anywhere on his person.
11-13	Cannot wear orange anywhere on his person.
14-16	Cannot wear yellow anywhere on his person.
17-20	Cannot wear green anywhere on his person.
21-23	Cannot wear blue anywhere on his person.
24-26	Cannot wear violet anywhere on his person.
27-30	Cannot wear brown anywhere on his person.
31-33	Cannot wear black anywhere on his person.
34-36	Cannot wear white anywhere on his person.
37-40	Cannot carry copper on his person.
41-43	Cannot carry silver on his person.
44-46	Cannot carry electrum on his person.
47-50	Cannot carry gold on his person.
51-53	Cannot carry hard silver on his person.
54-56	Cannot carry platinum on his person.
57-60	Cannot bathe.
61-63	Must bathe frequently (at least twice a day)
64-66	Cannot cut his hair or fingernails.
67-70	Cannot intentionally take the life of an insect.
71-73	Cannot drink alcoholic beverages.
74-76	Cannot sit facing north.
77-80	Cannot sit facing south.
81-83	Cannot sit facing east.
84-86	Cannot sit facing west.
87-90	Cannot eat beef or beef products.
91-93	Cannot eat poultry or poultry products.
94-96	Cannot eat dairy or dairy products.
97-100	Cannot eat fish or fish products.

SPECIAL BOONS: When a hermit reaches 4th level, he gains the power to summon massive magical energies. This allows him to cast any one spell that is two or more levels lower than his best spell level at maximum effect. The spell automatically has maximum range, (if desired), duration and effect. Thus, a 4th level hermit can cast a cantrip at maximum effect. A hermit can use this ability once per day.

SPECIAL BANES: The hermit operates under special taboos that do not affect other characters. Though the taboos may seem trivial or even ridiculous to other characters, the hermit takes them quite seriously. Violating a taboo causes the hermit to lose Honor and/or spells (your GM will decide the exact penalty depending on the transgression). A 1st level hermit has one taboo and gains an additional taboo every three levels thereafter (at 4th level, 7th level and so on). Roll on **Table 5A: Hermit Taboos.**

WEALTH OPTIONS: The hermit suffers a –45% penalty on **Table 4M: Character Starting Money on page 80 of the PHB.**

SPECIAL BANES: A hermit must be human, gnomeling or grunge elf.

Militaristic Magic-User (Building Point Cost = 22)

DESCRIPTION: The militaristic magic-user is skilled in both magical and military arts, making him an extremely formidable opponent on the large-scale battlefield. A militaristic magic-user comes from a strong military background. He considers a trained body as important as a trained mind, and prides himself on keeping physically fit enough to march along with the troops (though he typically would ride or be carried on a litter anyway).

A character must have a Strength of at least 10/51, a Constitution of at least 11/01 and an Intelligence and Wisdom of at least 11 to be a militaristic magic-user. Expected to lead others, he must also have a minimum Charisma of 13/67. Typically, only male characters choose to become militaristic magic-users, as the soldiers will not ordinarily follow a female commander. A female character may take this package, but at an additional cost of 6 BPs, plus good luck getting an army to follow you, but, hey, it's your character, buddy.

A militaristic magic-user may abandon this package at any time, but he will continue to suffer all penalties.

PREFERRED MU TYPES: Militaristic magic-users prefer schools with an excess of spells useful before, during and after battle. These could include spells of exceptional power, a la the concussive variety (for obvious reason), or spells from the Divination school (extremely useful to determine enemy locations and monitor movements), even alteration (Massmorph is very useful), etc. Thus, standard MUs make the best militaristic magic-users, though most specialists work fine as well.

BARRED MU TYPES: Battle mages may not become militaristic magic-users because they concentrate on spells during combat, not preparation for warfare.

ROLE: Militaristic magic-users are among the most honored and respected citizens in their societies, since their powerful magic makes them exceptionally able commanders. Depending on his background, the militaristic magic-user may be a brutal, savage leader, conquering all in his path, or he may be a heroic general, defending his homeland, fighting with honor and taking lives only when necessary.

A militaristic magic-user might have a variety of reasons for joining an adventuring party. Most likely he is seeking new useful spells or the treasure that he needs to finance his own army at home. He might wish to study the fighting techniques of other cultures, or he might hire on as a mercenary. One thing is for certain, though; the militaristic MU is working toward a goal of equipping and amassing an army, then putting it to use.

Whatever his reasons, the militaristic magic-user's skills should greatly benefit any party. He makes an excellent leader, but he is also capable of following orders to the letter, assuming that the orders are issued by a commander he respects. The militaristic magic-user tends to prefer scholarly and philosophic types, and is unlikely to form close relationships with characters that do not respect proper leaders or follow orders when necessary.

SKILLS: The militaristic MU begins play with the following skills (and their prerequisites at 50%): administration, campaign logistics, military: leadership, maintenance/upkeep (general), shaving/grooming, historian skill suite, maintain self-discipline, orchestrate task and recruit army.

WEAPON PROFICIENCIES: Militant magic-users prefer not to enter hand-to-hand combat; such work is for the common soldier. Thus, they are no better at fighting and have no additional weapon proficiencies than the standard MU.

TALENTS: Militaristic magic-users may choose from the following talents at the standard price: acute alertness, astute observation, Constitution/health bonus, determine age, endurance, engineering bonus, experience bonus, grace under pressure, photographic memory, sibling empathy, resistance, spell abilities, Stone tell, touched by Yurgain (normal racial and BP restrictions apply). All other talents cost double the BPs.

SPECIAL BOONS: Militaristic magic-users have no Special Boons.

SPECIAL BANES: Because a militaristic magic-user devotes so much of his time and energy to the mastery of military planning, logistics, strategy and tactics, he is limited in his spell casting abilities. The militaristic magic-user learns spells as if his Intelligence were two points lower than it actually is. This limitation also affects the highest level of spells he can cast, the maximum number of spells per level he can know, and his spell immunity.

WEALTH OPTIONS: The militaristic magic-user begins play with standard funds.

SPECIAL BANES: Pixie fairies, gnomelings, grel and gnomes (excluding gnome titans) may not become MMUs.

Mystic (Building Point Cost = 14)

DESCRIPTION: Thoughtful, reserved and extremely introspective, the mystic is devoted to self-enlightenment and sees the study of magic as the key to spiritual awareness. Left alone, the mystic will spend long hours contemplating the mysteries of the TeraVerse and attempting to become more in touch with his inner power. The mystic is not necessarily a student of metaphysics or religion; he seeks an enlightenment that can only be found intuitively.

The mystic is by no means a reluctant magic-user. In fact, the mystic believes that the casting of each spell and the acquisition of each new magical technique brings him closer to perfect awareness. The mental discipline necessary for the mastery of magic is the perfect compliment to self-awareness.

The mystic places a high value on philosophy, art and scholarship. He is most likely to join an adventuring party for the opportunity to broaden his outlook, to discover new things about himself, to use magic in new, enlightening ways and to capture or detain strange creatures for psychological tests that stretch their sanity (or at least their patience).

To be a mystic, a magic-user must have a Wisdom score of at least 12/85.

There are no special rules for abandonment of this package. If the mystic grows weary of the contemplative life, finds the meaning of it all or feels that he has reached a pinnacle of self-awareness, he can simply leave this package behind.

PREFERRED MU TYPES: The mystic prefers to specialize, double specialize or become a sole practitioner in the schools of Divination, Enchantment/Charm or Illusion. Others must pay a 3 BP penalty when taking this package.

BARRED MU TYPES: Because the mystic is predisposed to dislike magic that physically harms other living things, he is barred from specializing in the schools of Conjuration/Summoning, Invocation/Evocation or Necromancy. He is not necessarily prevented from learning spells from these schools, but he simply prefers to limit his association with them.

ROLE: In many societies, the mystic is considered to be little more than a crackpot, an eccentric with an utter lack of ambition who serves no useful purpose. While in many cases, they may be correct, in more enlightened cultures, the mystic is for some reason or another seen as a seeker of truth, a sensitive soul engaged in an inspiring spiritual journey.

In a campaign, the mystic is quiet and non-aggressive. His very presence is both soothing and greatly annoying to the party. While he always has a word of comfort or encouragement for his companions, his constant level-headedness often gets in the way of a good time. The mystic avoids combat whenever possible, but courageously rises to the occasion when his comrades are threatened. Only in the most extreme circumstances will the mystic intentionally take a life; he prefers to feel the mental anguish of a prisoner. However, he will kill if necessary to preserve his own life or the life of a companion, or if the party forces him to dispatch with all prisoners due to a black-op, lack of food, efficiency of travel, etc.

SKILLS: The mystic receives the following skills free of cost: maintain self-discipline, reading/writing, religion: general. He may also choose three skills from the following list to receive for free: agriculture, alchemy, ancient history, animal lore, arcane lore, arcane speak, astrology, local history, spirit lore.

WEAPON PROFICIENCIES: The mystic spends little time with weapons and dislikes violence, but he suffers no additional weapon proficiency restrictions.

TALENTS: No special bonus.

SPECIAL BOONS: The mystic receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed.

1. Once per week, the mystic can Feign Death as per the 3rd level magic-user spell; he can use this ability only on himself. Unlike lesser MUs with the superior meditation talent, the mystic can Feign Death for up to 24 hours, awakening at any time. To use this ability, the mystic must merely concentrate for one round; no components are necessary.
2. Once per week, the mystic can transform his consciousness into a ghostly spirit form, leaving his physical body behind. The spirit form has the appearance of a misty cloud in the shape of the caster. The spirit form cannot attack, speak or cast spells, but it can fly at a movement rate of 24 (maneuverability class B) and can pass through the smallest opening or tiniest crack. The mystic's spirit form can travel an unlimited distance from his physical body as long as it remains in the same plane of existence. The spirit form is invulnerable to all attack forms, but Dispel Magic or a similar spell causes the spirit form to instantly return to its body.

While in spirit form, the mystic's physical body remains comatose. The body is subject to all regular attacks and suffers damage normally. The spirit form can remain away from the body for up to 24 hours, but once it returns to its body, the mystic revives and cannot use his spirit form for another week.

To use his Spirit Form, the mystic must merely concentrate for one round; no components are necessary.

3. Once per week, the mystic can use this ability for one hour. Once initiated, the mystic can use this ability to Levitate himself straight up in the air at a rate of 10 yards per round. He can stop, hover, descend and ascend at will, though horizontal movement is not empowered by this ability (however, the mystic could push himself along a wall to move laterally). While Levitating, the mystic can carry as much weight as he can normally. Unlike the Levitation spell, the mystic using Levitate Self suffers no attack roll penalties when attempting to use missile weapons.

   To use this ability, the mystic must merely concentrate for one round; no components are required. As soon as a levitating mystic touches the ground, his use of this ability is over; he can use it again in another week.

SPECIAL BANES: A mystic must spend two consecutive hours per day meditating. These two hours must always occur at the same time of day. You may suggest the two hours devoted to meditation to the GM, but once he approves, the time period can never change (typical meditation times are the first two hours of dawn, the first two hours after sunset, or from midnight to 2 am). If the mystic neglects to perform his meditation, is unable to perform it, or is interrupted more than once (for more than a total of one minute), the following day he is able to cast only the number of spells allowed to a magic-user one level lower than his actual level. For instance, if a 4th level mystic is unable to meditate on Day 1, on Day 2 he will be able to cast only as many spells as a 3rd level magic-user.

WEALTH OPTIONS: The mystic receives a –25% on **Table 4M: Character Starting Money on page 80 of the PHB**

SPECIAL BANES: No limitations.

Nobleman (Building Point Cost = 14)

DESCRIPTION: The nobleman is a magic-user of high birth, a member of his homeland's aristocracy. Born into a life of affluence and privilege, the nobleman considers himself an authority on good taste and a connoisseur of the finer things in life. He looks down his nose at the working artisan class (bourgeoisie), and the peasants and serfs are virtually invisible to him (inconsequential rabble). If anything, his mastery of magic makes him even haughtier than the rest of the upper class since he sees his talent as clear proof of his superiority.

The nobleman may join an adventuring party out of a sense of duty to his country or to promote the common good; in spite of their snobbery, good-aligned noblemen have strong moral codes. A nobleman might have grown weary of his pampered life and sought a band of hoodlums to add a thrill to his otherwise dreary existence. His liege-lord might have ordered him to undertake some sort of mission or his father may have sent him out to teach him humility. His formerly rich family may have lost their wealth after his alcoholic father gambled away all of their savings or made poor investments and, fearing a life of poverty, he took to arms to regain his rightful station.

A nobleman must be of at least upper middle social class. Noblemen that do not begin play as at least upper class come from a family that has fallen on hard times both financially and with respect to Honor and/or holdings. The majority are male, but noblewomen are also included in this category.

To abandon this package, the nobleman must renounce his birthright. He will forever after be ostracized by all the nobility from his homeland and may even be disowned and disinherited by his family. Unless, of course, he gains wealth and fame as an adventurer, in which case, they'll be hounding him for loans and favors.

PREFERRED MU TYPES: The nobleman can specialize in any school, but prefers those that he perceives as most powerful, such as Alteration, Conjuration/Summoning and Invocation/Evocation. All other backgrounds suffer a 6 BP penalty.

BARRED MU TYPES: The nobleman will not specialize in Necromancy, a school he considers disgusting and repulsive. Likewise, the nobleman will not study holistic or unorthodox specialties.

ROLE: The nobleman prefers the company of aristocrats and other members of the upper class. Most noblemen are wealthy and have no need to earn money, but many still serve their societies as administrators, counselors and ambassadors. Since they have access to the finest teachers and universities, noblemen are extremely well educated and are potentially expert in a variety of areas (if they paid attention in school, that is). Fellow player characters will rightfully perceive the nobleman to be an arrogant, condescending snob. On the positive side, the nobleman is also well mannered and courteous, even to those he considers to be his social inferiors. Noblemen can be extremely chivalrous to members of the opposite sex, regardless of whether they like it or not. Noblewomen expect males to provide them every courtly courtesy, even in the dungeon. The nobleman is generally cooperative with the party, though he will balk at any suggestion that compromises his sense of dignity (for instance, he will never enter a filthy cavern, dig a grave or loot the bodies of slain enemies without squawking). His first-rate education and extensive travels make him an excellent source of information.

SKILLS: The nobleman receives the following skills for free (and their prerequisites at 50%): social etiquette, graceful entrance/exit, berate, heraldry, knowledge of courtly affairs, reading/writing, riding (land-based), gaming, singing, musical instrument (choose one), current affairs, history skill suite, resist persuasion, rules of fair play, taunting: minor

WEAPON PROFICIENCIES: Must take dagger or knife at first level.

TALENTS: No special bonuses.

SPECIAL BOONS: The nobleman begins with more starting money than other magic-users (see the Wealth Options entry below). Additionally, he receives a +3 Charisma bonus for calculating reactions and leadership effects on any noble from his own culture, and a +2 Charisma bonus for calculating reactions and leadership effects on nobles from other cultures. When traveling, a nobleman can demand shelter from any fellow noblemen from his own culture. Such shelter is offered free of charge and is made available for the nobleman and up to two persons per experience level of the nobleman (for instance, a 3rd level nobleman can demand shelter for himself and six others). The nobleman has no limit to his allotted number of cronies.

The nobleman's fame is increased by a factor of 1.25.

SPECIAL BANES: When making purchases, the nobleman accepts nothing but the best, whether it be a meal, a room for the night, a weapon, or even a chest to carry his possessions. Any time he buys any item, the nobleman must pay 10 to 100 percent more than the listed price in the Player's Handbook. The GM will decide the price paid by the nobleman, which may vary from item to item, depending on the quality of merchandise in a particular locale. For instance, the best meal in Village A might sell for 7 sp, while the best meal in Village B might sell for 10 sp. In all cases, the nobleman will settle for no less than the most expensive item available; he always pays at least 10 percent more than the listed price. This cannot be modified via haggling, bartering or other cost-reduction techniques.

If a nobleman lacks the funds to buy high-quality items, he can settle for cheaper goods, but his Honor drops by 2 points and he no longer receives his reaction bonus in that particular encounter or community; NPCs simply do not believe that he is a noble. For instance, if a nobleman settles for a standard 5 sp meal at an inn, all of the NPCs in the inn react to him normally, ignoring his insistence that he's a nobleman. Word will quickly spread throughout the community that an amusing fellow is pretending to be a nobleman, and soon all of the NPCs in the community will begin to mock him (further reducing his Honor if he cannot turn the situation around). If a nobleman settles for shabby accoutrements, such as a normal sword or average saddle, all NPCs will react to him normally until he replaces them with more expensive items. If his noble status is known or discovered while wearing such shabby items, his Honor drops by 2 points.

Just as the nobleman can demand shelter from other noblemen, so can they demand shelter from him. Note that this can get to be an expensive proposition if the NPC noblemen stay for any length of time.

Finally, just as there is no limit to the number of cronies, so is there no limit to the number of hangers-on that follow him around.

WEALTH OPTIONS: The nobleman receives an extra 150 gp added to his staring funds plus double the social class bonus on **Table 4M: Character Starting Money on page 80 of the PHB**.

SPECIAL BANES: If a particular race does not recognize or allow socioeconomic stratifications, that race will not have noblemen. Gnomelings, half-elves and grel may never be noblemen.

Remote Primitive (Building Point Cost = 15)

DESCRIPTION: The remote primitive is a magic-user from a primitive society that occupies one of the world's most extreme climates. Primarily concerned with survival, the remote primitive uses his magical skills to help his fellow tribesmen locate food, plan for dangerous shifts in the weather, and protect them from hostile creatures and rival tribes who are in competition for the same limited resources. A remote primitive also brings good fortune to his tribe; many believe a guardian spirit possesses him (though there is no actual evidence of this).

The remote primitive is known by a variety of names that depend on his society of origin; other names for a remote primitive include magician, witch doctor, medicine man and obeahist.

Although a remote primitive can originate from any number of hostile environments, two are considered in this discussion. The first is the remote primitive from a climate where the temperature never rises above 0° F., whom we call the frigid climate remote primitive. The second is the remote primitive from a climate where the temperature never falls below 100° F., whom we call the torrid climate remote primitive.

To be a remote primitive, a magic-user must have a Constitution of at least 13. Female remote primitives are as common as males.

Though a remote primitive can renounce his heritage and sever ties with his society, he cannot renounce this package; the traits of a remote primitive are inborn and permanent.

PREFERRED MU TYPES: Remote primitives prefer Abjuration, Alteration, Enchantment/Charm, Invocation/ Evocation and Divination.

BARRED MU TYPES: Remote primitive are barred from the schools of Illusion and Necromancy because of their spells' relative uselessness for surviving in hostile environments.

ROLE: The remote primitive is serious minded, even-tempered and soft-spoken. Though unfamiliar with societies and cultures other than his own, he adapts quickly and is fascinated by technology in all its forms.

In a campaign, a remote primitive tends to assume responsibility for the safety of his companions; their security is always foremost in his mind. Though remote primitives are not natural leaders (such roles are usually reserved for the strongest warriors in their tribes) they are superb and fearless combatants, quick to volunteer for the most dangerous missions.

SKILLS: Choose one of the following for free, based on the remote primitive's background): animal lore, fire-building, fishing, forestry, hunting, mountaineering, nautical navigation, running, set snares, slaughter: game animal, survival (choose one terrain). Remote primitives tend to spend remaining building points on the following skills: astrology, riding (land-based), rope use, swimming

WEAPON PROFICIENCIES: Required (choose one of the following, based on the remote primitive's background): bow (any), dagger, harpoon, javelin, knife, sling, trident.

TALENTS: Remote primitives get the endurance talent as a bonus.

EQUIPMENT & MONEY: A beginning remote primitive can buy weapons only from those listed in the weapon proficiency entry above. He can buy only equipment that would normally be available in his home society; the GM has the right to veto any initial purchase.

A remote primitive must spend all his initial money. Any money not spent is lost.

SPECIAL BOONS: A remote primitive can find food in even the most barren of environments. In a 24-hour period, a remote primitive can find enough food to feed himself and a number of people equal to his level (for instance, a 4th level remote primitive can find enough food to feed himself and four others every day).

Once per week, a remote primitive can cast a special Good Fortune spell on himself and a number of people equal to his level; the effect of Good Fortune lasts for a number of turns equal to his level (for instance, a 4th level remote primitive can cast Good Fortune on himself and four others, and the effect lasts for four turns). All opponents have a -1 penalty on their chance to hit when attacking those under the effect of Good Fortune. This ability is innate; a remote primitive is not required to memorize Good Fortune, nor does it count against his daily spell limit. To cast the spell, a remote primitive must merely concentrate for 1 round and point to the subjects to be affected; no verbal or material components are required.

Additionally, a remote primitive has natural immunities to environmental extremes based on his background. A frigid climate remote primitive suffers no penalties, damage or other restrictions in environments of extreme cold. A torrid climate remote primitive suffers no penalties, damage or other restrictions in environments of extreme heat. These immunities apply to natural conditions only; for instance, a frigid climate remote primitive suffers normal damage from Lyggl's Cone of Cold and other cold-based spells, while a torrid climate remote primitive suffers normal damage from Fireballs and other heat-based spells.

SPECIAL BANES: Exposure to harsh climates gives the remote primitive an unusual appearance, such as a tough, leathery skin for the torrid climate remote primitive, and a head-to-toe covering of short, coarse hair for the frigid climate remote primitive. Because of his appearance and strange manner, a remote primitive suffers a -2 reaction penalty from all NPCs unfamiliar with the remote primitive's culture.

Just as their backgrounds provide them with natural immunities to certain environmental extremes, all remote primitive suffer penalties when exposed to environments radically different from those in which they were born. A frigid climate remote primitive suffers a -1 penalty to all attack rolls, damage rolls, Ability Score checks, and saving throws in environments with temperatures above 100° F. A torrid climate remote primitive suffers a -1 penalty to all attack rolls, damage rolls, Ability Score checks, and saving throws in environments with temperatures below 0° F.

WEALTH OPTIONS: A beginning remote primitive receives a –25% penalty to his roll on **Table 4M: Character Starting Money on page 80 of the PHB.**

SPECIAL BANES: No restrictions.

Rustic Magic-User (Building Point Cost = 6)

DESCRIPTION: The rustic magic-user is a spellslinger of modest means whose talents and courage have made him a champion of the masses. Though his skills have set him apart and made him a local legend in his thorp, dorf or hamlet, he has yet to make his mark on the world at large. Even after finding fame and fortune, the rustic magic-user never forgets his roots. An advocate of the peasantry, the rustic magic-user devotes himself to the promotion of bettering his people (this could be the cause of justice or injustice depending on how it is executed). The rustic magic-user is the most frequently encountered of all the magic-user packages.

The rustic magic-user must begin play as LLC, MLC or ULC (as determined by **Table 4F: Social Class Table**); note that this is an exception to the rule that MUs must have at least LMC social class. There are no additional ability requirements for the Rustic magic-user.

If the package is ever abandoned, the magic-user's Honor will begin to slowly drop at the rate of one point per week, as his former supporters and admirers talk ill about him. To stop the degredation, he will have to buy off, murder or threaten each former villager into silence.

PREFERRED MU TYPES: There are no Preferred MU Types for the rustic magic-user, though generalists, illusionists, abjurers and invokers are among the most frequently encountered.

BARRED MU TYPES: There are no Barred MU Types for the rustic magic-user; however, there are fewer necromancers and diviners than any other specialist.

ROLE: The rustic magic-user fights on behalf of the common people. He considers himself protector of his clan, family, village or dorf, actively opposing any action from the party that threatens or exploits serfs he considers under his protection. Since he himself rose from the bottom of the barrel, he is naturally disposed against mistreatment of the lower classes, but if the commoners are not from his area, it may be okay. For instance, he won't allow his party to recruit local peasants for combat support unless they fully understand the risks involved and the peasants are up for it, however, if the plebes from a foreign country are used, he will only agree to the situation if the rewards to himself and/or his clan outweigh what he considers unacceptable risk. Such risk, of course, varies with the alignment of the magic-user and his views of foreigners. When a companion of the rustic magic-user bargains with a local (to the rustic) serf for goods or services, the rustic magic-user makes sure his companion pays the commoner a fair price. When the party recovers a treasure, the rustic magic-user demands that the local citizens receive their fair share if they helped the party in any way, if the goods were stolen from them or if the treasure was recovered on their land.

The rustic magic-user sees the wealthy classes as a primary reason for the commoners' miseries, so he has little respect or patience for noblemen and the wealthy. Aside from the occasional insult, the rustic magic-user is likely to avoid associating with any noblemen in his party.

SKILLS: Skills typical of the upper classes, such as social etiquette and knowledge of courtly affairs, may not be chosen by the rustic. Choose one bonus skill from farming, general laborer, or fishing. Choose any six of the following: animal handling, carpentry, cobbling, cooking, map sense, fire-building, Glersee, leatherworking, pottery, riding (land-based), stonemasonry, weather sense, weaving. The rustic receives all the necessary prerequisites at a mastery level of 50%.

WEAPON PROFICIENCIES: Crossbow (any), bow (any), dagger, knife, spear, dart, sling.

SPECIAL BOONS: When in his homeland, the rustic magic-user will always be given food and shelter at no charge from his fellow commoners. This courtesy extends to the rustic magic-user's companions, as long as he vouches for them. The rustic also receives 10% off the cost of any goods or services he purchases from among his area's commoners. The rustic magic-user does not receive this benefit in lands other than his own, but he always receives a +2 reaction modifier from peasants in any culture. The rustic also gains the following skills when in his homeland and able to contact his network of serf buddies: glean information, current afairs, local history, and intelligence gathering. His base skill at these is 65%. The rustic's Fame increases by a multiple of 1.5 when among his people. His great Honor window increases in size by two points (one greater and one lesser — thus a first level rustic's great Honor window ranges from 16 to 21 rather than 17 to 20) when in his local area.

SPECIAL BANES: Aside from weapons, a rustic magic-user may own only one normal item worth as much as 15 gp. Aside from this item, all of his other non-magical items must be valued at 10 gp or less. After advancing a level, the total value of all his possessions, including money but excluding weapons, spell books and magic items, can never exceed 75 gp. Any treasure or possessions in excess of this limit must be donated to the local peasantry. The rustic's Fame decreases by 50% when outside of his local community.

WEALTH OPTIONS: The rustic magic-user receives double the starting penalty for social class on **Table 4M: Character Starting Money on page 80 of the PHB.**

SPECIAL BANES: Elves, half-elves and pixie fairies may not choose this package.

Savage Magic-User (Building Point Cost = 15)

DESCRIPTION: The savage magic-user is the spell caster of a remote tribe, culturally and technologically primitive by the standards of the rest of the world. Although these tribes commonly maintain functional civilizations for thousands of years, their traditions, dress and customs are so simple that most outsiders consider them unsophisticated brutes.

There are a variety of savage tribes around the world, ranging from pacifistic societies of farmers and herders to bloodthirsty headhunters and barbarians. All, however, are sharply attuned to the natural world, sharing a deep respect for animal and plant life and an innate understanding of the mysteries of nature.

To be a savage magic-user, a character must have a minimum Strength score of 11/05 and a minimum Constitution score of 13/01.

To abandon this package, a character must renounce his membership with his tribe and become a citizen of a different culture. Since tribal roots run deep, a dramatic change such as this should be slow in coming; a savage magic-user must have advanced at least five levels since leaving his tribe and experiencing adventures in the outside world before cutting ties with his tribe.

PREFERRED MU TYPES: Because their Constitutions tend to be exceptionally high, Savage magic-users excel in the schools of Conjuration/Summoning and Invocation/Evocation.

BARRED MU TYPES: Savage magic-users lack the natural aptitude for mastering the subtleties of the schools of Abjuration and Enchantment/Charm.

ROLE: Most tribesmen are dazzled and impressed by magic, so the savage magic-user typically holds a position of great power in his tribe. If not the actual ruler, the savage magic-user is a respected teacher or tribal counselor. Depending on the nature of the tribe, the savage magic-user is known by a variety of names, among them witch doctor, mundunugu, wangateur and isangoma.

The savage magic-user's power can sometimes work against him, particularly if his tribe is exceptionally superstitious or if an ambitious tribesman schemes to usurp the magic-user's leadership role. If the tribe becomes convinced that the magic-user is consorting with demons or otherwise stirring up dark forces better left alone, they may expel the magic-user from the tribe with the threat of execution if he returns. This is one way that a savage magic-user might link up with an adventuring party.

In a campaign, the savage magic-user takes the role of an outsider, baffled and intimidated by the mysteries of the "civilized" world. Products of technology, such as oil lanterns and crossbows, both fascinate and frighten him. While he is at home in the darkest jungles or most treacherous mountains, he is extremely uncomfortable in cities and towns. If the savage magic-user is from a relatively pacifistic tribe, he might serve as the conscience of his party, questioning their eagerness to kill, their obsession with wealth, their selfishness and their inequitable system of justice. (Or perhaps he'll learn to cast off his own misconceptions and join in the fun.)

SKILLS: The savage magic-user's bonus skill should be based on the primary occupation of his tribe; that is, if his tribe is mostly fishermen, he gets the fishing skill. Other likely skills include animal handling, animal training, forestry, hunting, mountaineering, survival (choose the appropriate terrain), weather sense. Most savages choose supporting skills from the following list: animal lore, bowyer/fletcher, fire-building, healing, herbalism, jumping, riding (land-based), religion, rope use, running, set snares, swimming, track game, tumbling



Table 5B: Savage Magic-User Omen Results

die Roll	Result
1-2	Ill Omen: The party should not undertake the task this day. If they ignore the omen, all party members will suffer a -1 penalty on to-hit and saving throw rolls for the rest of the day, their chance for encounters will be doubled, and a -3 reaction modifier will be applied to all encounters.
3-4	Great Danger Exists: If the party proceeds, their chance for encounters is doubled for the rest of the day and a -3 reaction modifier applies to all encounters. Opponents have a +1 applied to their chance to hit.
5-7	Neutral Omen: The information is vague. No special modifiers apply.
8-9	Favorable Omen: The party members' movement rate is increased by 50% for the rest of the day, and opponents have a +1 applied to their chance to hit.
10	Auspicious Omen: All effects of a Favorable Omen apply; additionally, all party members gain a +1 on all saving throws made for the rest of the day.

WEAPON PROFICIENCIES: The savage MU must choose one of the following, representing his tribe's weapon of choice: spear, blowgun, dagger, knife or sling. Regardless of whether the savage magic-user eventually becomes familiar with new weapons, he prefers his tribal weapon throughout his adventuring career. A savage magic-user cannot take social etiquette, heraldry or any other skills relating solely to civilized matters when first created.

TALENTS: Savage magic-users get the Endurance talent as a bonus.

EQUIPMENT & MONEY: The only weapon the savage magic-user can purchase initially is his tribal weapon (see Weapon Proficiency). He must spend all of his remaining money when he is created; he may not keep any unspent coins. He can purchase only equipment that would normally be available to his tribe; for instance, his tribe probably has herbs, nuts, fishing nets and rafts available, but they are unlikely to have chains, lanterns, hourglasses or magnifying glasses. The GM has the final word as to what equipment is available to any particular savage magic-user.

SPECIAL BOONS: The savage magic-user receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed.

1. The savage magic-user can manufacture a protective talisman once per week. The talisman is a small pouch of herbs hung on a leather cord which is worn around the subject's neck. The talisman affects the wearer as if he had a Protection from Evil spell on his person, identical to the effects of the 1st level magic-user spell. The talisman offers continual protection for a full day, after which time the herbs disintegrate. Dispel Magic or a similar spell permanently cancels the magic of that particular talisman. The savage magic-user requires no less than one hour to manufacture a talisman. The talisman remains active for a number of weeks equal to the savage's experience level.

2. Once per week, the savage magic-user can construct a small replica of any single victim of his choice. The replica is about 6 inches tall, made of clay, and crudely resembles the form of the victim. It must also contain a lock of hair, a fingernail or other small piece of organic material from the victim. A savage magic-user requires one hour to manufacture a replica.

   Whenever the savage magic-user cuts a piece from the replica, sticks a pin in it, or otherwise "attacks" it, the replica suffers 1-4 hit points of damage. The victim who is represented by the replica suffers an identical amount of damage, regardless of the distance between the replica and the victim (however, the victim must be on the same plane of existence as the replica). Any type of damage on the replica inflicts 1-4 hit points of damage; therefore, the savage magic-user must take care not to destroy the replica, for burning, crushing or throwing the replica into a pool of quicksand still inflicts only 1-4 hit points of damage. The replica disintegrates when any of the following conditions are met:

   • The replicant has suffered 10 or more points of damage.

   • Dispel Magic or a similar spell is cast on the replica.

   • A week passes since the replica's creation.

3. Once per week, the savage magic-user is able to forecast the general fortunes of some major undertaking by interpreting an omen from observing the natural conditions around him. To be receptive to an omen, the magic-user must do nothing but concentrate for one uninterrupted turn; if his concentration is broken, he cannot attempt to interpret an omen for another week. After the turn of concentration, he studies his surroundings for an omen-a rippling pond, a gathering of clouds, a swarm of insects, or the veins in a leaf are all possible sources of omens.

   A magic-user usually consults an omen before starting a journey, engaging in a major battle, or embarking on some other significant task. If the GM has knowledge about the proposed action, the omen should reveal the appropriate information; for instance, if the party is considering exploring an abandoned building, but the GM knows it contains a Spectre, the result should be an ill omen. In situations where the GM has no information on which to base his judgement, roll 1d10 and consult **Table 5B: Savage Magic-User Omen Results**.

SPECIAL BANES: The savage magic-user's strange appearance and manners make strangers wary of him. Therefore, he suffers a -2 reaction adjustment from all NPCs not

from his own tribe (PCs can react as they wish, but they should quickly become accustomed to the savage and accept him as an equal.)

WEALTH OPTIONS: The savage magic-user begins with a –40% penalty to his roll on **Table 4M: Character Starting Money on page 80 of the PHB**. As the campaign progresses, the savage will have the opportunity to acquire more treasure, and it is up to the player whether he appreciates its value or rejects it as a worthless. (For instance, a savage might accept gold but have a superstitious belief that requires him to reject gems. Don't immediately reject this notion; some GMs might go easy on you if you appear to not be a money-grubbing power-mad type PC. Of course, maybe refusing gold but accepting gems is a better idea....)

SPECIAL BANES: No restrictions.

Scholar (Building Point Cost = 18)

DESCRIPTION: The scholar is a learned intellectual whose love of knowledge is matched only by his preoccupation with research. He is fascinated by magic in all its forms and enjoys nothing more than poring over arcane texts and experimenting with exotic magical devices.

The scholar spends so much time involved in intellectual pursuits that he tends to neglect his physical skills. He is not a particularly good fighter, even for a MU, and avoids combat when he can, preferring negotiation and parley to violence. Still, he recognizes the necessity of combat in certain instances, and will fight valiantly when required.

Scholars can be found in virtually any culture, but they are most likely to come from large urban areas that provide ready access to libraries, museums, laboratories and other resources.

A character must have a minimum Intelligence of 13/67 and a minimum Wisdom of 11/25 to become a scholar. Scholars must be LMC or higher and have attended at least a local college OR have double specialized.

There are no special rules for abandoning this package. A scholar who becomes disillusioned with the academic life or loses interest in intellectual pursuits can choose to neglect his studies or research, but he is free to resume them at any time. He will never be rid of his Special Banes in any case.

PREFERRED MU TYPES: The scholar is intrigued by all types of magic, but is especially drawn to sub-classes with a wide range of spells, including traditional magic-user, transmuter, illusionist and invoker. Additionally, double specialists make preferred scholars. Choosing a non-preferred MU-type costs an additional 2 BPs.

BARRED MU TYPES: Battle mages and other holistic practitioners may not become scholars.

ROLE: In his homeland, the scholar is a respected member of society, valued for his skills as a teacher and advisor as well as for his seemingly endless store of knowledge on a variety of subjects. Or so he claims. In many cases, he has been tossed out on his ear for giving bad advice on topics of which he knew virtually nothing or for losing a debate with a bard.

In spite of his somewhat sedentary background, the scholar typically welcomes the chance to join an adventuring party. For him, it is an unparalleled opportunity to experience new cultures, acquire new devices, and acquire first-hand information about people, places and creatures he's probably only read about.

SKILLS: Historian skill suite, plus up to 20 BPs of free skills from the following list: agriculture, alchemy, arcane speak, basic anatomy, animal lore, astrology, botany, culture (choose race), customs and etiquette (choose culture), engineering, forestry, geology, heraldry, religion (general). The scholar may not begin play with any tasks: combat procedures or social interaction skills.

WEAPON PROFICIENCIES: The player may choose from the following list: dagger, dart, knife, sling or crossbow. Additionally, at first level and every 4 levels thereafter, the Scholar receives a free proficiency in a type of siege engine (choose and specify type).

TALENTS: No special bonuses.

SPECIAL BOONS: The scholar receives both of the following benefits:

1. Scholars maintain an extensive correspondence with academics throughout the world and a scholar's reputation as a man of wisdom often precedes him. When encountering an NPC who is familiar with his reputation, turns out to be one of his correspondents, fancies himself an intellectual, or is an author, researcher, teacher, journalist or fellow scholar, the scholar receives a + 4 Charisma bonus with respect to that individual.
2. At first level the scholar receives a +1 bonus to all Intelligence and Wisdom related rolls. This bonus increases by +1 at every odd level.
3. The scholar gains a +1 bonus to all mastery die rolls for skills that have Intelligence or Wisdom as a relevant ability.

SPECIAL BANES:

1. Scholars lack the training and instinct to make good melee combatants. They've spent so much time studying that they've become pencil-necked geeks. In fact, they fight like schoolgirls. When attacking with any type of melee weapon, the scholar always suffers a -2 penalty to hit and damage on his first blow. Subsequent blows, when the scholar has had an opportunity to size up his opponent and adjust his attacks accordingly, are made with a -1 penalty. However, if the scholar attacks a different opponent, his first blow against his new victim is made at -2 once again.
2. Scholars automatically acquire the know-it-all personality quirk.
3. Scholars suffer a –1 penalty to mastery dice for social interaction skills, tool skills and tasks: combat procedures.

WEALTH OPTIONS: Most scholars come from well-to-do families and thus a scholar receives a +5 bonus on **Table 4M: Character Starting Money on page 80 of the PHB**.

SPECIAL BANES: Any except the pixie fairy, whose attention span is ill-equipped for long periods of study and research (lucky for them, they have a natural aptitude for magic).

Virago Sorceress (Building Point Cost = 12)

DESCRIPTION: Viragos belong to matriarchal societies that thrive in a world otherwise dominated by males. Women occupy all-important positions in virago societies-they are the rulers, artisans, soldiers and scholars.

Most virago societies have existed unchanged for thousands of years, living in relative isolation from the rest of the word, but others have more recent origins. Some were established by disgruntled women who tired of their subservient roles in male-dominated cultures and decided to rule themselves, while others were created by gawds sympathetic to the plight of women.

Men are second-class citizens in virago cultures, occupying positions of menial servitude to their female superiors. In some societies, men are kept as slaves, treated only marginally better than domestic animals. Still others have eliminated men entirely.

Viragos from totally male-free societies make occasional forays into neighboring communities to fraternize with men. Others perpetuate their civilization by being extremely friendly with male adventurers passing through their territory; when the viragos tire of their company, the adventurers are sent on their way or killed.

A virago society may be as small as a single village or large enough to fill an entire continent. Because they are continually under siege from male dominated civilizations, viragos have mastered the art of war. Traditionally, viragos are superior horse breeders and riders, excelling with spears, bows and other weapons that one can wield from horseback.

A character must be female to be a virago. There are no other requirements.

To abandon this package, the character must renounce her virago citizenship, most likely because she has grown to identify more closely with a different culture.

PREFERRED MU TYPES: Viragos with high Constitution tend to be drawn to the schools of Conjuration/Summoning and Invocation/Evocation; both are especially useful on the battlefield. Diviners are also common, as they make excellent administrative advisors and counselors.

BARRED MU TYPES: Viragos shun the dark forces associated with the school of Necromancy. Because of its perceived uselessness in combat, they also avoid the school of Illusion.

ROLE: Most viragos are warriors, but the few magic-users among them are held in high regard, as is any person who has mastered a difficult art. Virago sorceresses typically serve as seers, advisors, counselors and administrators. Because of their formidable power, virago sorceresses, especially invokers and conjurers, are always welcome on the battlefield.

In male-dominated cultures, the virago is regarded as a curiosity at best. She is stared at, whispered about and sometimes openly ridiculed. Well-meaning women who have accepted subservience as a cultural norm may try to convince the virago to change her unnatural ways, while chauvinistic men, seeing her as a threat to their masculinity, may feel compelled to dominate her in any number of ways. Even open-minded citizens will likely be suspicious of a female with such unusual attitudes.

Among her peers in an adventuring party, the virago sorceress will prove to be a courageous fighter and a capable spell caster. Although the other player characters may harbor some prejudices of their own about the role of females, the GM should discourage any overt discrimination; once she has proven herself in tough situations, the Virago should be accepted as an equal in all regards.

SKILLS: Viragos gain the riding, land-based and animal training skills as bonus skills, including prerequisites at 50%. She can also take the following skills, encouraged by her culture and superiors: bowyer/fletcher, hunting, running, survival (jungle) and track game.

WEAPON PROFICIENCIES: Virago sorceresses typically wield spears or long bows. Because of their unique cultures, viragos can ignore the normal restrictions on these weapons for magic-users.

TALENTS: No special bonuses.

EQUIPMENT & MONEY: When a virago character is first created, she must buy her weapons from among the following choices only: bow (any type), dagger/ dirk, javelin,

knife, spear. Once she has adventured elsewhere in the world, she may purchase other types of weapons.

SPECIAL BOONS: Male opponents who have never encountered the formidable virago women tend to underestimate them. Therefore, the first time such a male encounters a virago in combat, the virago receives a + 3 bonus to hit and +3 to damage on her first blow only. These bonuses reflect the fact that the opponent is taken off guard by such an able female.

This bonus is not applicable in every situation. The GM should consider the following guidelines when ruling on the virago sorceress's bonus.

- The bonus does not apply to opponents of 5th level or higher. Such opponents are too seasoned to be surprised in this manner.
- The bonus does not apply to opponents from cultures where females are accepted as equals and female warriors are common.
- The bonus does not apply to opponents who have fighting females as comrades, who have faced competent fighting women before, or who have seen the virago use her bonus on someone else.
- The bonus does not always apply to player characters. The GM might ask a quick, guarded question of the player to learn whether his character would underestimate a female opponent.

Regardless of whether the virago's first blow hits or misses her intended victim, the victim will never be subject to the bonus again; the bonus can be used only once per victim.

SPECIAL BANES: The virago suffers a -3 reaction adjustment penalty from NPCs from male-dominated societies. This reaction adjustment no longer applies once characters come to know and respect her. Likewise, player characters need not respond with hostility toward their virago companion, though if they aren't playing in character you can score points with the GM by subtly noting this (preferably out of the offending player's hearing).

WEALTH OPTIONS: The virago sorceress receives the normal starting money.

SPECIAL BANES: Most viragos are human, but other races are acceptable, with the adjustments that follow.

- Half-elves: Substitute either short bow or spear for the required Weapon Proficiency.
- Gnomes: Substitute throwing axe or short sword for the required Weapon Proficiency, use ponies for mounts, and substitute track game and survival for the bonus skills.
- Elves: Substitute endurance and set snares for the bonus skills.

Witch (Building Point Cost = 19)

DESCRIPTION: The witch is a magic-user whose powerful magical abilities are extraplanar in origin. Though magic-users typically learn the basics of spell casting at magic academies or from learned mentors, witches learn magical skills from entities and their minions from other planes of existence, or from other witches.

Occasionally, these extraplanar entities contact youthful humans or demi-humans for magical instruction; other times, humans and demi-humans seek out the entities through arcane rituals and petition them for instruction. The entities agree to such instruction for a variety of reasons – some hope to train their students to eventually become emissaries; some hope to use them as conduits for various forces; some hope to seduce them as consorts; and some simply share their magical secrets for their own amusement.

Whatever the motives of the extraplanar entities, they exude a powerful directing influence over their students. However, a few witches with particularly strong wills are able to maintain their own drives while using their magical skills to further their own goals. Such witches face a life-long struggle with the forces that relentlessly strive to direct their spirits.

The requirements for becoming a witch are higher than for any other package. Because her training is more demanding than that received by most other magic-users, she must have a minimum Intelligence and Wisdom of 13/01. To resist the corruption inherent from contact with extraplanar entities, she must have a minimum Constitution of 13/01. The vast majority of witches are female, but male witches are also possible, commonly called warlocks.

The witch package cannot be abandoned. If a witch manages to sever all ties with the entities responsible for her instruction (usually requiring the power of a Wish or its equivalent), she loses two experience levels. If she still wishes to pursue a magical career, she must relearn the experience levels that she lost.

PREFERRED MU TYPES: The most appropriate school for witches is Enchantment/Charm. Conjuration/Summoning and Necromancy are also good choices.

BARRED MU TYPES: There are no Barred MU Types for witches.

ROLE: Regardless of her actual alignment, all but her closest friends are likely to presume that a witch is in collaboration with extraplanar spirits, and will shun her accordingly. There are few places where a witch is welcome, and for the most part, a witch will need to conceal her identity when traveling to assure her safety.

A witch's player character companions need not have such fears or prejudices against her, especially after she proves herself in life and death situations. However, there might always be a veil of suspicion between the witch and her companions, as if they cannot quite bring themselves to trust her completely. Any player characters with suspicious natures, particularly those with primitive or unsophisticated backgrounds, may never fully warm up to a witch and will avoid being alone with her, sometimes even accusing her of betraying the party or bringing them bad luck. (The GM will try to use this as a wedge to turn the PCs against each other, especially if you try to ignore it. A crafty player will keep up a low-grade taunting or other symptom of distrust to avoid being smacked down when he angers the GM.)

Although a witch learns her magical techniques from extraplanar entities, once on her own, she learns her spells in much the same way as any other magic-user. Still, her techniques for casting spells may differ significantly from the standard methods. The casting times, ranges and effects of her spells are no different from the same spells used by other magic-users, but she may use different verbal, somatic or material components, as well as meditation. These differences should make her seem even more threatening to outsiders, as well as making her seem more remote to the other player characters.

SKILLS: Witches get the herbalism and spellcraft skills as bonuses, with necessary prerequisites at 50%. They also typically study the following skills: ancient history, artistic ability, astrology, brewing, cooking, healing, modern languages, weather sense, ancient languages, reading /writing and (old-time) religion.

WEAPON PROFICIENCIES: The witch is not allowed an initial weapon proficiency, nor can she acquire a weapon proficiency as she advances in level.

TALENTS: No special bonuses.

EQUIPMENT & MONEY: When a witch is first created, she must buy her weapons from among the following choices: dagger or dirk, knife, sling, staff sling.

Additionally, the witch begins play with 1,500 EP worth of magic items. These must be chosen from the potions, oils, rings, rods, staffs, wands and miscellaneous magic item lists. Your GM rolls these from the GameMaster's Guide. (Some GMs will grow tired of re-rolling since many items exceed the EP limit and simply choose something. While there's always some risk in that for you, often you'll get something better than you might have otherwise). These items are free gifts from an extraplanar ally – presumably whatever has been asked in return has been done (or soon will be).

SPECIAL BOONS: When a witch is initially created, she automatically gains the Find Familiar spell in addition to any spells she normally receives.

As a witch increases in level, she automatically gains the following abilities. These are all naturally acquired abilities, and do not count against the number of spells she can know or use. All of the following abilities can be used once per week.

3rd Level: The witch acquires the ability to Secure Familiar. This is identical to the 1st level magic-user spell Find Familiar, except that the witch does not need to burn 1,000 gp worth of incense and herbs in a brass brazier. Instead, the witch must merely concentrate for one turn. If a suitable familiar is within one mile per level of the witch, it will arrive within 1d10 hours. A witch can have only one familiar at a time.

5th Level: The witch acquires the ability to Brew Calmative. Assuming she has access to the proper ingredients (usually available in any forest), the witch can brew one dose of an elixir that has the effect of a Sleep spell when a victim comes in contact with it. One dose is sufficient to coat a sword or any other single weapon. The elixir has no effect on victims with more than 8 HD; victims can resist the effects of the elixir with a successful saving throw.

The witch requires one hour to brew the elixir. It loses its potency after 24 hours.

7th Level: The witch acquires the ability to Brew Poison. With the proper ingredients, available in most forests, she can brew one dose of Class L contact poison (see page 206 of the GMG) sufficient to coat a single weapon. The witch requires one hour to brew the poison. It loses its potency in 24 hours.

9th Level: The witch acquires the ability to beguile any single person or monster (assuming the person is no higher than 8th level or the monster has no more than 8 HD). Beguile is identical to the 4th level magic-user spell Charm Monster and the 1st level magic-user spell Charm Person, except that the victim is not allowed a saving throw. To cast Beguile, the witch must merely point at the victim and concentrate for one round; there are no verbal or material components.

11th Level: The witch acquires the ability to brew flying ointment. Assuming she has access to the proper ingredients (usually available in any forest), the witch can brew one dose of an ointment which, when rubbed on the skin, gives the recipient the ability to fly, as per the 3rd level magic-user spell Fly. The dose is sufficient to affect one Man-sized subject; the effects persist until the ointment loses its potency 24 hours after it is brewed. The witch requires one hour to brew the ointment.

13th Level: The witch acquires the ability to inflict a Witch's Curse on any single person or creature. This is exactly identical to the 4th level magic-user spell Bestow Curse, except that its effect is automatic; the victim is not allowed a saving throw. The effect of the curse persists for 24 hours unless the curse is dispelled by a

Table 5C: Effects of Witch's Curse

1d8 Roll	Result
1-3	One ability of the victim is lowered to 3 points. Determine which ability is lowered by rolling 1d6 (1 = Strength; 2 = Dexterity; 3 = Constitution; 4 = Intelligence; 5 = Wisdom; 6 = Charisma)
4-5	The victim suffers a –4 penalty on all to-hit and damage rolls.
6	The victim becomes blind, as per the 2nd level magic-user spell Blindness. The effect persists for 24 hours or until the Witch's Curse is dispelled.
7	The victim loses 1 hit point per hour for the next 24 hours. These lost hit points cannot be recovered by normal or magical means until the witch's curse ends in 24 hours or unless the curse is dispelled. If the victim is reduced to 0 hit points or less within 24 hours of receiving the curse, or before the curse is dispelled, he dies.
8	The victim immediately lapses into a state of Temporal Stasis, as per the 9th level magic-user spell. The effect persists unless the curse is dispelled. Otherwise, at the end of 24 hours, the victim is reduced to 0 hit points and dies.

Remove Curse, Wish or similar spell. To cast the spell, the witch must merely point at the victim and concentrate for one round; no verbal or material components are required. To determine the effects of Witch's Curse, roll 1d8 and consult **Table 5C: Effects of Witch's Curse**.

SPECIAL BANES: Because of their non-conventional training, witches do not earn bonuses to their experience for high Ability Scores. Witches cannot be multi-classed or dual-classed.

Generally, outsiders are terrified of witches. Unless an NPC is exceptionally open-minded or has extremely high Intelligence or Wisdom (13 or more in either ability), the witch receives a -3 reaction adjustment penalty when dealing with hem. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has low Intelligence and Wisdom (under 10 for both), the witch receives a -5 reaction penalty. Additionally, if a witch lingers in a superstitious or culturally unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her, torturing her, or executing her.

Assume a 20 percent chance of a 4d6 member mob forming in a hostile community if the witch stays for a day. This chance increases by 20 percent for every additional day the Witch remains; the size of the mob increases by 2d6 members.

The witch must periodically struggle with the extraplanar forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the witch can do is endure them. When undergoing these internal struggles, the witch suffers penalties to her combat abilities and saving throws.

Depending on the nature and whims of the extraplanar beings, there are three ways of determining the frequency and intensity of these penalties:

1. The witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws on any night with a full moon and the three nights before and after the full moon (the penalties apply to a 12 hour period from about 6 p.m. to 6 a.m.). A full moon occurs once per month. Only one of the three moons affects the witch.
2. There is a 25 percent chance per day that the witch will be subjected to an internal struggle with extraplanar forces. The GM determines this at the beginning of the day; the witch is aware of the result. Throughout that night (a 12-hour period lasting from about 6 p.m. to 6 a.m.), the witch suffers a - 2 penalty to her attack rolls and a - 2 penalty to her saving throws.
3. The witch struggles with the extraplanar forces every night. For a 12 hour period lasting from about 6 p.m. to 6 a.m., she suffers a -1 penalty to her attack throws; there is no penalty to her saving throws.

WEALTH OPTIONS: The witch determines her starting money normally.

Table 5D: Location of School Table

Roll (1d8 + 1d12)

Result	Location	Result/Impact on MU
2 - 3	Isolated	-10 to Type of School Table roll
4 - 5	Remote	-6 to Type of School Table roll
6 - 9	Rural	-2 to Type of School Table roll
10 - 11	Community	no modifier to Type of School Table roll
12 - 14	Town	+2 to Type of School Table roll
15 - 18	City	+6 to Type of School Table roll
19 - 20+	Metropolis	+8 to Type of School Table roll

Modifiers: Social class: LLC to ULC -8; LMC -4; UMC +2; LUC +4; MUC +8; UUC +10; Family Honor: Great Dishonor -6, Dishonorable -2, Honorable: +2, Great Honor +4.

SPECIAL BANES: No racial restrictions.

Note: The witch is among the most complex of all the packages, and many of the details are left up to the player's discretion. For instance, he may wish to design specific daily rituals for his witch, or he may wish to expand on the witch's relationship with the entities that originally trained her. What exactly are they? Where are they? Can the witch contact them for favors? What exactly happens if the forces succeed in controlling the witch? Does her alignment change? Her abilities? Her relationship to the party? There are many possible variations of the witch package. Be sure to answer as many of these questions as you can. Some of it has to be bad or potentially bad, or else the shield monkey will slap you down. Remember, any of these questions you leave open will serve as clubs for the GM later on!

PRIORS AND PARTICULARS: MAGIC-USER SCHOOL DAYS

Chapter 4 of the PHB covers many of the details of character background, but with respect to magic-users, one critical component lacks any type of serious coverage. That rather largish piece of back-history is the MU's schooling. In this section, we fill that void with those precious kinds of details that will make your MU come alive. After running through this new creation component, you will be able to role-play your MU 68% percent better, and an 81% improvement in the case of background-related motivations. The additional character priors and particulars in this chapter should be rolled after Step 9 of character creation and before Step 10 of character creation (see Appendix I, page 341 of the PHB).

Most MUs attend school in two parts. First, at around the age of 12 (for humans, extrapolate for the demi-humans), the fledgling magic-user goes away to become a servant to another magic-user. After years of near-indentured servitude, the would-be magic-user finally gets to enter actual magic-user school. This process is not automatic; only about 35-45% of these kids ever advance beyond the role of housemaid, cook and man's man (performing poorly gets the poor sap tossed out on his arse (or worse), while performing too well sometimes causes his master to hold the poor kid back so he can take further advantage of his excellent housekeeping and butlering). So, assuming he has passed this first hurdle, around the late teens, the MU enrolls in his master's school (or begins tutelage under his master if the master in question does not belong to any particular institution) as a true magic-user's apprentice. After many, many long years (as much as 2-3 decades!) of difficult study, the character emerges as a first level magic-user. Note that this alone is quite an accomplishment, as only 35% or so of the students ever finish school! It is this large chunk of life before adventuring, the servitude and apprenticeship years, which we detail below.

Note that if you can get the same skill multiple times. If you do, simply add one more roll of the mastery die and one more roll of your Honor die for each time you get that skill.

Table 5E: Type of School Table

Roll (1d8 + 1d12)

Result	School Type	Result/Impact on MU
2- 3	Informal Apprenticeship	-10 to Starting Honor Modifier; -200 Quality of Education Final Results; +4 to Quality of Master: Nurture; -8 to Quality of Master: Education; +12 to Graduating Class Size; -12 to Classroom Equipment
4- 5	Local Hedge School	-6 to Starting Honor Modifier; -100 Quality of Education Final Results; +2 to Quality of Master: Nurture; -4 to Quality of Master: Education; +4 to Graduating Class Size; -7 to Classroom Equipment
6- 9	Country Classroom	-2 to Starting Honor Modifier; -50 Quality of Education Final Results; -2 to Quality of Master: Education; +2 to Graduating Class Size; -3 to Classroom Equipment
10- 11	Local College	-1 to Quality of Master: Nurture; -1 to Graduating Class Size; -1 to Classroom Equipment
12 - 14	College	+2 to Starting Honor Modifier; +10 Quality of Education Final Results; -2 to Quality of Master: Nurture; +2 to Quality of Master: Education; -2 to Graduating Class Size; +2 to Classroom Equipment
15 - 18	University	+6 to Starting Honor Modifier; +40 Quality of Education Final Results; -4 to Quality of Master: Nurture; +4 to Quality of Master: Education; -6 to Graduating Class Size; +5 to Classroom Equipment
19 -20+	Elite Academy	+10 to Starting Honor Modifier; +100 Quality of Education Final Results; +2 to Quality of Master: Nurture; +8 to Quality of Master: Education; +7 to Graduating Class Size; +10 to Classroom Equipment

Modifiers: Add Wisdom Magical Defense Bonus; +1 for every 4 points of Int over 12, -1 per point Int under 13; Family Honor: Great Dishonor -6, Dishonorable -2, Honorable: +2, Great Honor +4; Specialist +1; Unorthodox –9; Holistic: -9; Double Specialist +3; Sole Practitioner +5.

Table 5F: Quality of Master: Nurture

Roll (1d8 + 1d12) Result	Instructor	Impact on MU
2 or less	Abusive	Your master said you would never amount to anything and routinely abused you mentally and/or physically. Master refused to grant you a spell book, so you stole some out of spite. The character starts with 3d4 random cantrips. Roll twice on Table 5F1: Quirks Acquired During Apprenticeship, and once on Table 5F2: Flaws Acquired During Apprenticeship below. Your starting Honor may not exceed 5. Roll 1d4 free skills from Table 5F3. Roll 1d4-2 skills from Table 5F3: the MU MUST take these skills before spending BPs elsewhere. -8 to Table 5J: Graduation Rank. -35 to Quality of Education Final Results.
3-4	Negligent	Your master forgot that you even existed when he was not angry with you for getting in the way. Master did not bother to teach you any spells beyond cantrips. Roll on Table 5F1 Quirks Acquired During Apprenticeship, below. -2 to starting Honor. Gain 1d4-1 free skills from Table 5F3. Roll 1d4-2 skills from Table 5F3: the MU MUST take these skills before spending BPs elsewhere. –6 to Table 5J Graduation Rank. -30 to Quality of Education Final Results.
5-6	Indifferent	Your master was very busy with research and ignored you (but fully expected you to maintain the household). Master taught you merely cantrips plus Read Magic and Write. Gain 1d4-1 skills on Table 5F4 Labor Skills. Roll 1d4-2 skills from Table 5F4 Labor Skills: the MU MUST take these skills before spending BPs elsewhere. –4 to Table 5J Graduation Rank. -25 to Quality of Education Final Results.
7-8	Thoughtless	You were the farthest thing from your master's mind and his lowest priority. Master gave you cantrips plus Read Magic and Write plus 1d3 randomly determined spells (these can be spells that are unusable based on specialty or other restriction). -4 to Table 5J Graduation Rank. -20 to Quality of Education Final Results.
9-10	Incompetent	You would be surprised if you were not his first pupil ever. -3 to Table 5J Graduation Rank. -15 to Quality of Education Final Results.
11-12	Ill-equipped	Your master tried hard, but was clueless. -2 to Table 5J Graduation Rank. -10 to Quality of Education Final Results.
13-14	Absent-minded	Your master often got lost on trips to the privy. -1 to Table 5J Graduation Rank. -5 to Quality of Education Final Results.
15-18	Average	At least he was not any worse.
19-21	Competent	Your master was equipped to nurture you during your formative pubescent years and young-adulthood. +1 to Table 5J Graduation Rank. +25 to Quality of Education Final Results.
22-23	Caring & Competent	Your master was a skilled foster parent and genuinely cared for your well-being. You got the feeling he would lay his familiar's life down for yours. Gain any one spell of your choice castable by you at 1st level. +2 to Table 5J: Graduation Rank. +50 to Quality of Education Final Results.
24+	Loving & Competent	Your master was a skilled foster parent and you bonded for life. You got the feeling he would lay his growing clone's life down for yours. Gain any one spell of your choice up to spell level 3 (note that this does not bestow the ability to cast the spell). +6 to Table 5J: Graduation Rank. +100 to Quality of Education Final Results.

Modifiers: Add Charisma reaction adjustment; Family Honor: Great Dishonor -6, Dishonorable -2, Honorable: +2, Great Honor +4; Specialist -1; Double Specialist -3; Sole Practitioner -5.

Type of School

The first step in determining where a MU spent his impressionable school years is finding the location of the school. The best schools are typically in the population centers and are thus costly; therefore, wealth (i.e. family social standing) plays a large factor. Of course, "It's not what you know, it's who you know" rings ever-so-true in HM just like real life; thus clout plays an important role (family reputation, i.e. Honor, and again, social class).

Once we have determined where the school is located (Table 5D), we can determine the type of school. This is one of the most important die rolls your MU will make in this process, so consider reserving a BP here for a re-roll. Did your MU go to an elite and well-known college of magic, learning only from the best wizards? Or did he learn a couple of cantrips from that strange old witch that lives in the mud and earthen cottage at the bottom of the gully near the dead oak six miles from road's end? Each type of school has advantages and disadvantages over others, but clearly universities and the elite academies offer the best educational opportunity. The roll on **Tables 5E** is modified not only by your family Honor (again, the prestige of your graduation is as important to the institution as your cash), but this time your admission is influenced by your ability to learn (Int), your determination (Wis) and the type of magic you planned to study (as certain types of casting are rarely taught in certain schools).

Note also that the type of school affects many things, such as the quality of the instructors, the type and quality of classroom equipment available, class size, etc., so carefully record these modifiers as you progress through the tables to ensure an accurate accounting of your MU's priors and particulars.

The Master

Arguably the greatest influence on your MU's education is his master. While he may have other instructors (e.g. skill classes at the university), his master is the one that raised him from a boy and taught him the most about spell casting. Therefore, the master influences in two areas: nurture (he was responsible for the spellslinger's well being from puberty to middle age) and education. **Table 5F** sheds some light on your master's skill as a nurturing surrogate parent (Note that MUs tend to excel in areas other than this. Perhaps this explains most MUs' dislike of children and discomfort with parenthood in general). Family Honor once again influences the master's attitude toward the apprentice, as does the apprentice's Charisma and specialty (the more intense the specialty, the nerdier and less enjoyable a companion the master is). Finally, roll on **Table 5G** to determine the level of competence your master had with respect to actual instruction.

Other School Conditions

Even the best teacher cannot carry the student to supremacy alone. No one teaches in a vacuum and several other factors play into a neophyte spell caster's educational experience. Was the class so crowded that the MU could not see demonstrations or even hear the lecturer over the snores and chatter of the soon-to-be-drop-outs at either jammed-in elbow? Or was the student at complete ease, taught one-on-one, perhaps even with field experience? Roll on **Table 5H: Graduating Class Size** to find out.

Table 5F1: Quirks Acquired During Apprenticeship

Roll (1d8 + 1d12)	Result
2	Roll Twice
3	Absent Minded
4	Alcoholic
5	Chronic Nightmares
6	Delusional
7	Depression
8	Obsessive Compulsive
9	Paranoid
10	Superstitious Caster
11	Sadistic
12	Wuss of Heart
13	Chronic Liar
14	Clingy
15	Gullible
16	Jerk
17	Loud Boor
18	Performance Anxiety
19	Security Blanket
20	Value Privacy

Table 5F2: Flaws Acquired During Apprenticeship

Roll (1d8 + 1d12)	Result
2	Roll Twice
3	Amputee, Double Leg
4	Maimed
5	Migraines
6	Loss of Eye
7	Missing Fingers
8	Low Threshold For Pain
9	Scar, Facial
10	Scar, Bodily
11	Limited Faculties
12	Chronic Nosebleeds
13	Accident Prone
14	Loss of Ear
15	Amputee, Arm
16	Amputee, Leg
17	Nervous Tic
18	Trick Knee
19	Stutter
20	Amputee, Double Arm

Table 5F3: Maltreated Skills

Roll (1d8 + 1d12)	Result
2	Torture
3	Attitude Adjustment
4	Art of Beating
5	Pimp Slap
6	Threat Gesture
7	Weaving
8	First Aid: Sew Own Wounds
9	Forage for Food
10	Berate
11	Maintenance/Upkeep
12	Culinary Arts
13	Laborer, General
14	Liar, Skilled
15	Slaughter: Livestock
16	Taunting, Minor
17	Vandalism/Desecration
18	Anatomy, Basic
19	Sleight of Hand
20	Carpentry Tools

Table 5F4: Labor Skills

Roll (1d8 + 1d12)	Result
2	Berate
3	Attitude Adjustment
4	Orchestrate Task
5	Rope Use
6	Clever Packer
7	Weaving
8	Idle Gossip
9	Animal Lore
10	Shaving/Grooming
11	Maintenance/Upkeep
12	Calligraphy
13	Culinary Arts
14	Laborer, General
15	Fire-building
16	Slaughter: Livestock
17	Fishing
18	Seamstress/Tailor
19	Bargain Sense
20	Carpentry Tools

Table 5G: Quality of Master: Education

Roll (1d8 + 1d12) Result	Instructor	Impact on MU
2 or less	Abusive	Your master hated you. From day one he was mentally and physically abusive. He seemingly went out of his way to lower your self-esteem and ability to learn magic. -10 to Table 5J Graduation Rank. -300 to Quality of Education Final Results. –10d12 fractional points of Charisma.
3-4	Extremely Negative	Your master took an almost immediate disliking to you. He was very insulting and extremely negative. His teaching methods actually hindered your ability to learn. -6 to Table 5J Graduation Rank. -150 to Quality of Education Final Results.
5-6	Negligent	Your master left out fundamental concepts needed for your training simply because he did not feel like teaching them that day or ever. -4 to Table 5J Graduation Rank. -100 to Quality of Education Final Results.
7-8	Indifferent	Your master didn't give a rats patootie about you or your training; you constantly had to hound him to get any sort of lesson. -3 to Table 5J Graduation Rank. -50 to Quality of Education Final Results.
9-10	Incompetent	Your master meant well, but his teaching style served to confuse more than help. Roll on Table 5G1: Reasons for Incompetent Instructor. -2 to Table 5J Graduation Rank. -25 to Quality of Education Final Results.
11-12	Below Average	Your master just did not have the best teaching skills. -1 to Table 5J Graduation Rank. -5 to Quality of Education Final Results.
13-16	Average	Not the best, but solid enough not to hurt you.
17- 19	Above Average	A pretty fair instructor with several strong areas of ability. +1 to Table 5J Graduation Rank. +50 to Quality of Education Final Results. +d3-1 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).
20-21	Very Competent	One of the better teachers, you lucked out with this guy. +3 to Table 5J Graduation Rank. +100 to Quality of Education Final Results. +d4-1 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).
22-23	Gifted	This instructor brought out the best in his students. +1 to Honor Modifier roll and +6 to Table 5J Graduation Rank. +200 to Quality of Education Final Results. +d6 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).
24+	Caring & Gifted	Top notch master, he had unsurpassed skills plus he truly cared about your character's welfare. +2 to Honor Modifier roll. +10 to Table 5J Graduation Rank. +300 to Quality of Education Final Results. +2d6 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).

Modifiers: +1 for every 4 points of Int over 12, -1 per point Int under 13.

Table 5G1: Reasons for Incompetent Instructor

Roll d12 Result	Reason
1	heavy foreign accent
2	rambling pointless diatribes
3	accidentally skipped important areas
4	monotonic to the point of distraction
5	went at an impossible pace
6	could not explain the concepts
7	mumbled
8	indecipherable handwriting
9	used an experimental teaching method (since determined ineffective)
10 - 12	roll twice (do not ignore this result if rolled again)

Table 5H: Graduating Class Size

Roll (1d8 + 1d12)	Class Size	Impact on MU
2	Over-Crowded	-100 to Quality of Education Final Results
3 - 5	Crowded	-50 to Quality of Education Final Results
6 - 8	Large	-25 to Quality of Education Final Results
9 - 14	Medium	none
15-19	Small	+25 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/or sophisticated tasks).
20+	One-on-One	+100 to Quality of Education Final Results, +2d6 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks), +d6x100 EPs (field experience).

The other important environmental factor is educational materials. Did the school have a decent library? If so, were the books all permanently checked out or actually stolen? Were the labs in good condition or was a simple graduated cylinder a thing to covet because all of the equipment was long since ferried out by prior students? These factors affect your MU's ability to improve gainfully and learn new skills. Roll on **Table 5I: Classroom Equipment** to see how your character was affected.

Final Scholastic Results

Now we are finally ready to see how your MU made out at school. There are really two separate but related results: class rank and what he learned. Did your MU breeze

Table 5I: Classroom Equipment

Roll (1d8 + 1d12)	Equipment	Impact on MU
2-	Severely Lacking	-50 to Quality of Education Final Results
3-4	Heavily Abused	-25 to Quality of Education Final Results
5-7	Sub-par	-10 to Quality of Education Final Results
8-14	Average	none
15-17	Quality	+10 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/or sophisticated tasks).
18-19	Top Notch Quality	+25 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).
20+	Anything needed	+50 to Quality of Education Final Results, +2d6 skill points (must be applied to academia skills and/or sophisticated tasks) and one new skill (must be academia skills and/or sophisticated tasks).

Table 5J: Graduation Rank

Roll (1d8 + 1d12)	Rank	Effect
2 or less	Perennially on Academic Probation	Barely squeaked by and graduated only on a technicality. If your permanent record were ever made public, your clan would suffer an immediate -25% to Honor (unless you are a dwarf or a gnome titan). +2d4 years to your starting age. -50% to starting money roll (due to re-admission fees and bribes); -350 to Quality of Education Final Results roll; -5 to Honor Modifier roll.
3-4	Frequently on academic probation	On a first name basis with several probationary deans. +d4 to starting age. -10% to starting money roll, -250 to Quality of Education Final Results roll; -4 to Honor Modifier roll.
5-6	Bottom decile	D average. 'nuff said, -150 to Quality of Education Final Results roll; -3 to Honor Modifier roll.
7-8	Bottom quartile	C on a good day. -75 to Quality of Education Final Results roll; -2 to Honor Modifier roll.
9-10	Bottom half	Struggled but made it. -25 to Quality of Education Final Results roll; -1 to Honor Modifier roll.
11-12	Top half	At least you had good attendance. +25 to Quality of Education Final Results roll
13-16	Top quartile	Made Dean's list d3 semesters. +50 to Quality of Education Final Results roll; +1 to Honor Modifier roll.
17- 19	Top decile	Darn good. +75 to Quality of Education Final Results roll; +2 to Honor Modifier roll.
20-21	Graduated with honors	Impressive. +100 to Quality of Education Final Results roll; +3 to Honor Modifier roll.
22-23	Magna Cum Laude	A member of the Elite. +150 to Quality of Education Final Results roll; +5 to Honor Modifier roll.
24+	Summa Cum Laude	Top of the class. +200 to Quality of Education Final Results roll; +9 to Honor Modifier roll.

Modifier: Add two times the Wisdom Magical Defense Bonus; +1 for every 4 points of Int over 12, -1 per point Int under 13; Ignore this chart entirely for an Informal Apprenticeship.

Table 5K: Quality of Education Final Results

Roll d1000	Result
-635 and lower	You Died
-634- -634	No roll for starting spells - no starting spells
-633- -633	Lose d2 starting spells
-632- -632	Lose 4d20 fractional Intelligence
-631- -631	Lose 20% chance to learn new spells – permanent
-630- -630	Add 30 to starting age
-629- -628	Lose 15% chance to learn new spells - permanent
-627- -626	Lose 3d20 fractional Intelligence
-625- -624	Lose 4d20 fractional Charisma
-623- -622	Lose 4d20 fractional Wisdom
-621- -620	Lost 4d20 fractional Intelligence
-619- -618	Add 20 years to starting age
-617- -614	Lose 10% chance to learn new spells - permanent
-613- -610	Lose 1d2 Charisma
-609- -606	Lose 1d2 Intelligence
-605- -602	Lose 1d2 Wisdom
-601- -598	Lose 20 BP
-597- -594	Lose 3d20 fractional Charisma
-593- -590	Lose 3d20 fractional Wisdom
-589- -583	Add 12 years to starting age
-582- -576	Add 14 years to starting age
-575- -569	Add 16 years to starting age
-568- -562	Add 18 years to starting age
-561- -555	Add 2 years to starting age
-554- -548	Lose 11 BP
-547- -541	Lose 12 BP
-542- -534	Lose 13 BP
-533- -527	Lose 14 BP
-526- -517	Lose 15 BP
-516- -507	Lose 16 BP
-506- -497	Lose 17 BP
-496- -487	Lose 18 BP
-486- -477	Lose 19 BP
-476- -467	Lose 20% chance to learn new spells - 1st level
-466- -457	Lose 2d8 fractional Charisma
-456- -447	Lose 2d8 fractional Intelligence
-446- -437	Lose 2d8 fractional Wisdom
-436- -427	Lose d100 fractional Charisma
-426- -414	Lose d100 fractional Intelligence
-413- -401	Lose d100 fractional Wisdom
-400- -388	Spell Mishap - Roll on Major Mental Quirk table - 6G - Twice
-387- -375	Spell Mishap - Roll on Major Personality Quirk table - 6I Twice
-374- -362	Spell Mishap - Roll on Major Physical Flaw table - 6E Twice
-361- -349	Add 10 years to starting age
-348- -336	Lose 10 Honor
-335- -323	Lose 10% chance to learn new spells - 1st level
-322- -310	Lose 15% chance to learn new spells - 1st level
-309- -297	Lose 2d100 fractional Charisma
-296- -284	Lose 2d100 fractional Intelligence
-283- -271	Lose 2d100 fractional Wisdom
-270- -258	Lose 2d6 fractional Charisma
-257- -245	Lose 2d6 fractional Intelligence
-244- -232	Lose 2d6 fractional Wisdom
-231- -219	Lose 5% chance to learn new spells – permanent
-218- -206	Lose d20 fractional Charisma
-205- -193	Lose d20 fractional Intelligence
-192- -180	Lose d20 Fractional Wisdom
-179- -161	Lose two starting spell
-160- -142	Add 7 years to starting age
-141- -123	Add 8 years to starting age
-122- -104	Add 9 years to starting age
-105- -85	Lose 2d4 fractional Charisma
-84- -66	Lose 2d4 fractional Intelligence
-65- -47	Lose 2d4 fractional Wisdom
-46- -28	Lose 4 Honor
-27- -9	Lose d10 fractional Charisma
-8- 10	Lose d10 fractional Intelligence
11- 29	Lose d10 fractional Wisdom
30- 48	Lose d12 fractional Charisma
49- 67	Lose d12 fractional Intelligence
68- 86	Lose d12 fractional Wisdom
87- 105	Spell Mishap - Roll on Major Mental Quirk table - 6G
106- 128	Spell Mishap - Roll on Major Personality Quirk table - 6I
129- 151	Spell Mishap - Roll on Major Physical Flaw table - 6E
152- 174	Add 3 years to starting age
175- 197	Add 4 years to starting age
198- 220	Add 5 years to starting age
221- 243	Add 6 years to starting age
244- 266	Lose 3 Honor
267- 289	Lose d4 fractional Charisma
290- 312	Lose d4 fractional Intelligence
313- 335	Lose d4 fractional Wisdom
336- 358	Lose d6 fractional Charisma
359- 385	Lose d6 fractional Intelligence
386- 412	Lose d6 fractional Wisdom
413- 439	Lose d8 fractional Charisma
440- 466	Lose d8 fractional Intelligence
467- 493	Lose d8 fractional Wisdom
494- 520	Lose one starting spell
521- 547	Spell Mishap – Roll on Minor Mental Quirk table - 6F Twice
548- 574	Spell Mishap - Roll on Minor Personality Quirk table - 6H Twice
575- 601	Spell Mishap - Roll on Minor Physical Flaw table - 6D Twice
602- 628	Add 1 year to starting age
629- 655	Lose 2 BP
656- 682	Lose 2 Honor
683- 709	Lose 4 BP
710- 736	Lose 5 BP
737- 763	Lose 5 Honor
764- 790	Lose 6 BP
791- 817	Lose 6 Honor
818- 844	Lose 7 BP
845- 871	Lose 7 Honor
872- 898	Lose 8 BP
899- 925	Lose 8 Honor
926- 952	Lose 9 BP
953- 979	Lose 9 Honor
980- 1006	Spell Mishap - Roll on Minor Mental Quirk table - 6F
1007- 1033	Spell Mishap - Roll on Minor Personality Quirk table - 6H
1034- 1060	Spell Mishap - Roll on Minor Physical Flaw table - 6D
1061- 1087	Lose 1 BP
1088- 1114	Lose 1 Honor
1115- 1141	Lose 10 BP
1142- 1176	Lose 3 BP
1177- 1193	Lose 5% chance to learn new spells - 1st level
1194- 1207	Bonus 10% chance to learn new spells - 1st level
1208- 1221	Bonus 15% chance to learn new spells - 1st level
1222- 1235	Bonus 5% chance to learn new spells - 1st level
1236- 1249	Gain 1 BP Academic
1250- 1263	Gain 1 BP Arcane
1264- 1277	Gain 1 BP Language
1278- 1291	Gain 1 Honor
1292- 1305	Gain 2d4 fractional Intelligence
1306- 1319	Gain 2d4 fractional Wisdom
1320- 1331	Gain d4 fractional Intelligence
1332- 1343	Gain d4 fractional Wisdom
1344- 1355	Gain d6 fractional Intelligence
1356- 1367	Gain d6 fractional Wisdom
1368- 1379	Gain d8 fractional Intelligence
1380- 1391	Gain d8 fractional Wisdom
1392- 1403	Bonus 20% chance to learn new spells - 1st level
1404- 1415	Gain 2 BP Academic
1416- 1427	Gain 2 BP Arcane
1428- 1439	Gain 2 BP Language
1440- 1451	Gain 2 Honor
1452- 1463	Gain 2d6 fractional Intelligence
1464- 1473	Gain 2d6 fractional Wisdom
1474- 1483	Gain 2d8 fractional Intelligence
1484- 1493	Gain 2d8 fractional Wisdom
1494- 1503	Gain 3 BP Academic
1504- 1513	Gain 3 BP Arcane
1514- 1523	Gain 3 BP Language
1524- 1533	Gain 3 Honor
1534- 1543	Gain 4 BP Academic
1544- 1553	Gain 4 BP Arcane
1554- 1563	Gain 4 BP Language
1564- 1573	Gain 4 Honor
1574- 1583	Gain one starting spell
1584- 1588	Bonus 5% chance to learn new spells - permanent
1589- 1593	Gain 3d20 fractional Intelligence
1594- 1598	Gain 3d20 fractional Wisdom
1599- 1603	Gain 5 BP Academic
1604- 1608	Gain 5 BP Arcane
1609- 1613	Gain 5 BP Language
1614- 1618	Gain 5 Honor
1619- 1623	Gain 6 BP Academic
1624- 1628	Gain 6 BP Arcane
1629- 1634	Gain 6 BP Language
1635- 1638	Gain 6 Honor
1639- 1642	Gain d12 fractional Intelligence
1643- 1646	Gain d12 fractional Wisdom
1647- 1650	Gain d20 fractional Intelligence
1651- 1654	Gain d20 fractional Wisdom
1655- 1658	Gain two starting spells
1659- 1662	Reduce starting age - post education - by 3 years
1663- 1666	Bonus 10% chance to learn new spells – Permanent
1667- 1670	Bonus 15% chance to learn new spells – Permanent
1671- 1674	Gain 7 BP Academic
1675- 1677	Gain 7 BP Arcane
1678- 1679	Gain 7 BP Language
1680- 1681	Gain 7 Honor
1682- 1683	Gain 8 BP Academic
1684- 1685	Gain 8 BP Arcane
1686- 1687	Gain 8 BP Language
1688- 1689	Gain 8 Honor
1690- 1691	Gain 9 BP Academic
1692- 1693	Gain 9 BP Arcane
1694- 1695	Gain 9 BP Language
1696- 1697	Gain 9 Honor
1698- 1699	Gain d10 fractional Intelligence
1700- 1701	Gain d10 fractional Wisdom
1702- 1702	Reduce starting age - post education - by 2 years
1703- 1703	Gain d100 fractional Intelligence.
1704- 1704	Gain d100 fractional Wisdom.
1705- 1705	Bonus 20% chance to learn new spells – Permanent
1706- 1706	Gain 10 BP Academic
1707- 1707	Gain 10 BP Arcane
1708- 1708	Gain 10 BP Language
1709- 1709	Gain 10 Honor
1710- 1710	Gain 2d100 fractional Intelligence
1711- 1711	Gain 2d100 fractional Wisdom
1712- 1712	Gain 4d20 fractional Intelligence
1713- 1713	Gain 4d20 fractional Wisdom
1714- 1714	Gain d2 starting spells
1715- 1715	Reduce starting age – post education - by 1 year
1716- 1716	Gain 11 BP Academic
1717- 1717	Gain 11 BP Arcane
1718- 1718	Gain 11 BP Language
1719- 1719	Gain 12 BP Academic
1720- 1720	Gain 12 BP Arcane
1721- 1721	Gain 12 BP Language
1722- 1722	Gain 13 BP Academic
1723- 1723	Gain 13 BP Arcane
1724- 1724	Gain 13 BP Language
1725- 1725	Gain 14 BP Academic
1726- 1726	Gain 14 BP Arcane
1727- 1727	Gain 14 BP Language
1728- 1728	Gain 15 BP Academic
1729- 1729	Gain 15 BP Arcane
1730- 1730	Gain 15 BP Language
1731- 1731	Gain 16 BP Academic
1732- 1732	Gain 16 BP Arcane
1733- 1733	Gain 16 BP Language
1734- 1734	Gain 17 BP Academic
1735- 1735	Gain 17 BP Arcane
1736- 1736	Gain 17 BP Language
1737- 1737	Gain 18 BP Academic
1738- 1738	Gain 18 BP Arcane
1739- 1739	Gain 18 BP Language
1740- 1740	Gain 19 BP Academic
1741- 1741	Gain 19 BP Arcane
1742- 1742	Gain 19 BP Language
1743- 1743	Gain 1 Comeliness
1744- 1744	Gain 1d2 Intelligence
1745- 1745	Gain 1d2 Wisdom
1746- 1746	Gain 1d2 Charisma
1747- 1747	Gain 20 BP Academic
1748- 1748	Gain 20 BP Arcane
1749- 1749	Gain 20 BP Language
1750+	Gain One Higher Level Spell - can cast when you could normally cast spells of that level

through with an impressive array of dominant scholastic achievements or did he hang on by the skin of his teeth on academic probation the entire 3+ decades? Your MU's place in the school's class rank is determined by a roll on **Table 5J: Graduation Rank** as modified by Intelligence (learning ability/potential) and Wisdom (drive and determination). Next, roll on the all-important **Table 5K: Quality of Education Final Results**. This roll is modified by almost every roll made before it. A quick look at **Table 5K** should let you recognize the importance of this roll, so be sure to save a BP for a re-roll, just in case! Note also, that just because your MU was successful at the right school, does not mean he will command respect in the wurld. Take for example the Northwestern Law graduate that passes up wealthy career opportunities writing RPGs or the Yale grad that whiles away his future sifting through poorly-written article submissions.

Other Events

Contrary to popular opinion, apprentices sometimes have the occasion to do activities outside of studying and mundane tasks for the master. **Table 5L: Notable Collegiate Event(s) During Apprenticeship** informs you of exactly what your wayward would-be magic-user was up to in his youth. Did he join a fraternal organization and gain a lasting friendship? Did he succumb to the evils of alcoholism? Did some saucy wench break his heart (when she realized he was going to be here for another decade or so)? **Table 5L** and its sub-tables will really help define this hazy aspect of your PC's heretofore unknown background. Roll 1d3 times to see how those college days played out (re-roll duplicate results).

Athlete: You are a walk-on to the magic-users varsity lacrosse team. Gain 25 fractional points of Constitution but lose 2 Honor as you are mercilessly humiliated by the Cavalier School's 5th string team.

Awesome Internship: You interned one summer with a prestigious firm such as Haarpang, Lyggl, Munz & Zarba. Gain 1d4 Honor.

Band Geek: Early on, someone convinced you to explore your musical "gifts" by "showing pride in your school." You gain the socially awkward quirk and either the brass, percussion or wind instrument skill at 45% + 1d20%. (At least you get to choose with which type of instrument you were burdened.)

Table 5L: Notable Collegiate Events During Apprenticeship

1d100 Roll	Result
1-3	Athlete
4-8	Awesome Internship
9-15	Band Geek
16-20	Bohemian
21-24	Cheating Scandal
25-28	Crush
29-32	Dart Skill
33-45	Freshman 15
46-57	Gambler
58-67	Fraternal Society
68-71	Mugged
72-79	Part Time Job
80-82	Prankster
83-84	Roommate dies during finals
85-91	Roommate is Foreign Exchange student
92-100	School was land-grant university

Bohemian: You fell in with a certain type of fashionable intellectual. You gain the self-absorbed quirk and must wear a goatee. Also, roll twice on the following table to see what else you gained:

1d100	Ability Aquired
1-20	Artistic Ability
21-40	Juggling
41-60	Poetry, Writing and Comprehension/Interpretation
61-80	Art Appreciation: Painting
81-100	Art Appreciation: Sculpture

Cheating Scandal: You are caught up in a large cheating scandal. Make an Intelligence check. If failed, you are implicated and lose 2d4 points of Honor. If successful, make another check. If you fail this one, you weren't caught but gain the quirk Nagging Conscience. If you make this second one, you totally got away with it.

Crush: You develop a crush on a gorgeous half-elven student. She gets you to join her freako druidical band of tree hugging vegetarians who make a nuisance of themselves all over campus lecturing people about how they should not cut down trees for paper (they insist, rather loudly, that people should use cuneiform instead). One day she drops out of the group and is later seen holding hands with the captain of the jousting squad. Lose 5 Honor.

Dart Skill: You spent every free moment in the taverns playing darts. You must take dart as a weapon proficiency but you get +2 to-hit.

Freshman 15: The combination of a sedentary lifestyle and the fatty, fried food your school serves causes you to gain 2d12 pounds. This is permanent and irrespective of race.

Gambler: You spent an inordinate amount of your free time playing cards, betting on jousting, etc. You gain the skill Gaming and an additional 1d4 rolls of the mastery die. Once finalized, roll a skill check. If you make it, add 20% to your roll on **Table 4M: Character Starting Money in the PHB**. If you fail, subtract 40% from said roll and roll another skill check. If you succeed, nothing else happens. If you fail, add the quirk Gambling Addiction and attempt another skill check. If you finally make it, nothing else happens but if you fail roll a 1d4.

Roll	Gained
1	gain Maimed flaw (ignore rolls of 3)
2	gain Scar, Facial flaw
3	gain Loss of Ear flaw
4	gain Missing Finger flaw

Continue to roll until you finally make a skill check. Subsequent failures require additional rolls on the table above.

Fraternal Society: During your time as a student, you joined a fraternal society. Congratulations! Remove the socially awkward quirk (if you had it) and roll 1d3 times on the following table to see which quirks or skills you picked up:

Roll	Gained
1-30	Alcoholic
31-35	Wild Gestures
36-50	Obnoxious
51-55	Liar, Skilled
56-60	Leadership, Basic
61-65	Current Affairs
66-70	Customs & Etiquette
71-75	Shaving/Grooming
76-80	Graceful Entrance/Exit
81-85	Idle Gossip
86-90	Berate
91-95	Taunting, Minor
96-100	Social Etiquette

Mugged: You wandered off campus into the slums which seem to encircle every campus in Garweeze Wurld and were mugged. Subtract 10% from your roll on **Table 4M: Character Starting Money**.

Part Time Job: You were forced to take on a part time job in order to make ends meet. Add 1-2 years to age to reflect additional time spent in school. Roll on following table to determine employment (you gain these skill(s) for free).

Roll	Job
1	Carpenter (Carpentry, Carpentry Tools)
2	Cobbler (Cobbling)
3	Cook (Culinary Arts, Cooking)
4	Farmer (Agriculture, Farming)
5	Laborer (Laborer, General)
6	Miner (Mining)
7	Butcher (Slaughter: Livestock)
8	Weaver (Weaving)

Prankster: You are targeted by an enigmatic prankster that has singled you out for harassment. Save vs. apology or lose d3 Honor.

Roommate dies during finals: Your roommate mysteriously died during finals month. True to legend, you were awarded straight "A's" for the semester. (Add +25 modifier to Quality of Education roll.)

Roommate is Foreign Exchange student: Your roommate was from a far-off land (determined by GM). You gain the skill Customs & Etiquette for his particular culture as well as a smattering of expletives in his native tongue (The appropriate language skill and one roll of the mastery die).

School was land-grant university: You were obligated to train in the local militia. Lose 1 starting spell due to distraction, gain +1d20 fractional points of Constitution and +1d10 fractional points of Strength and add one year to your age, since it takes longer to finish. Also, roll on the following table to see which skill or proficiency you gained:

Roll	Gained
1-30	Leadership, Basic
31-35	Military, Battle Sense
36-50	1 extra weapon proficiency
51-70	Brass Instruments skill
71-90	Entrenchment Construction
91-100	Establish Ambush Zone

Table 5M: Starting Honor Modifier

Roll 3d12 Modified Roll*	Honor Modifier*
0 or less	-30
1-2	-20
3-4	-15
5	-10
6	-8
7	-6
8	-5
9	-4
10	-3
11	-2
12	-1
13-24	no change
25-29	+1
30	+2
31	+3
32	+4
33	+5
34	+6
35	+7
36	+8
37-39	+10
40+	+15

*Negative Honor Modifiers for modified rolls of 3 to 12 or greater cannot lower starting Honor below 1.

Table 5N: Starting Money Roll Modifiers

Roll 3d12 Modified Roll	Starting Money Roll Modifier
0 or less	-60
1-2	-50
3-4	-40
5	-30
6	-25
7	-20
8	-15
9	-10
10	-5
11	-2
12	-1
13-24	no change
25	+1
26	+2
27	+5
28	+10
29	+15
30	+20
31	+25
32	+30
33	+35
34	+40
35	+50
36	+60
37-39	+70
40+	+80

What Else is Left?

After all that, a couple of factors yet remain. Just how does the outside world view your new MU? Did he go to a top University like U of I at Urbana or did he wallow away for seven years at Ball State? Surely, this affects his Honor. Roll on **Table 5M: Starting Honor Modifier** to see just how much. Finally, you must determine if there is a modifier to your character's starting cash. Did your PC work extra hard waiting tables and actually graduate with some dough? Or (more likely) did he have to spend every penny he made on bribes to the re-admissions office and liquor to help forget embarrassing test result after embarrassing test result? Check **Table 5N: Starting Money Roll Modifiers** and fill in this last detail. Then go on to step 10 of character creation procedure in the PHB.

Magic-User STPs

Because of their unique lifestyle and training methods, magic-users have options and knowledge opportunities that the other classes do not. This is represented by the following skills and talents that can only be learned by magic-users or multi-class characters with a magic-user class. They function in every way like their counterparts in the Player's Handbook unless specifically stated otherwise. Though intended only for MUs, the GM may allow a character of another class to learn one or more of these STPs.

Skills

Arcane Speak:

[Intelligence/Language/2 BP]

The practitioner of this skill can come up with convoluted yet impressive sounding explanations for nearly any situation or piece of equipment. He can dazzle listeners with his apparent knowledge of technology and arcane mysteries even though most of it is complete nonsense. This can often give the arcane speaker just the opportunity he needs to make a clean get away or shift someone's attention to someone or something else.

The arcane speaker can automatically alter the reactions of his audience members with a successful skill check. On a failed check, they remain unimpressed and his convoluted speech has no effect. On a critical failure, the arcane speaker has angered his audience (perhaps they know the truth, perhaps they simply resent his arrogance) and they turn one step towards hostile.

Prerequisite: None

Mastery Die: 1d8 Course Cost: 800 gp Course Difficulty: +10%

Calligraphy:

[Dexterity/Sophisticated/1 BP]

Calligraphy is the art of fine and fancy scribing. It is mostly used by effete snobs and pretentious nobles to feel superior to those around them. A successful calligraphy check means that a full page has been written with every appearance of a given letter or symbol exactly the same. The effect of the art is largely meant to be experienced all at once, rather like a painting, and even fine calligraphy is often difficult to read because the individual letters are so extravagantly embellished.

Prerequisite: None

Mastery Die: 1d10 Course Cost: 100 gp Course Difficulty: +5%

Know Ability:

[Wisdom/Academia/5 BP]

(restricted to Diviner's Syndicate)

Viners are schooled in the art of careful observation. Thus, even without the aid of magic, they can observe an individual and attempt to glean a valuable piece of information about him. This ability requires a skill check and approximately one hour of observation for each ability studied. For example, if a Viner watched a man cutting wood for an hour, he could make a "know ability" skill check. If successful he could learn that the man has 16 Strength. You can apply this skill to nearly any Ability Score, statistic or skill level associated with a character.

Prerequisite: You must be a Viner

Mastery Die: 1d8 Course Cost: 100 gp Course Difficulty: +5%

Penmanship:

[((Intelligence + Dexterity)/2)/Sophisticated/1 BP]

Careful writing makes the written word easier to comprehend. A neat hand leads to faster reading and avoids the pitfalls of trying to figure out just what the writer intended (even if you ARE the writer!). Many aristocrats and diplomats study penmanship as part of their peculiar game of courtly affairs, at least if they actually want people to be able to read the exact words they write. This can be important for codes and so on.

Table 5O: Commencement Speaker

Roll 1d100	Speaker
1-10	Local Mayor
11-15	Local Baron
16-18	Local Duke
19-20	Local Prince
21	Local King
22-23	Rasper Madot
24	Finchuck El Dabi
25-32	Fellamoril Tophat
33	Gabal
34-35	Morton
36-37	Ralph
38	Segwick
39	Proadus
40	Drayton
41-55	Haarpang
56-70	Lyggl
71-85	Munz
86-100	Zarba

Table 5P: Quality of Address

Roll 1d100	Address was...
1-4	pompous
5-7	hoarse & hung over
8-10	blatantly plagiarized
11-13	asinine
14-16	overtly political
17-20	barren of substance
21-26	feeble attempt
27-32	below par
33-40	tedious
41-46	obviously unprepared & poor extemporaneous speaker
47-71	average
72-81	motivational
82-91	inspirational
92-96	tear jerker
97-100	mesmerizing

For spell casters, neat handwriting can lead to quicker memorization of spells, though it does add time to scribing them. A successful penmanship check when scribing a spell in a spell book means that the writer can memorize that spell 20% faster than normal. Another magic-user learning that spell from the book can shave 10% of the normally required time off of his efforts. A scroll written with a successful penmanship check can be read one segment faster than the casting time of the spell. For spells with a casting time of one segment, this becomes a 1/2 casting time.

Prerequisite: None

Mastery Die: 1d12 Course Cost: 125 gp Course Difficulty: 0

Sleight of Hand:

[Dexterity/Sophisticated/4 BP]

The practitioner of sleight of hand can perform minor feats of apparent illusion by deftly hiding small items in his hands or sleeves and distracting observers. On a successful skill check, the character can hide or acquire a small object (smaller than his hand, unless he uses both hands in the operation, in which case the object must merely be able to fit temporarily in his two hands). No observers will see quite how he did it. If he fails a check by 10 or less, any observer actively looking to see how "the trick is done" can make a Wisdom check to figure it out. On a failed roll by more than 10, the practitioner of sleight of hand has simply failed to do what he wanted. On a critical failure (96-100), something has gone seriously, noticeably wrong (he drops all the coins, the dove flies away, etc.).

A magic-user can use this skill to acquire material components to a spell without being noticed. He can also attempt a skill check to acquire material components in 1d4-2 segments (minimum 1 segment), instead of the standard 1d4. Failure means it takes 2d4 segments to prepare the material components. Critical failure indicates that he has fumbled all his material components (his Ring of Spell Turning caught on his robe) and must spend the entire round retrieving them.

Prerequisite: None

Mastery Die: 1d6 Course Cost: 450 gp Course Difficulty: +15%

Speed Reading:

[((Intelligence +Wisdom)/2)/Sophisticated/2 BP]

This skill allows the user to read a language that he already knows how to read more quickly. With a successful skill check, the speed-reader can read through text in 50% of the time it would otherwise take. He need not make a separate Reading/Writing check if he succeeds. If he fails, he can attempt to read the text normally at the normal rate. He neither gains nor loses any significant information from the failed speed reading check.

Magic-users with this skill can memorize spells in half the normal time, as well. Note that no other time-reducing effect can apply, though, as arcane formula require a minimal amount of concentration to be properly locked in a caster's mind.

Prerequisite: Language, Modern and Reading/Writing

Mastery Die: 1d10 Course Cost: 300 gp Course Difficulty: +10%

Spell Tattooing:

[Dexterity/Sophisticated/4 BP]

This spell allows the tattoo artist to inscribe spell formulas on the flesh of either himself or others. Once a spell is successfully inscribed, a magic-user can use the tattoo just as if it were a page in a spellbook. The tattoo artist need not be a spell caster in order to accomplish the task. However, he must have the spell formula available to him in another written form.

The first step is for the artist to try to learn how to inscribe the runes. This is accomplished by making a learning ability check based on Intelligence as described in the PHB. If the check is successful, the artist may attempt to proceed with the tattoo. If the check is not successful he will recognize that the particular spell is beyond his ability and need not waist his time going any further. If the artist's Intelligence ever increases, he may make a new attempt to learn the runes for any spells he failed to understand in the past. The next step is to gather a needle and inks that are twice as expensive as those used to scribe the same spell on a traditional medium such as paper. Once the artist has the necessary materials he may then make a skill check to apply the tattoo. If the check fails by more than 20%, he (and likely others) will recognize his failure. Otherwise, the failure will not become apparent until a spell caster attempts to use the spell tattoo. Unless the recipient of the tattoo is a painted mage, the spell tattoo does not convey any benefit to the recipient other than possibly increasing the probability of picking up chicks and making your mom mad at you.

Prerequisite: Art Appreciation: Subset: Painting, Artistic Ability

Mastery Die: 1d6 Course Cost: 500 gp Course Difficulty: +15%

Spirit Lore:

[(Intelligence+Wisdom)/2/Academia/2 BP]

A person versed in the lore of the spirits understands the basic principles behind souls, spirits, the afterlife and gawdly vengeance against unworthy mortal upstarts. He can recognize and understand writing related to spirits, though he does not gain any automatic understanding of it, and he knows how certain spells interact with the realm of the spirits. A successful check gives a spell caster with spirit lore a +10% chance of success when summoning, speaking to or dealing with spirits. (Aside from Speak to the Dead, Raise Dead, Summon Spirit and similar spells, the GM decides to which effects this applies.)

Prerequisite: Spellcraft and either arcane lore OR divine lore

Mastery Die: 1d8 Course Cost: 300 gp Course Difficulty: +10%

TALENTS

Arcane Swindler: (6)

[Humans, Half-Elves, Gnomes]

An arcane swindler can, to some degree, fool the force of magic itself, allowing him to use lesser material components without special penalties. A swindler's spells function normally even if the gem is not quite valuable enough or he uses a chicken's feather rather than an eagle's, etc. He still cannot ignore material components; he simply gains some flexibility. The swindler can subtract 5% from his spell mishap chance when substituting components. This can reduce his mishap chance to 0%.

A lawful character cannot take this talent.

Blind Casting: (10)

[Any]

A character with this talent is adept at casting spells in conditions of poor or no light. For spells that require an attack roll, such as Munz's Bolt of Acid, the spell caster suffers only a -2 penalty on to-hit rolls in complete darkness, and a -1 in starlight or moonlight. For spells that do not require a to-hit roll but must be targeted, the spell caster suffers a 25% miss chance. If he fails by 10 or more, the spell completely misses, and the point of origin deviates 4d6 feet from the intended spot, in a random direction. If the spell caster fails by 9 or less, the spell deviates only 2d4 feet from the intended point of origin.

This talent also reduces the penalty when casting spells against invisible creatures. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location. Spells that require an attack roll suffer only a -2 to their to-hit roll, and targeted spells receive only a 12% miss chance. Failure by 7 or more results in a deviation of 3d6 feet, and failure by 6 or less results in a deviation of only 1d6+1 feet.

Bloodline: (5)

[Humans, Half-Elves, Elves]

The character has a natural affinity for certain incantations. He can automatically learn two spells (no roll to learn) over the course of his magic-using career. He can declare that he is using this talent whenever the opportunity presents itself. The magic-user halves the time and cost to learn these spells.

Eagle Eye: (4)

[Humans, Half-Elves, Elves, Gnomes]

The eagle eye talent reflects enhanced perception of the magic-user. Even the tiniest flaw can clue him in on the nature of a visual illusion. He is especially difficult to fool with illusions, gaining +4 to any saving throw against illusions, particularly attempts to disbelieve.

Fast Cast: (10)

[Humans, Half-Elves]

A fast caster can streamline the process of getting a spell into action. He must speak quickly and move quickly (requiring a minimum Dexterity of 13), as he still needs to use all the components. A fast caster reduces the casting time of any spell cast this way by two segments. This cannot reduce the casting time to less than one segment.

High Spell-Jacker: (5)

[Humans, Half-Elves]

This talent allows a character to spell-jack as if he were two levels higher than his actual experience level. He is still subject to all the standard risks.

Item Savant: (5)

[Humans, Gnomes]

An item savant has a natural affinity for constructing enchanted devices of all kinds. He still needs a basic grounding in arcane principles, but he can begin constructing magic items at lower experience levels than his comrades. Savants can pen spell scrolls and brew magical potions starting at 5th level. They can create other magic items starting at 9th level (using a special dispensation that allows them to learn the Enchant an Item spell as a 5th level enchantment). They cannot learn Permanency themselves until reaching 16th level, as normal. Nonetheless, a savant can create a continuously operating item with a Permanency spell supplied by a scroll or another spell caster.

Magically Efficient: (4)

[Humans]

A character with this talent can unlearn what he has learned; he may remove any spell from his known list in favor of another. He is still subject to the maximum number of spells per level, but he can change his mental patterns to alter the list of specific spells that make up that number. Note that once a spell is removed in this manner, the magic-user can never learn it again.

Martial Tradition: (4)

[Humans, Dwarves, Gnome Titans]

This character comes from a background that includes military/combat training for almost all of its citizens, allowing him to purchase proficiency in a single weapon otherwise forbidden to magic-users (such as the bastard sword or halberd).

Mnemonically Gifted: (15)

[Humans, Half-Elves]

Mnemonically gifted magic-users can memorize more spells than they are normally allowed per day. This does not allow them to cast more spells than normal, simply to prepare more so that they can choose. Thus, a 1st level magic-user could memorize Conjure Mount, Magic Missile, Protection from Evil and Shift Blame. He can only cast three of those spells, but he can choose from among those four. He must spend normal time memorizing his spells (so it takes longer), but he can gain one additional spell slot per spell level for the purposes of preparing spells.

Precise Targeting: (5)

[Humans, Half-Elves, Elves, Gnomes, Dwarves]

Characters with the precise targeting talent have a natural grasp of geometry and can aim their ranged spells very carefully. With spells that simply begin at the target area, such as Lightning Bolt, they can make an Intelligence check to know beforehand whom the spell will effect (in game terms, this means the player can measure BEFORE committing to the spell). With spells that require an attack roll, such as Munz's Bolt of Acid, they gain a +2 to-hit bonus.

Quick Learner: (5)

[Humans, Half-Elves, Gnomes]

The character is particularly adept at learning new spells and skills, having acquired generic techniques for absorbing new knowledge. He gains a +7% on his chance to learn any spell or skill.

Quick Thinking: (4)

[Humans]

Quick thinkers can arrive at conclusions and understanding more effectively on their feet than most. This gives them an effective +1 bonus on all Intelligence and Wisdom checks, though it does not affect their actual Ability Scores.

School Resistant: (8)

[Humans]

The magic-user is adept at avoiding the effects of a single school of magic (eg. Necromancy or Evocation). He gains a +3 to all saving throws against effects of that school. The talent can be taken multiple times but must be applied to a different school each time it is taken.

Spell Razor: (15)

[Humans, Half-Elves]

A character with the spell razor talent makes the most of every damaging spell. Ambitious parents often push spell razors into the life of the battle mage because of this. For every die of damage a spell does, the spell razor adds one. (This does not apply to penetration or grievous wounding spell damage, of course.) Thus, a 1st level spell razor's Magic Missile inflicts 1d4 +2 points of damage, a 10th level spell razor's Lightning Bolt inflicts 10d6+10 points of damage (and every grievous wounding die is still 1d6-1), etc. The spell razor does not eliminate other adjustments, such as those for Honor; he simply adds a +1 to each original damage die.

Superior Meditation: (3)

[Humans]

This character is so adept at controlling his own mental and physical state that he can effectively use a Feign Death (as the 3rd level spell) on himself once per week.

Counter Speller: (15)

[Humans, Elves, Half-Elves, Gnomes]

This talent allows a magic-user to use Dispel Magic BEFORE the opposing spell is cast. He must declare that he is attempting to counter a spell before rolling initiative for that round. Determine success as if the opponent had already cast the spell. The counter speller must have Dispel Magic memorized. If the Dispel attempt succeeds, the opponent is treated in all ways as if he had cast the spell (which he has), but it has none of its desired effects. Note that it could still adversely affect the opponent or even result in a spell mishap. (The counter speller has no protection against the effects of mishaps.)

Voiceless Casting: (20)

[Humans, Elves, Half-Elves]

This talent allows a magic-user to cast spells that have verbal components without actually speaking. It takes an additional three segments to cast a spell in this way, but the caster is unaffected by silencing magics. The caster must still move for somatic components and provide the necessary material components. The caster can use this talent on a number of spells equal to his level each day, but he need not choose the spells beforehand.

Still Casting: (15)

[Humans, Elves, Half-Elves]

This talent allows a magic-user to cast spells that have somatic components without actually moving. It takes an additional four segments to cast a spell in this way, but opponents only see a character mumbling. The caster must still hold material components, but he can stand perfectly still as he speaks the words of the spell. The caster can use this talent on a number of spells equal to his level per day, but he need not choose the spells beforehand.

Magic User Personalities

So you've chosen a specialty (or remained a generalist), completed creating your our magic user's background and schooling details, chosen or passed on a package and obtained your 1st level spells (and perhaps cantrips), purchased your equipment, skills, proficiencies, etc. All set to start hacking? Not quite. There's more to playing a magic user than casting spells, making skill checks, and raking in the EPs. There's that little thing called role-playing. If you are to get the most out of your HackMaster experience, you'll need to prepare yourself mentally for how you will role-play your new MU. Below, we experts grace you with some suggestions for role-playing techniques that will help your character come to life. This list is by no means exhaustive; you are a HackMaster player, a breed apart from the others. Thus, you're creative enough to come up with an infinite number of interesting backgrounds. Herein, we simply provide some kindling for you to start and then fan the flames of creativity.

No two magic users are alike (other than clones and identical twins). They may have the same specialties, the same spells, even the same backgrounds and packages, yet each has his own set of quirks, flaws, goals, and interests that make him a unique personality (even the twins!).

This section provides descriptions of different magic user personalities drawn from our fertile Hack-writer imaginations. You should look at them all carefully and see if any of the descriptions fit your concept of your character. Think about what your PC would be like if he actually existed - would he be bold or cautious? Greedy or generous? Considerate or selfish? Thoughtful? Impulsive? Flamboyant? You make the call. If any of the personality types listed seem right for your character, use the description as a basis for role-playing and making role-playing decisions about your PC's actions and goals. If none of these descriptions seem exactly right for your character, perhaps one or more of them will inspire you to create a new personality type. In any case, before you sit down



to the table to roll the dice, you should have an idea of how you want to role-play your character. Don't be afraid to make a choice: your character will mature and his perceptions and personality will evolve so you will have some opportunity to alter and modify your personality as play progresses. Just don't make wholesale reversals or your GM may rule you've gained a quirk: multiple personalities.

Each personality description below includes the following information:

CHARACTER DESCRIPTION: This section describes the character's general attitudes, motivations and outlook, and how he is most likely to function in a typical campaign. In some cases, we suggest what types of players might find that particular personality type the most enjoyable to play.

BEST SUITED FOR: Some personality types are more appropriate for certain alignments than others are, and some are more appropriate for certain packages than others. This information is provided here.

These are only recommendations, not hard and fast rules, and using alignments and packages other than the ones suggested might require some imaginative rationale on the part of the GM and the player. For instance, a Showman/ Savage magic user could exist, but he will probably be rare in a typical campaign world. Novice players are advised to remain within the alignment and package recommendations in this section. Experienced players can handle such a major role-playing challenge. See your GM and ask permission before attempting to undertake such a challenge prematurely.

IN COMBAT SITUATIONS: Each personality type approaches combat situations in a slightly different fashion. Some might charge straight ahead lopping of limbs and heads indiscriminately, while others might hold back to size up the enemy before committing to a course of action. Some might cast their strongest spells first; others might hold them in reserve. This section details each personality type's combat style.

IN ROLE-PLAYING SITUATIONS: This section explains how the character is likely to react when encountering NPCs. These suggestions should be used as guidelines when role-playing conversations, interrogations, exercising bragging rights, idle banter and dressing down mouthy NPCs. This section will also give an idea how the character might interact with the other player characters.

The Altruist

CHARACTER DESCRIPTION: A selfless humanitarian, the Altruist is driven by a passion for righteousness. The Altruist regards his magical skills as a special gift to be used to promote the common good, and he devotes his life to the welfare of others. He is admired by the oppressed, scorned by oppressors, and respected by all.

Because his goals are simple and his values are unambiguous, this personality type is a particularly easy one to play. It is a good choice for characters of beginning players. Experienced players, however, may find him a bit boring, and an entire party of Altruists can lead to a rather humdrum campaign. But sprinkle in a few drow and grels and watch the fireworks!

BEST SUITED FOR: Any package is appropriate for the Altruist. Obviously, this type of character should be of good alignment, neutral good being the most frequently encountered.

IN COMBAT SITUATIONS: The Altruist is a courageous, aggressive combatant. He is as selfless on the battlefield as he is in all other walks of life; if an Altruist has a single Protection From Evil spell, he will cast it on the most vulnerable member of his party, using it on himself only if he's absolutely certain that all of his companions are safe. He attacks honorably and with mercy, accepting the surrender of his opponents whenever possible. He assumes leadership roles if necessary, though he seldom seeks them.

IN ROLE-PLAYING SITUATIONS: The Altruist is polite, even-tempered and thoughtful. He has little patience for liars and cheats, and those who exploit the helpless are especially vile to him. Most NPCs, except those of evil alignment, admire and respect the Altruist's strong moral code, but some NPCs may see him as self-righteous and pompous.

The Brooder

CHARACTER DESCRIPTION: The Brooder is tormented with self-doubt. You know the type: worried about his relationship with the rest of the universe, where he fits in with the rest of mankind, and the meaning of his own existence. He may dwell for days on the ramifications of some seemingly insignificant action. If he makes a wrong decision or a decision he perceives as being wrong, self-loathing consumes him, it spirals into a deep depression that can persist for weeks. Holding himself to impossibly high standards, the Brooder is continually disappointed with his performance as a magic user, a citizen, and as a human being. Entire RPGs have been written on this subject, so we know there are players that want this type of character. Why, is beyond this author, but we're here to write games for gamers and some gamers want angst, so, if you're one of those player types, this one's for you!

Obsessed with perfection, the Brooder tends to be an extremely skilled spell caster and combatant. His mind is sharp and his actions are precise and correct. Although he usually succeeds at whatever he attempts, his accomplishments seem to bring him little fulfillment or joy.

Not surprisingly, the Brooder's outlook on life is dismal. He believes the struggle between good and evil can never be won; it will continue to claim victims on both sides for all eternity. Friendship is valued but transient; a friend today can be a slain enemy tomorrow. Acts of courage and selflessness are admirable but ultimately futile. Existence is a tragic joke; men are mere puppets in the hands of incomprehensibly powerful and cruel gods.

Because the Brooder seldom voices his opinions, this personality is a good choice for players who tend to be quiet. Conversely, the Brooder is a nice change of pace for players who normally take charge.

BEST SUITED FOR: Because the Brooder tends to reject moral absolutes, he gravitates toward neutral alignments, particularly lawful neutral and neutral. The Brooder can use any package, but the Scholar, the Mystic and the Hermit are especially good choices.

IN COMBAT SITUATIONS: The Brooder is excellent in battle. Cowardice is unknown to him; since he doesn't believe his own life is particularly precious, he fights as if he has nothing to lose. He is calm and clear thinking in times of crisis, using his spells to their maximum effectiveness. If necessary, he will unhesitatingly risk his life for a friend, though it clearly be a waste of effort since his friend will likely die tomorrow from a ravaging and painful disease of some sort.

If the Brooder is preoccupied with a past mistake or a depressing philosophical revelation, he may be slow to join a battle. Likewise, if the Brooder is in a state of mind where the differences between good and evil seem especially ambiguous, he may decline to participate in a fight. Usually the Brooder can be roused to battle by a firm request from the party leader, the gentle urgings from a trusted companion, a pimp slap or an attitude adjustment. Even in the depths of despair, the Brooder will not stand idle and allow harm to come to his companions.

IN ROLE-PLAYING SITUATIONS: In most encounters with NPCs, the Brooder will remain quiet and distracted, leaving most of the talking to his companions. He is loath to offer his opinion, and seldom cares to hear the opinions of others. Most of the time, he is simply apathetic. Most NPCs perceive the Brooder as cheerless, emotionless and preoccupied, and keep their distance. Sensitive NPCs might feel sorry for him. Others think he's simply lame and no fun.

The Brooder's attitude can be extremely frustrating to his fellow player characters. Since he keeps to himself most of the time, usually his companions will only be able to guess what he's thinking or feeling. Thieves often mistake him for an easy mark and get fried, though bards can dupe him very successfully by dressing in black and going along with the "angst" thing.

Some PCs may attempt to befriend him. Kindness and patience will eventually break through a Brooder's shell. Although he may not show it, the Brooder feels friendship deeply, and may even share his deepest thoughts with a companion who has been kind and caring.

The Commander

CHARACTER DESCRIPTION: A natural leader, the Commander exudes authority. This may be due to his social class, upbringing, training, innate tendencies, birth order (these types tend to be first-born), or any combination of these factors, but whatever the reasons, taking charge comes automatically to the Commander. He is decisive, imposing, and inspiring.

The success of his organization is of paramount importance to the Commander, and he feels personally responsible for the results of his team. The Commander is not always the leader of his party; he understands that a captain cannot function without able followers, but he always tends to act like one, issuing orders, taking charge, and showing initiative whenever others are slow to act.

Players selecting this type of character should be prepared to make most of the decisions for the group. If a player is uncomfortable with this role, he would do better to choose a different personality type.

BEST SUITED FOR: Lawful and neutral are the most appropriate alignments for Commanders. Characters of chaotic alignment might demonstrate good leadership, but are too self-centered to fit the nature of this personality and usually lack the necessary discipline needed for leadership. PCs with this personality should have taken some of the appropriate leadership skills and/or have a higher than typical Charisma.

A Commander can take the Virago, Remote Primitive, Militaristic Magic User, Nobleman, Rustic magic user, Savage magic user or Hermit package. Scholars tend to be too analytical and Mystics are too self absorbed. Most Witches will have difficulty gaining the complete trust of their parties, though Witch Commanders are still feasible.

IN COMBAT SITUATIONS: A Commander is or should strive to become a master tactician and superb strategist. In combat, his mind should be constantly at work, looking for weaknesses in an enemy's defense, weighing attack options, considering the best positions for friendly forces, and deciding when to withdraw and when to press ahead. Even if someone else is actually in charge, the Commander inevitably will be issuing orders and attempting to boost his party's morale (within the context of the overall orders from his superior, of course).

In Role-Playing Situations: Unless he is outranked or asked to refrain, the Commander will presume to speak for the group in NPC encounters. He will negotiate a group rate for the party at an inn, and speak to the local authorities about recruiting extra men for an anticipated battle. Depending on his manner, NPCs may see the Commander as either arrogant or accommodating, but they will always be impressed with his self-confidence.

The Counselor

Character Description: The Counselor is a learned man of calm self-assurance who typically serves as an advisor to rulers, administrators, military men and adventurers.

A Counselor is typically older than other adventurers and is usually more experienced, but could also be a younger character with a special talent for understanding human nature or a natural empathy.

A man of integrity and great dignity, he is respected not only for his knowledge, but also his insight into human behavior. He believes in moderation and justice, and has a helping hand and kind word for all.

The Counselor is a good choice for players who like to play thoughtful, even-tempered characters who are more apt to be advisors than leaders. Since novice and low-level character lack the experience for this personality type, mid-level and high-level characters (especially those with high Wisdom scores) are the best choices to be Counselors.

Best Suited For: Because a Counselor's relationship with others is based on trust, characters of good alignments are best suited for this personality type, especially lawful good characters. Chaotic good characters can function as Counselors as well, although this type of Counselor will be guided more by his own personal philosophies than by any accepted standards of law and moral values. Neutral characters tend to be too selfish; it is unlikely that other characters would turn to them for advice. Evil Counselors are not likely to be accepted in a party whose members are mostly good and/or lawful.

Any package can be adapted to this personality type. The Scholar is a logical choice, but the Mystic and Hermit also make good Counselors (the Hermit has much eastern wisdom to offer, while the Mystic is eager to share his insights into the human condition).

In Combat Situations: The Counselor is a veteran of many battles, but because he is likely to be of advanced years, he is not the best physical combatant. He most likely will remain in a protected position, probably near the back of the party or in a good vantage point from which to cast spells.

The Counselor is also an excellent negotiator. Whenever possible, he will try to seek common ground with an aggressor in an attempt to avoid combat. The Counselor seldom takes the role of a military leader, but usually functions as the leader's chief advisor and consultant.

In Role-Playing Situations: All but the most mean-spirited and evil-hearted NPCs will respect the Counselor for his wisdom and compassion. The Counselor will never turn his back on a person in trouble, and is forever making the problems of others his own. At the same time, the Counselor is a shrewd judge of character and is usually the first to spot a charlatan or a duplicitous NPC.

In a campaign, the Counselor is everybody's best friend. He always has time to hear his companions' problems, no matter how trivial, and serves as a source of both comfort and sage advice.

The Intimidator

Character Description: Many believe that the magic user is the most powerful of all mortals-the Intimidator is convinced of it. Radiating power and confidence, the Intimidator faces all challenges, and challengers, directly. There's no opponent too dangerous and no problem too difficult for him. His access to magic makes him superior to all others-at least he believes this to be the case. His reaction to ordinary people-that is, people who cannot cast arcane spells-ranges from pity to annoyance, but as long as they acknowledge his supremacy, he can stomach them.

Usually, most low-level magic users wouldn't last two melees with this kind of 'tude and such hubris takes years to cultivate, so most Intimidators are mid-level or high-level magic users. But an especially powerful or an especially arrogant lower-level magic user might easily be an Intimidator.

An inflated ego alone is not enough-this personality type is primarily intended for magic users who are in fact more powerful than their contemporaries are. To qualify as an Intimidator, a magic user should have higher than normal scores in at least two abilities other than Intelligence (for instance, a magic user with Strength and Charisma scores of 12 or more would be a good candidate for an Intimidator) and a Fame Factor of at least 40. However, even if a character lacks exceptional abilities, he might still be an Intimidator if he has a reputation as a no-nonsense aggressor and has the personality to match.

Best Suited For: The Intimidator is suited to any alignment, though characters of neutral and chaotic alignments might make better egomaniacs; neutral evil, chaotic evil, chaotic good, and chaotic neutral are all appropriate choices.

Any packages that suggest aggressive, grim characters are good for the Intimidator, with the Savage magic user and the Militaristic Magic User being obvious choices. More passive types, such as the Mystic and Scholar, are less appropriate for the Intimidator.

In Combat Situations: The Intimidator loves nothing more than a good fight. He is a clever, dangerous opponent bent on slaughtering each and every one of his enemies.

Although he does not assail carelessly, the Intimidator prefers to face off with the most formidable foe on the field of battle. Where some magic users might use a Skipping Betty Fireball to scatter a group of opponents, the Intimidator would scare them by firing it directly at their leader, incinerating him.

In Role-Playing Situations: The Intimidator is accustomed to getting his way. If reason fails, he will threaten, frighten or otherwise intimidate characters to get their cooperation, unless a player character companion intervenes.

The Intimidator is a man of few words. He knows that a snarl or an icy stare can be a much more effective way to coerce uncooperative NPCs than long speeches or kind words. Needless to say, the Intimidator is not especially adept at delicate negotiations.

In a campaign, all player characters will respect the Intimidator, but he's likely to associate only with player characters he sees as peers, such as high-level warriors and other magic-users. The Intimidator will tend to be patronizing and condescending to the rest of the party, treating them as well meaning children, incompetent morons or distracting irritations meant to be tossed aside or ditched as soon as convenient.

The Mercenary

Character Description: The mercenary sees the adventuring life as a mere job. A hired gun, he may accept employment with a party at a set salary or might agree to take a cut, flat rate or percentage of any treasure the party finds. Any interest he might have in the party's goals are at best secondary to his coin purse.

Not all mercenaries are solely interested in pure cash. Some are interested in acquiring souvenirs for their personal collections, while others wish to uncover and hoard magical devices or fatten their spellbooks and still others do it simply for the fame factor. In all cases, however, the mercenary's first interest is furthering his cache or personal fame.

A mercenary is not necessarily a criminal or a looter; he prides himself in his professionalism and has no shame about his interest in riches and/or material goods. Since his motivations are straightforward, the mercenary is a good personality type for novice players.



BEST SUITED FOR: The mercenary is best suited for neutral alignments, particularly neutral. Lawful neutral and chaotic neutral work as well, but ethical concerns will sometimes get in the way of pure selfishness. Good characters are less inclined to exploit others for personal gain, while evil characters are more likely to turn to felonious activities to increase their wealth when opportunity presents.

This personality type is suitable for any package.

IN COMBAT SITUATIONS: The mercenary is a good, professional combatant. He takes orders well, offers strategic suggestions when asked, and fights courageously alongside his companions/employers. However, he will not volunteer for hazardous missions, nor will he unnecessarily chance his own hide unless he gets extra hazard pay or there's a chance of recovering an especially desirable treasure for himself.

IN ROLE-PLAYING SITUATIONS: The mercenary tends to let the other player characters do most of the negotiating and interacting with pesky NPCs. He may perk up and become more active if he suspects an NPC has information about treasure or any of his personal interests (or in fact owns an item the mercenary desires). Otherwise, there are no restrictions for the mercenary; he can be comedic and pleasant, introverted and somber, or arrogant and annoying, as determined by the player.

The Mystery Man

CHARACTER DESCRIPTION: The mystery man is a genuine enigma. Surrounded in a veil of secrecy, from even his closest buddies he keeps hidden his motivations, his goals and the details of his family. He favors nondescript clothing and speaks only when necessary; his words are short and often cryptic or vague, hinting that the mystery man knows far more than he chooses to reveal.

No one is certain why any particular the mystery man behaves as he does. Each has his own reasons and he's not telling. Perhaps it is due to an oath to an ancestor, or perhaps it is a psychotic aversion or other quirk? Whatever the reason, the mystery man is clearly determined to operate on his own terms. Consequently, the mystery man is a good personality type for players who feel comfortable with offbeat characters or beginners that are afraid to speak up anyway.

BEST SUITED FOR: The mystery man is suitable for any alignment. The mystery man's reason for maintaining his veil of secrecy might suggest an appropriate alignment. For instance, if he has taken an oath to avenge the death of his spouse, he might be chaotic good. If he conceals his identity because he is an escaped criminal, he might be chaotic or neutral evil.

Any of the packages can be adapted to the mystery man.

IN COMBAT SITUATIONS: Typically, the mystery man listens impassively to the orders of his leaders, then fights as he chooses. The mystery man does the unexpected; as a combat rages, he may suddenly vanish, then abruptly appear in the midst of enemy forces. He might use Control Undead to command undead creatures to lift him to their shoulders and carry him into battle. He might Summon Shadow for a whispered conversation, dismiss the shadow, then use Light to make himself glow while he attacks an opponent. In short, he's nuts.

While his fighting style is bizarre, it is typically effective. Opponents are usually baffled by the mystery man's tactics or are intimidated by his manner and appearance. For these reasons, the mystery man is a decent addition to a melee-minded party.

IN ROLE-PLAYING SITUATIONS: The very presence of the mystery man is enough to make many NPCs uneasy. While he usually lets his companions do most of the parleying, NPCs often are so anxious around him that they are quick to cooperate just to rid themselves of him. Some NPCs of the opposite sex find that the mystery man's veil of secrecy makes him intriguing and attractive. Others think he's a freak.

While courteous to his companions, the mystery man has no interest in socializing with them or anyone else for that matter.

The Neophyte

CHARACTER DESCRIPTION: The neophyte is a low-level magic user: an inexperienced novice anxious to begin his life as an adventurer and enthused about his prospects.

Unfortunately, the neophyte's zeal is more than matched by his naivete. He has seen little of the world outside of his homeland and the inside of his master's household (or privy). When he encounters new cultures or experiences new situations, he becomes confused and intimidated or curious and impulsive. Since he tends to overestimate his abilities and underestimate dangers, he constantly places himself in danger. Still, his cheerful outlook and ridiculous enthusiasm endear the neophyte to his comrades, and he is a welcome member of any party, even if his friends usually have their hands full looking after the buffoon.

Hopefully, the neophyte will not be naive forever. With experience comes wisdom, and with wisdom comes tact. As a campaign progresses, the neophyte should temper his impulsiveness with prudence and his brashness with maturity. Therefore, this personality type is only a temporary one; at some point, the character will abandon the role of the neophyte and grow into a different personality. The road from innocence to sophistication is a fascinating one, making the neophyte an excellent choice for novice magic-user players.

BEST SUITED FOR: The entire range of neutral and good alignments are open to the neophyte. Characters with evil alignments should be avoided-they aren't trusting or naive enough to make enjoyable neophyte characters.

Since all magic-users begin their careers as novices, any package suits the neophyte, although the serious-minded hermit and scholar are less likely to exhibit the neophyte's enthusiasm and impulsiveness.

IN COMBAT SITUATIONS: The neophyte has not experienced combat in his life (other than with other apprentices or suffering at the hands of his abusive mentor), especially not with bloodthirsty beasts, vermin or man-killing humanoids. Although understandably petrified, the neophyte is determined to prove his comrades wrong and make them take back their mocking comments about middle-aged, over-the-hill, useless cantrip-casters that need to be constantly protected. Unfortunately, this attitude often results in lousy tactics; the neophyte is likely to charge his opponents head-on, regardless of their size or strength or fire missile weapons at anything that moves. He might prematurely waste his spells on relatively defenseless foes. As an inexperienced spell caster, he is not familiar with sophisticated casting techniques; for instance, when faced with a charging wolf pack, he's more likely cast a Skipping Betty Fireball on the group instead of casting it on a nearby cliff-face to cause an avalanche, thus destroying the entire pack.

Assuming his companions can keep him from getting himself slain, the neophyte gradually learns from experience, becoming a more skillful combatant as he matures. Eager to learn, a neophyte will make a good student to a more experienced MU. An older and wiser PC magic user might wish to take a neophyte under his wing to show him the ways of the world, so later he can use him as a puppet in his conquest of nations.

IN ROLE-PLAYING SITUATIONS: Generally, the neophyte does not know how to act around NPCs. He might be shy and say nothing, or he might blurt out something inappropriate. Figures of authority intimidate him, smooth-talkers take advantage of him, and attractive females reduce him to a blathering, stammering idiot.

The neophyte tends to accept people on face value; he never guesses that a friendly stranger might be picking his pocket. Friendly, personable NPCs will find the neophyte amusing; impatient, businesslike NPCs will find him annoying.

The Obsessive

CHARACTER DESCRIPTION: The obsessive is motivated by a single, all consuming goal. This goal might be learning a particular spell, murdering a hated foe, locating a long-lost mentor, acquiring a particular relic or avenging the death of a loved one. The goal might also be completely unrealistic, such as ridding the world of all evil, or filling his spell books with the formulas of every known spell.

The obsessive focuses on attaining his goal at the expense of all else. He views his associates as collateral material to be used or discarded if and when necessary; for instance, he might join an adventuring party if he learns that they are journeying to a far away kingdom where he believes a clue might be located. The obsessive cooperates with an organization only to the extent that their goals do not conflict with his.

If his goal is realistic, it is unlikely that a character will remain an obsessive forever. A player selecting this personality type might want to choose a second personality type for his character once he reaches his goal. This second personality type might also suggest a goal for the obsessive. For instance, if a character is a commander at heart, he might become an obsessive if he is consumed with finding an NPC responsible for killing all of his men. When he brings the NPC to justice, the obsessive reverts to commander.

BEST SUITED FOR: Characters of any alignment can be obsessives, though certain obsessions are more appropriate for certain alignments. For instance, an obsessive bent on avenging his identical twin brother's murder probably has a strong sense of justice; he's probably of lawful alignment. A greedy obsessive who seeks a legendary fortune in hard silver could be of a neutral alignment, possibly neutral evil.

Any package can be used for the obsessive.

IN COMBAT SITUATIONS: The obsessive tends to be an efficient fighter, since he sees opponents as merely an obstacle between him and his goal; he wants them neutralized and overcome as quickly as possible. Negotiation makes him impatient; he would rather blast his adversaries to bits with a Fireball than waste time talking. That does not mean that the obsessive takes unnecessary risks; after all, he cannot reach his goal if he's dead, but he is prone to recklessness and can easily endanger his companions if he is not kept in check by a firm leader.

IN ROLE-PLAYING SITUATIONS: In all cases, the obsessive is more concerned with his personal goal than the goal of the party. He'll question NPCs intently for information about his goal, and if they have nothing to offer, he will seek out other NPCs to interview. If the party leader convinces him that he is operating to the detriment of the party's goals as well as his own, the obsessive will restrain himself, but this will probably be fleeting.

In a campaign, the obsessive is self-absorbed and humorless. He will talk incessantly to his companions about his own goal, but his eyes will glaze over when they share their problems or opinions with him. The obsessive's attitude does nothing to endear him to his companions, but depending on the nature of his goal, they may feel sympathy or compassion for him. Alternatively, they may mock him behind his back.



The Showman

CHARACTER DESCRIPTION: No one enjoys being a magic-user more than the showman. He delights in dazzling friends and foes alike with surprising, dramatic magical effects. Nothing stirs the heart of a showman more than learning a new magical effect or putting a new twist on an old spell. He sees magic as a fine art, comparable to sculpting, composing, and painting. He has more appreciation for a well executed cantrip than for a mundanely cast 9th-level spell.

The showman casts spells with flair. He considers both opponents and allies as potential audiences. If a spell requires a short phrase for its verbal component, he'll incorporate the phrase in a song or poem. If a spell requires him to point at a subject, he will use a series of elaborate and dramatic gestures to arrive at pointing his finger. His alteration spells are strikingly imaginative; his illusions are breathtaking works of art. Nothing frustrates a showman more than having to use a spell in the same way twice, especially if his audience of friends or foes has seen it previously.

The showman's flamboyance is easily matched by his ego. He wallows in the approval of others; applause is like music to him, a compliment is like food to a starving man. However, even the most casual criticism can send him sulking and an insult can devastate him.

Most often, the showman is cheerful and upbeat. Most people find him great fun to be around, and no one can argue that his approach to magic is genuinely entertaining. This is a good character type for players who want to introduce more humor and playfulness into a campaign.

BEST SUITED FOR: The spontaneity typical of the chaotic alignments makes them good choices for the showman, but good and evil alignments are appropriate (the good-aligned showman loves to share his skills with others for a laugh; the evil aligned showman enjoys frightening and intimidating them). The showman is not likely to be drawn to the cautious and self-centered neutral alignments.

The showman is best suited for the virago, rustic, witch and hermit packages. The scholar tends to be too cerebral, the remote primitive and the militaristic magic-user too serious, the savage too unsophisticated, the mystic too introspective, and the nobleman too stuffy.

IN COMBAT SITUATIONS: The showman relishes combat, since it gives him a perfect opportunity to show off his spells. Needless to say, the showman will always go for the most spectacular, dramatic, and dazzling effects-if he wants to scare away an opponent with Phantasmal Force, why create a simple ogre or troll when he can create a multi-headed werewolf with purple tentacles and 10-inch golden fangs? Unfortunately, his flair for the dramatic sometimes finds him squandering his higher level spells unnecessarily, such as in using Lightning Bolt when the less spectacular Magic Missile would be just as effective.

IN ROLE-PLAYING SITUATIONS: Since the showman views all new acquaintances as potential audiences, he enjoys meeting people from all walks of life. The showman is especially fond of members of the opposite sex, and will often go to great lengths to impress and dazzle them, sometimes at the expense of the business at hand. Most NPCs see the showman as endearing and charming, but some find his attention-getting antics obnoxious.

Among his companions, the good-aligned showman is appreciated for his pleasant attitude and positive outlook. He is always able to boost morale with a clever trick or entertaining demonstration. Evil-aligned showmen are less-desirable as they tend to scare the crap out of everyone and are unpredictable to the point of serious concern. At times, PC leaders might have a problem impressing the showman with the seriousness of a situation or getting him to focus on an important task, but flattery or indulgence usually secure the showman's cooperation.

Changing Personality Types

Feel free to alter the above personality types to fit the type of personality you want to play. You can combine characteristics of one personality with characteristics of another to create brand new types (Brooding Commanders are possible, as are Obsessive Mystery Men). BUT BEWARE: as always, the GM has the right to impose a split or multiple personality on a player for choosing extreme personalities for their characters.

Sometimes, you might wish to change your character's personality. Maybe the character has matured and outgrown his old personality type. Or maybe the character has reached a turning point in his life that has forced him to change his outlook or rethink his philosophy. However, such changes should be rare, and typically should mark a major turning point in his life; a player should not change his character's personality just for the sake of trying something new. A personality change should develop naturally out of the events of the campaign, perhaps as a result of a catastrophic event; for instance, an Altruist might become a Brooder because a friend or family member was brutally murdered by a hoard of pillaging southern-league orcs. Following these guidelines will keep you safe, overstepping your bounds puts you in the danger zone of GM intervention. So maintain control and only shift personalities logically!

OTHER IDEAS FOR PERSONALITY TYPES

The Toady

A trusted companion and assistant to a player character or NPC.

The Diplomat

A superb negotiator and mediator, dedicated to preserving harmony and good relations among his companions or getting what he wants from his opponents, depending on alignment.

The Gutless MU

A reluctant combatant, constantly worried and fearing the worst.

The Wanderer

A rover, traveling from place to place.

The Trickster

A magic user who loves to deceive people and take advantage of their naivete.

The Chronicler

A historian devoted to making a permanent, detailed record of his party's activities.


CLASS RULES
NO Magic Missiles
NO Polymorph Other
NO Charm Person
NO Telepathy
Always Use Proper Verbal, Somatic & Material Components
WC



Magical Academies and Organizations

Academies

Thieves have guilds, assassins have guilds, and fighters have...guilds, but magic-users, they have academies. Gone are the days of finding a cranky old mentor for every new spell you wanted. If you can become affiliated with an academy, you will benefit from the collection of like-minded magic-users and a pooling of resources. Academy fees can cover or ease the costs of libraries, laboratory equipment (and laboratories themselves) and make it easier to find new spells. While some magic-users decry the downfall of "traditional" magic, academies are an undeniably growing force in Garweeze Wurld.

Academies offer several advantages. For training purposes, they function much like universities.

Base Cost of Training Modifier: -10% (-25% for native residents)

Course Cost Modifier: -10%

Location/Proximity of Academy: +2

Benefits: Better quality of training; excellent choices; (theoretically) experienced teachers; no nosy fighter-types hanging around causing trouble.

Drawbacks: Fewer exist making them harder to find; potential for overcrowding; periodically targeted by magic-user-hating villains and armies.

Class Size Modifier: +1

Available Course Modifier: +25%

Quality of Instructors: +1

Unlike universities, academies can be found wherever a group of like-minded magic-users has decided to put one together. They may be aligned with local governments or gather in secret to pursue common political goals (such as overthrowing a tyrant – or a beloved monarch) through the use of magical knowledge.

While any item necessary for research can usually be found at an academy (aside from pieces of monsters, the very expensive, the downright bizarre, and anything to which the GM doesn't want you to have easy access), it will cost standard price or more (usually more). Academies do not face much competition and can usually outstrip nearby outfits in terms of selection of specially prepared papers, inks, etc. Most are located in or near major cities.

Most academies of magic have departments for each of the major schools of magic (Abjuration, Alteration, etc.), but a few have begun to specialize in one or a few schools. Furthermore, certain academies have gained a reputation for excellence in certain schools after producing many highly skilled magic-users in that specialty or after acquiring big-name instructors in the field.

It is difficult for characters of other classes to infiltrate an academy of magic. Even one dedicated solely to invocation usually maintains a staff of diviners to screen applicants. Most academies frown upon such attempts severely, especially bards (many resent bards for being able to use magic in their "half-assed" fashion).

Sole practitioners are considered to be "overspecialized" by most traditional academies, but a handful of institutions devoted exclusively to one very specific field of magic have sprung up. These usually take a "faster, easier" approach by ignoring theory and other schools of magic in favor of their specialty. A sole practice academy follows most of the guidelines for academies in general, but certain types of magic (i.e. opposition schools) cannot be found there at all and others are limited (base chance 50% each term). Obviously, the focus is entirely on the one dedicated practice.

Eight Principles of Conduct for Academy Graduates

As a condition of graduation at many magical academies, a new magic-user is obligated to promise to uphold the academy's principles of conduct. A sampling of these principles are listed below.

Not all academies subscribe to all of these principles, while others might include principles other than the ones given here. Further, these principles primarily apply to academies that accept students of good and lawful alignments; the principles of evil and lawless academies will be significantly different. Evil academies tend to value secrecy (and probably take oaths to die rather than reveal those), and lawless academies never get organized. Different principles apply to different academies and, of course, penalties range from confiscation of spell books to assassination for any graduate that violates them.

1. The magic-user will operate discreetly. He will reveal the secrets of his teachings to no one.
2. The magic-user will operate within the laws of his country.
3. The magic-user will meet all of his expenses from his own funds. He will not accept charity.
4. The magic-user will live in seclusion. He will strive to minimize unnecessary social contact with non-magic-users.
5. The magic-user's home will include at least one room reserved exclusively for research and study.
6. The magic-user will be patient. He will persevere in the face of adversity.
7. The magic-user will not attempt to circumvent accepted magical procedures.
8. The magic-user will strive to add to the existing body of magical knowledge through original research.

Obviously, magic-users that band together do not want interference from outsiders. Many non-magic-users consider this suspicious, but that is one of the many burdens of power. Specific academies can vary with regards to how strongly they adhere even to their own principles.

Academy Location

Though many have been established for years, those seeking to build a new academy would have to find a suitable place. Finding such a location can be quite a task. Some sit on well-traveled roads for the advantage of supply access and protection. Some sit atop remote mountaintops, relying on magical transportation (or the sheer tenacity) of members and applicants as an added qualification. Those situated in or near towns or cities often pay a fee to the local government to cover the costs of accidents and unfortunate incidents, and perhaps to overcome the fears of residents and lost revenue from travelers.

Oddly enough, most academy costs run in a similar range, despite very different locations. Remote academies need more coin to cover the increased transportation and protection costs, metropolitan academies need to cover the costs of insurance, taxes, tariffs, duties and bribes.

Four Prerequisites for Admission to an Academy of Magic

While some magic-users acquire their skills from a private tutor, and a bare handful are self-taught, many magic-users learn the basics of the arts of magic at a training academy. Most large cities have such academies; some specializing in a particular school of magic, while others offer training in all of the schools. Usually, there is a minimum of three requirements for admission to an academy.

1. **Sponsorship:** A sponsor known by one or more of the faculty members must recommend all applicants to an academy. Exceptions are made if an applicant is an orphan or demonstrates extraordinary aptitude, but in these cases, a faculty member must agree to sponsor the applicant; the faculty sponsor is then personally held responsible for the applicant's failure or success.
2. **Personal Interview:** Because training a magic-user requires a major investment of time and effort, academies screen their applicants carefully to make certain that a prospective student is committed to persevering through years of rigorous education. Typically, a panel of faculty members interviews each applicant individually, quizzing him at length about his background, his interests and his reasons for wanting to become a magic-user. The panel then votes in secret; a single negative vote results in the rejection of the applicant.
3. **Entrance Examination:** Following a prospective student's successful interview, he must take a battery of examinations to measure his aptitude in a variety of academic areas. The student must demonstrate basic competence in philosophy, literature and history, and exceptional skills in writing, science and mathematics. He must also pass a physical examination to make sure he is in good health, especially in certain specialties.

4. **Tuition Fees:** If a prospective student passes his entrance examinations, he must then make arrangements with the academy administration to pay tuition fees. The tuition fee ranges from 5-25 gp per day, depending on the academy's reputation. The tuition can be paid daily, weekly or monthly (depending on the academy, not the whims of those attending!), but it must be paid in advance. Failure to pay tuition results in immediate suspension, unless the student has made previous arrangements with the administration.

   Tuition covers the cost of books, laboratory fees, faculty salaries and room and board, but it does not include expenses for spell components, research materials or damage caused by the student in his research. Occasionally, scholarships are available for unusually promising students.

After an academy admits a student, he must undergo a probationary period lasting a minimum of six months. During this time, the student's classroom performance is evaluated on a weekly basis and his behavior both on and off campus is closely monitored. If the student is not performing adequately in the opinion of any faculty member or administrator, they may dismiss him from the academy. Except in the most extreme circumstances, he cannot apply for readmission. No amount of the tuition paid prior to his dismissal is refundable.

Nineteen Courses in a Typical Academy Curriculum

The curriculum of study varies from academy to academy, but most include the classes described below. Usually, all of these classes are required to graduate, but the GM might decide to vary them according to the needs of a specific student or the educational philosophy of a particular faculty.

The length of time necessary to graduate also varies from school to school, depending on the student's aptitude, the intensity of the training, and the quality of the faculty, but generally, six to ten years (sometimes as few as four, sometimes as many as 16, before graduating or getting kicked out) of full-time study are required to graduate from an accredited academy. A student may take as much as two to four additional years if he specializes in a particular school.

A student usually takes four to six courses per quarter, with each quarter lasting three months. A minor course, such as Survey of Literature, might last only a single quarter, while a major course, such as Spell Tutorial, might be taken every quarter until the student graduates. An average course lasts one to two hours per day, four to six days per week.

The curriculum of a typical academy of magic includes the following courses.

1. **Physical Training:** Various exercises and activities to improve physical fitness, with an emphasis on manual dexterity training for the manipulation of spell components.
2. **Philosophy of Magic:** The study of methods of thinking magically, with applications to practical problems of spell use. Exploration of metaphysics, theory of knowledge and ethics (briefly).
3. **Basic Astrology:** The relationship of the stars, planets and other heavenly bodies to magical processes. Topics include lunar phases, astral movement and the influence of gawds.
4. **Spell Theory:** How spells function; spell interaction with physical laws.
5. **Fundamentals of Meditation:** Basic techniques for reaching higher levels of intellectual perception. Topics include transcendence, self-actualization and dream analysis, but most importantly these methods lay the groundwork to improve mental flow so that the student can eventually lock spell formulae into his mind.
6. **Language Instruction:** Grammar, phonetics and conversational idioms of human, humanoid, and demi-human languages, with a concentration on representing magical concepts and interconnectedness.
7. **History of Magic:** Overview of magic-users and magic throughout the ages with an emphasis on historical breakthroughs in spell research and key developments in magic item creation, location and destruction.
8. **Magic and Society:** The magic-user as viewed from a cultural perspective. A survey of societal relationships and cross-cultural comparisons of magic-users around the wurld(s). Also includes instruction on avoiding persecution (and prosecution) in pig-ignorant primitive anti-magic cultures.
9. **Power Thinking:** Emphasis on increasing the student's understanding of thinking as a process to increase the strength of his cognitive skills. Topics include creativity, memory, concentration and problem solving.
10. **Survey of Literature:** An introduction to the study of magical and magic-related literature, with an emphasis on analysis. The class examines a broad range of authors from a variety of cultures and historical periods in detail.
11. **Library Instruction:** A survey of research techniques, including classification systems, spell indexing, basic reference books and assembling a personal library.
12. **Fundamentals of Spell Transcription:** Topics include penmanship techniques, paper and ink selection, proper structure, revision, basic calligraphy and proofreading. Also includes the basics of spell book construction and maintenance.
13. **Principles of Casting:** An introduction to basic casting techniques of low-level spells. Includes component theory, spell design and safety procedures. Instruction in specific schools of magic is available for prospective specialists.
14. **Spell Tutorial:** An individualized course tailored to meet the needs of individual students. Students can concentrate on improving skills in specific schools of magic or explore techniques from all schools.
15. **Spell Seminar:** A discussion group addressing topics of special interest to students, with an emphasis on problem areas. Students are expected to conduct demonstrations for the group, with criticism periods to follow.
16. **Spell Practicum:** Addressing low-level spells, the Practicum provides students with the opportunity to practice their skills in both a laboratory setting and in the field. Emphasis is on creative application.
17. **Formula Analysis:** Theory of spell formulas, emphasizing techniques applicable to original research. Topics include elementary spell functions, tabular and graphical presentation, variability and metaphysical equations. Subsequent sessions of this course cover basic alchemical principles.
18. **Laboratory Techniques:** Practical application of the principles covered in Formula Analysis. Topics include herbalism, alchemical reactions, natural and unnatural metabolism, and basic scientific procedures (all alchemical processes described in this chapter).
19. **Introduction to 1st Level Magic:** First level spell instruction. Includes casting techniques, practical applications and general theory. Individualized instruction available.

Some academies have developed dress codes, either by mandate or by tradition. This may apply to graduates of a particular academy, to students in a particular specialty or to both. Not all specialists of a school would necessarily adhere to this dress code. Perhaps only 1st level specialists would wear it. Perhaps only by high level specialists wear it as a symbol of achievement. Perhaps only students who have achieved a certain degree of mastery have the freedom to cast off such imposed formalities. Of course, these guidelines can be put aside, altered or simply ignored during times of war, crisis, quests, stress, celebration, official decree, mild disorientation or general nervous tension. Caution is advised, as obvious identifying garb can be a red flag to enemies who wish to wipe out the members of a particular academy or even just magic-users in general. (Note that a literal red flag makes a very poor choice of garb in most situations, anyway.)

Six Common Alchemical Processes

While the creation of potions and other magical substances often involves complex series of laboratory techniques, a number of basic processes underlie most experiments.

1. Calcination

This is the process of reducing substances (usually minerals and metals) to ash by first crushing or grinding them to powder, then subjecting them to high heat. It is sometimes necessary to isolate certain properties or energies of a substance (or creature).

2. Sublimation

This is the process of heating a solid substance until it is vaporized, then quickly cooling the vapor to return it to a solid form. This assists in isolating time-depending effects that might otherwise occur too quickly for study.

3. Distillation

This is the process of boiling a liquid until it turns to vapor, then cooling the vapor until it condenses back into a liquid, thus purifying the liquid. (Also important for brewing liquors.)

4. Absorption/Adsorption

This is a method for purifying gases or liquids by exposing them to charcoal particles or other filtering substances; the impurities are attracted to the particles, thus purifying the gas or liquid. If the impurities are actually taken inside the particles, then absorption has taken place. If the impurities remain on the surface of the particles, then adsorption has occurred.

5. Flame Test

This is a method of identifying unknown substances by holding them in a hot flame (also useful for extracting information from uncooperative captives, though color changes usually do not offer much useful information in such cases). The color of the flame indicates the nature of the substance; for instance, a green flame indicates the presence of copper.

6. Chromatography

This is a simple method for analyzing certain types of unknown substances. The substance is first dissolved in water or other liquid. A sample of the liquid then is poured into a glass tube lined with filter paper, and a solvent is added. Because the components of the substance move through the filter at different speeds, each appears as a different colored band in the tube.

Eleven Useful Additions to a Magic-User's Laboratory

A magic-user's laboratory typically includes a variety of books, crucibles, flasks, jars, tripods, herbs and skeletons of several different types of animals. Following are several less common but extremely useful items that might be found in an especially well-furnished laboratory. The cost of each item is in parentheses. One major advantage of academies is their extensive collection of laboratory equipment.

Note that an academy has at least three laboratories: one for the chancellor, one for students and another for faculty or perhaps special visitors or allied alchemists. Obtaining a desired time slot in a laboratory can be something of an adventure in itself. Any time a character wants to reserve lab time, the GM determines whether that time is available. The base chance is 30%. If it is not, someone has already scheduled that time. It does not matter how far the desired time slot lies in the future, either. The lab is never ready within the next two days.

Even a larger academy with several labs suffers from perennial time crunches. There may be more labs, but there are that many more people seeking to use them. Trading times is common, so even if a character can find out who is scheduled for the time he wants, he may have to follow a trail to the person who actually has that slot NOW. Some academies rent out rare extra laboratory time (at exorbitant rates, as much as 5-20 gp per hour), if it can be found or if the renters are willing to pay enough.

1. **Granite Table Top:** An ordinary desk with a top made of polished granite or quartzite to resist staining and damage from acids and other potent substances. (160 gp)
2. **Glass Mask:** A face mask made of glass designed to protect the user from inhaling poisonous fumes and to protect his face from splashed chemicals. (12 gp)
3. **Alchemist's Globe:** A 3-foot-diameter glass globe separates into two sections. When assembled, the sections form a tight seal that prevents air from entering. Items and substances can be locked inside the globe to isolate them from outside conditions. Small and large globes are available. (150-250 gp, depending on size)
4. **Athanor:** A small furnace consisting of an oven and a deep pan of sifted ashes. Substances to be heated are placed in a sealed container and covered in ashes for slow, even heating. (80 gp)
5. **Descensory Furnace:** A medium-sized furnace primarily used for heating liquids. The liquid is poured down a funnel on the top that runs into a container in the belly of the furnace. (100 gp)
6. **Heat Bath:** A small furnace holding a deep pan of water containing metal rings to hold variously sized flasks and tubes. The substance to be dissolved is placed in a glass tube, which in turn is placed in an appropriately-sized ring in the pan. The furnace gradually heats the water and thus the substance. (75 gp)
7. **Dung Bed:** A box made of glass or other non-flammable material with a tight-fitting lid. The box is filled with hot dung or clean, dry sand. Treated substances are placed in the dung bed to keep them warm. (25 gp)
8. **Analytical Balance:** An extremely precise scale for weighing solid materials, the balance is sensitive enough to distinguish a blank piece of paper from a paper with writing on it. To keep it dust-free, the balance is covered with a glass case. (400 gp)
9. **Burette:** A thick tube with a valve on one end used to measure liquids precisely. (1 gp)
10. **Filter Paper:** Filter paper is a specially treated paper that filters solids from liquids. A funnel is lined with the paper, and then the liquid to be filtered is poured in the funnel. Solid material will not pass through the paper. (1 gp/10 sheets)
11. **Hand Centrifuge:** This is a machine consisting of several rings for holding test tubes with a hand pump on the top. Test tubes filled with liquids are placed in the rings, and then the magic-user rapidly works the pump, causing the tubes to spin in a circle. The spinning causes the heavier substances in the tubes to sink to the bottom, while the lighter substances remain near the top of the tube. (100 gp)

The Novice Magic-User

A low-level magic-user who has just graduated from an academy of magic (or has just ended his apprenticeship with a mentor) is often sent into the world to complete a mission or quest. The mission serves as his final exam; its completion proves to the novice's superiors that he has successfully mastered his magical skills and is ready to take his place as a full-fledged magic-user. Failure means that the novice requires additional training (or Raising, a service very rarely provided, if ever).

There are all types of suitable missions. For instance, the novice's superiors might ask him to journey into an uncharted jungle to retrieve the blossom of a rare flower. They might ask him to explore the ruins of an ancient castle to search for a long-lost spell book, or travel to a small village and drive off a hoard of invading monsters. Since most mentors encourage their apprentices to seek help (it teaches them the importance of cooperation), the magic-user might recruit his player character companions to aid him.

Missions can involve extending the reach of the academy itself. The magic-user may be sent to discover how many young people are interested in learning magical skills. Perhaps he even wishes to establish a magical academy of his own some day (as an affiliate, rival or blood-enemy to his original school), or perhaps he wishes to find a promising young novice. Are such students difficult to find? If so, why? Will the PC magic-user face resistance from the family of a potential student? From the local authorities? What must the PC magic-user do to prove that his intentions are honorable? Are they?

Advanced Magic-Users: Returning to School

Post-Graduate Classes

Advanced study is a crucial part of increasing the respect, influence and power of magic-users in the world. It is also the best way to individual enlightenment and power. Some of this work is by nature theoretical, as experience prepares a graduate to comprehend more complex arcane formulae and opens his mind to accept new views and ideas. Returning graduates also seek new spells and the use of laboratories to conduct research. They can gain advice from elder magic-users and assistants (in the form of undergraduates – as either a punishment for the unruly or a reward for the hard-working), aside from the reduced total costs (not having to set up their own laboratory).

Sometimes, graduates need to return to classes to get into the flow of study, especially after several months or years traveling and without the level of discipline provided by a good academy. Thus, most academies offer classes for returning students as well as preparing new magic-users.

Post-graduate courses vary considerably in length and sessions per week. A simple course for an experienced magic-user might meet three times a week for one hour, while a Spell Lab can be anything from three hours once a week to ten hours a day, six days a week.

Lastly, note that a student need not actually have graduated to take these courses. Some students who have not graduated join in these sessions, particularly arcane lore, astrology and spellcraft.

1. **Physical Training.** It's never too late to catch up, and adventurers especially need the benefit of hard-won techniques gained by magic-users over the years. Post-graduate physical training concentrates on handling more complex spell components and in larger quantities.
2. **Advanced Arcane Philosophy.** Higher-order metaphysics, Wish theory and advanced thinking techniques. Certain teachers concentrate on mental short-cuts and approximations.
3. **Astrology.** Advanced study of stellar signs and heavenly objects, requiring advanced mathematical techniques. This course teaches the skill, allowing students to acquire or improve it per standard rules.
4. **Spellcraft.** This course teaches the skill, allowing students to acquire or improve it per standard rules.
5. **Arcane Lore.** This course teaches the skill, allowing students to acquire or improve it per standard rules.
6. **Advanced Spell Theory.** Popular among specialists, this class explores fundamental functions and interactions of spells of higher levels.
7. **Calligraphy.** Calligraphy is the art of fine and fancy scribing. It is mostly used by effete snobs and pretentious nobles to feel superior to those around them. The effect of the art is largely meant to be experienced all at once, rather like a painting, and even well-done calligraphy is often difficult to read because the individual letters are so extravagantly embellished.

   This course teaches the skill, allowing students to acquire or improve it per standard rules.
8. **Penmanship.** Careful writing makes the written word easier to comprehend. Neat handwriting can lead to quicker memorization of spells, though it does add time to scribing them. This course teaches the skill, allowing students to acquire or improve it per standard rules.
9. **Speed Reading.** This skill allows the user to read a language he already knows how to read more quickly.
10. **Spirit Lore.** A person versed in the lore of the spirits understands the basic principles behind souls, spirits, the afterlife and gawdly vengeance against unworthy mortal upstarts. He can recognize and understand writing related to spirits, though he does not gain any automatic understanding of it, and he knows how certain spells interact with the realm of the spirits.

    This course teaches the skill, allowing students to acquire or improve it per standard rules.
11. **Ancient History.** Overview of known elements of ancient cultures and magic, with emphasis on lost artifacts and the fate of previous expeditions.
12. **Advanced Power Thinking.** Practical exercises in making thought and general mental processes faster and more efficient.
13. **Survey of Obscure Literature.** Details examination of hard-to-find classics and near-classics.
14. **Alchemy.** This course teaches the skill, allowing students to acquire or improve it per standard rules.

Table 6A: Non-graduate Student Experience

EP	Title	Hit Points (magic-user/battle mage)	Attack roll penalty	Saving throw penalty	Cantrips per day	Max. No. of cantrips learned per month
-1,500 - -1,001	Neophyte	5/4	-2	-3	1	1
-1,000- -501	Initiate	10/8	-1	-2	2	1
-500- -1	Apprentice	15/12	0	-1	3	2

15. **Herbalism.** This course teaches the skill, allowing students to acquire or improve it per standard rules.

16. **Advanced Spell Tutorial.** Concentration on improving skills in specific schools or spell types to compensate for areas that may have been underutilized in the field or since graduation.

17. **Advanced Spell Seminar.** Discussion group for special topics important to post-graduates. Among the more popular Seminars is "Wording a Wish," which has been known to lead to heated debate.

18. **Opponent Analysis.** Though not available at every academy, this course is a perennial favorite of battle mages. It concentrates on analyzing an opponent to determine weaknesses. Emphasis is on dispatching enemies with maximum efficiency, especially those that wield magic.

19. **Spell Lab.** Many courses for advanced magic-users require actual practice in casting spells (how else can you learn 'em?) As problems and even mishaps are quite likely during this process (double normal chances of mishap, minimum 3%), most academies use specially reinforced courtyards or even nearby open fields for spell labs. Such lab work is a necessary part of intensive study at any academy, especially for students returning to further their magical knowledge (and fill their spell books).

Admissions

Post-graduates are admitted largely on the basis of reputation, demonstrated ability and faculty sponsorship. While a few academies have formal requirements and processes for post-graduates, most rely on a faculty member's recommendation and, of course, fees.

Uses for Research

The magic-user has access to a laboratory at a magical academy. A city or academy that has a suitable library usually has a suitable laboratory, but the decision belongs to the GM. The GM might also require the magic-user to pay a modest weekly rental fee say, 20-120 (2d6 x 10) gp for the use of the lab. Often arrangements can be made if the magic-user allows the academy itself to own the rights to the spell, provides the academy higher-ups with new spells gratis, or performs special services in return.

Chancellors, associates, students and rivals may all seek to discover what a magic-user is researching. Sometimes this can lead to free assistance, sometimes it merely slows down the process with unnecessary distractions. Truly reclusive magic-users tend to remain in their remote towers and construct their own libraries and laboratories, but some may take advantage of an academy's resources. These types often develop a special kind of rudeness to deter interlopers.

Retirement

A magic-user opting for a career as a teacher could be either an instructor at a magical academy (full-time or part-time), a professor at a regular college, or a private tutor. His background might suggest his academic field; history, mathematics and any of the sciences are likely possibilities. Note that this is only a path for retired adventurers and old fogies too feeble to face a dragon or two.

On the other hand, an experienced magic-user could earn a few coins by sharing his practical knowledge. Most academies require these "guest teachers" or "assistant researchers" to be at least 9th level. A typical wage includes room & board and 50 gp per week. However, adjustments can be made for lower-level assistants, especially for actual day-to-day instruction of the most basic classes.

Most academies require a prospective faculty member pay the academy a special one-time fee of 500-1,000 gp per experience level to prove their seriousness. Some also require special services or quests, and demonstration of magical ability is almost certainly necessary (gotta keep those nosy bards out of the faculty!). This can take the form of direct formal questioning (sometimes called "orals") and the casting of actual spells.

Defense

Foolish warlords and politicians sometimes decide to make trouble for an academy by absorbing it and taking its resources, especially its spells and the magic items believed held there. (No magic-user worth his salt would willingly part with his own magic-items. Try giving cursed items to those who are especially persistent.)

For this reason, academies need allied guards. Standard men-at-arms and a few special mercenaries (adventurers, assassins, and so on) suffice for the most part. However, in dire situations, even the students could be called on to fight. Since most non-graduate students at an academy are not yet even first level magic-users, graduates and visiting spellslingers are called on first. But in truly desperate times, the academy may call upon even the lowliest student.

A non-graduate student is considered to be a zero level character, but with some special considerations (similar to the cavalier). A beginning student has –1,500 experience points. As he advances through his classes, he earns experience from learning (unlike any magic-user of 1st level or higher – he learns and researches spells, but gets no direct EP for that. Permanent NPC faculty might earn 10-100 EP per week, but never PCs!).

These students function as first level magic-users except for the adjustments indicated on **Table 6A: Non-graduate Student Experience**. They do not have access to spells of any level, though they may get cantrips. Most students earn 3d4 experience points per month, though they might gain or lose EP in more traditional ways as well.

If you want to form your own fledgling academy, it is possible. You need to put together all the basic requirements (a location, buildings, a library, rules and regulations, thousands of gold pieces, etc.). But as much fun as it might be to warp the minds of future generations of magic-wielders, think about it some more. Magic-users are a small, elite group in society. Power means domination over the physical universe, not just crowds of slack-jawed rubes. Let the politicians worry about keeping the locals in line, your influence should be more direct, more immediate. Adventuring magic-users, even retired ones, do not need to deal with all the day-to-day minutiae of running a school. When the time comes, find an existing academy, a cushy office and especially a comfortable chair. Sit back, teach when necessary, research when you want, and do not let the students bother you too much.

But do not think about that too much at the moment, or some random Kobold will finish you off with a puny javelin. Use the academies' resources to further your immediate personal goals.

13 Special Organizations For Magic-Users

When you get right down to it, most magic-users are elitist snobs when it comes to their craft. They believe that all arcane knowledge should be selfishly guarded and only shared with those who share a common mindset or agenda (or at the very least, only with those who have what it takes to be a true practitioner of magic). After all, as any magic-user will tell you, magic is the ultimate power and can be incredibly dangerous in the wrong hands. It is for this reason that most magic-users are only comfortable in the company of their fellow practitioners, especially those with whom they share common interests or agendas.

Magic-users frequently form their own secretive associations and organizations comprised of like minded individuals. (Such organizations should not be confused with magic schools). There are hundreds of these secret societies scattered throughout Garweeze Wurld. Most are at odds with one another while others have formed loose alliances with an eye toward some common goal. As such, there is often great pressure on the typical magic-user to join this society or that. Making the wrong choice as far as membership can have a far-reaching impact on one's career. On the other hand, joining the right magic society can be very advantageous. This is especially true at low levels. A low level magic-user needs all the help he can get just to survive long enough to learn the spells of real power. A few such groups are listed below. The GM is encouraged to design variations of these groups; for instance, a Necromancy Syndicate, a variation of the Diviners Syndicate, might exist in a particular GM's campaign world. Entrance to all organizations is by invitation only. You should consult with your GM about available organizations.

The Eight Great Mystic Orders of Aldrazar

Over the years, various mages created the orders of magic and schools that magically gifted people could attend in order to gain understanding of their powers without fear of death or imprisonment by unenlightened locals. Though there are numerous small schools to be found, there are also eight orders that have acquired enough political and magical power to hold a seat on the Council of Orders. These organizations are collectively referred to as the Eight Great Mystic Orders.

The Council of Orders is a powerful political force on Aldrazar. They hold yearly meetings that only the Masters of the Great Schools can attend. The council meeting place rotates between the orders.

Beyond the Eight Great Orders of Magic, there exist many lesser guilds for magic-users. Five of these are either particularly popular or show the most promise for someday soon taking a seat among the Great Orders. These five lesser societies are also described.

The original Council of Orders was based around loose confederations of practitioners from each school of magic, hence the reason for eight members on the Council. However, over the years, the magic-user organizations that held sway with the Council grew in or out of favor. Thus, many of the modern organizations on the Council are not strictly dedicated to the study of one school or area of magic, though some may be, such as the Diviner's Syndicate.

Each organization's description includes the following information:

Name

The name by which the group as a whole is known.

NAME OF MEMBERS: The name by which individual members of the Order are known.

LOCATION: The region and city where the Order holds its seat of power.

HISTORY: A brief summary of some of the important events in the Order's past.

PURPOSE: Why the Order exists. What members of the Order are out to accomplish.

MASTER OF SCHOOL: The person or persons in charge of the Order. These are the people who represent the Order at the yearly Council of Orders meeting.

SPECIALTY SCHOOL: The type of magic that the Order most commonly practices and researches.

OPPOSED SCHOOLS: The type or types of magic that are not taught by the Order. Members of the Order may not select spells from these schools of magic. Even should they later gain access to these spells, they would not want or be able to learn them.

ALIGNMENT: The moral and political bent of most of the members of the Order.

SYMBOL: A symbol used to easily recognize members of the Order.

DAYS OF IMPORT: Days that particularly affect the Order's magic in some way.

RAIMENT: The type of clothing worn by members of the Order.

ADVANCEMENT: How advancement is gained within the Order. Power within an Order is not necessarily tied to magical ability.

MEMBERS: A general description of what many members of the Order are like. Not all members fit this profile.

STPs: Recommendations for skills, talent or proficiencies (STPs) to be selected by members of the Order. Indicated in parentheses are bonus and required STPs gained by all members as part of their initial training. When a bonus skill is indicated, the member gains the basic skill mastery for free (no BP cost).

WEAPONS PERMITTED: Arms that may be used by members of the Order. This can override the normal rules for magic-users.

ARMOR PERMITTED: The armor that may be used by members of the Order. If a shield is permitted, it will be listed separately under this heading.

ABILITY RESTRICTIONS: These requirements relate to a character's principal attributes. Unless specified, Ability Scores listed are MINIMUM REQUIREMENTS for acceptance into the Order.

POWERS: Special forms of magic taught by the Order to its members.

FRIENDS/ALLIES: This section lists the primary alliances of the Order.

FOES/ENEMIES: Similarly, this section lists the chief opponents of the Order.

SAYINGS: Common sayings of members of the Order. They are given to add flavor and aid in role-playing such characters.

SPELL MODIFICATIONS: Often, members of the various Orders know a slightly different version of a standard spell, or can cast a spell that is normally considered to be in one of their Opposed Schools. These differences are listed here.

Academy of the Flaming Sword

NAME OF MEMBERS: Armigerents

LOCATION: Eder Soult, City of Fangaerie, Sector D7

HISTORY: The Armigerents started as a small group of battle mages who offered their services to the highest bidder. They called themselves the Company of the Flaming Sword. These battle mages took on apprentices to train, who then trained apprentices of their own. Eventually, the Company grew so large that that they decided to build an academy in the seat of their biggest customer, the Ragean Empire. During the height of the Ragean Empire, the Academy built a school in the City of Fangaerie. This school eventually became its biggest and though the Ragean Empire later retracted in influence considerably, the Academy of the Flaming Sword found new clients in Fangaerie and all the civilized nations of the liberated Eder Soult.

Over time, the Academy has come to teach loyalty, courage, and thought before action. The new recruits are trained to use their magical ability with caution and responsibility, and the Armigerents have gained a measure of respect for the fact that they do not accept just any contract.

PURPOSE: Armigerents are almost always either on assignment or out adventuring. When not on assignment for the Academy, they are free to accept contracts on their own. However, should it be discovered that their contract places them in direct opposition to another Armigerent, both contracts are considered null and void.

Armigerents may be mercenaries, but they are generally responsible in which jobs they accept. An Armigerent is unlikely to accept a contract that requires him to kill or maim innocents, but would have no problem hunting down and killing someone else who had performed those acts.

MASTER OF SCHOOL: The Commander of the Armigerents is a white-haired old half-elf named Rasper Madot. He is skilled at swordplay, sorcery and strategy. In fact, many say that in strategy he has no equal. Rasper once routed 50 Frost Giants with a force of four fighters, using only one carefully placed Fireball and a Ring of Wicked Kicks. The students groan whenever he repeats the story yet again, but they listen with rapt attention all the same.

Perhaps his most distinguishing characteristic is his voice. He has a loud, deep voice, smooth as chocolate. It never fails to command attention when he speaks. From him, the tiniest praise is music to the ears, and even the harshest criticism is softened by that golden voice. Many times he has acknowledged it as his greatest possession.

SPECIALTY SCHOOL: Invocation/Evocation.

OPPOSED SCHOOLS: Conjuration/Summoning, Enchantment/Charm.

ALIGNMENT: Lawful good or lawful neutral.

SYMBOL: The symbol of the Academy is a fiery sword.

DAYS OF IMPORT: The first of Nardur'kiev (Fariadoran calendar "FD" - See GMG p 21) is a day of merriment among the Armigerents. New assignments are handed out by the droves, and the partying is fierce. All contracts end on the first of Kras'kerz, and the homecoming on that day is, if anything, louder and more boisterous than the parting. Surviving members give thanks and recite prayers for those not so lucky. A few days later, the organization dispatches search parties to find those who did not return and remain unaccounted for. The Armigerents do not abandon their own, ever. Even when all hope of ever recovering a missing Armigerent is given up, one person will still be assigned to find that battle mage every year. It is an honor to be assigned to locate the members gone missing the longest. Even today, they still search for their oldest missing mage, Amber Delsand, who was lost while on assignment in the Brendar Mountains in the year 11,402 FD.

RAIMENT: The Armigerents wear gray-dyed leather armors when in battle. Across the front is emblazoned a black sword, flourished with just a touch of red flame. However, Academy members often adopt the uniforms of those they serve so as to more easily blend in to the ordinary troops.

ADVANCEMENT: The Armigerents are promoted by their superiors based on merit and recommendations from satisfied customers. Significant Alumni donations also go a long way toward gaining a position within the Academy. As a minimum, members are required to tithe 10% of their income derived from spell casting and adventuring.

MEMBERS: Armigerents are strong, hardy folk, as magic-users go. They are as comfortable on a horse as on a Flying Carpet. They have no delusions about being better than the 'common folk.' Their working of magic they view as just another job.

Armigerents are a mercenary group. They accept contracts to fight for the highest bidder. Whichever side bids the most per requested battle mage wins the contract (and probably the fight, since it is unheard of for Armigerents to take both sides of a conflict.)

Their mercenary nature is tempered by their common sense. They will not fight for a cause to which they are directly opposed (but might accept a contract to remain out of the fighting entirely), nor will they take any contract from a known enemy of the Academy. They have been known to offer discounts on contracts taken out against their enemies, however. Once in a great while, they have even been known to offer their services for exceedingly worthy causes at cost.

Armigerents are wonderfully loyal friends to have. They will stand and fight to the death for a long time companion if they feel that their friend might be saved by their doing so. Armigerents are not inclined to throw away their lives lightly, on the other hand. They will fight to the death only if there is no other choice, or the situation demands it.

They come from all walks of life, noble and peasant alike. None who have talent are turned away from the Academy, as a profit can eventually be made on even the feeblest of Armigerents.

STPs: Campaign logistics, first aid, history: ancient, history: local, languages: ancient, military: battle sense, riding: land based (bonus), spellcraft.

WEAPONS PERMITTED: Saber, dagger, staff.

ARMOR PERMITTED: Leather, no shield.

ABILITY RESTRICTIONS: Strength-13.

POWERS: Armigerents are trained with special powers that aid them in combat.

At 1st level, an Armigerent can choose one spell per day that inflicts an extra one 1 point of damage for each die rolled (including grievous wounding damage). However, this increases chance of mishap by 1-8% (roll 1d8).

At 2nd level, Armigerents reduce the casting time of their offensive Invocation spells by 1 segment.

At 3rd level, Armigerents gain a +1 bonus when making saving throws to prevent spell disruption in combat.

At 4th level, they can choose two spells a day to be affected as per their 1st level ability. However, at this level the chance of mishap for each spell increases by 1-12% (roll 1d12).

At 5th level, Armigerents gain an additional +1 bonus when making saving throws to prevent spell disruption in combat.

At 7th level, Armigerents choose three spells a day to be affected as per their 1st level ability. However, at this level the chance of mishap for each spell increases by 1-20% (roll 1d20).

At 9th level, they reduce the casting time of their offensive Invocation spells by an additional 1 segments (a total reduction of 2 segments, though casting time can never go to a negative modifier.)

At 10th level, an Armigerent can choose one spell a day to add 2 points of damage to each die rolled. When they use this ability they lose a prepared spell for that day.

At 11th level, Armigerents gain an additional +1 bonus when making saving throws to prevent spell disruption in combat.

At 13th level, all of their offensive Invocation spells are affected as per their 1st level ability.

At 14th level, two spells a day may be affected as per their 10th level ability.

At 15th level, Armigerents gain an additional +1 bonus when making saving throws to prevent spell disruption in combat.

At 16th level, three spells a day may be affected as per their 10th level ability.

FRIENDS/ALLIES: COSM, Fellowship of Flame

FOES/ENEMIES: Shadow Guild, Red Council, Pathorgia

SAYINGS: Note, your highness, how bad an idea it is to clump up your men without magical protection. <BOOM> It would be far saner to spread them out, or better yet, to never attack at all. - Haerd, you Lightning Bolt their left flank, here. Windmir, I want you to Fireball the tip of their wedge formation. I will come up from behind them and Web their retreat. After that, both of you cast Flaming Spheres and pick off the stragglers. Remember, no survivors. They are to be made an example. - Stick close to your battalion, men.

SPELL MODIFICATIONS: Armigerents cast Magic Missile as if they were one level higher.

Black Hands

NAME OF MEMBERS: Black Hands.

LOCATION: Unknown.

HISTORY: The ruling political body of all dragons is called the Dragon Committee. Generations ago the great Black Dragon Scar Gut and her four sisters split from the Dragon Committee and formed their own splinter group, the Black Hands. A great dragon war broke out that nearly destroyed all dragons. Ironically, the powerful Dragon Committee only managed to save itself by allying with a group of men, the Circle of Sequestered Magic. From that day forward, the Black Hands swore a Gawd Oath to destroy the COSM by any means necessary.

PURPOSE: Ever since the Great Dragon Wars, the leadership of the Black Hands has retreated behind the scenes and now tries to manipulate events to cause the downfall of the COSM. This organization encompasses much more than just magic-users. Aside from the non-human element of its leadership, the organization is known to have a considerable number of thieves and assassins among its membership. In many areas it is considered more of a thieves' guild than a magic society. But the thief operations are merely sideline activities to support their overall goal of destroying the COSM and taking over the Dragon Committee.

MASTER OF SCHOOL: Decepia Villitar is one publicly known master in the school. Though outsiders speculate that the organization's seat of power is somewhere near the western reaches of the Flamaar Desert, Villitar often spends time in the city-states of the Eder Soult region and the Kal Dez Peninsula.

SPECIALTY SCHOOL: Abjuration, Alteration.

OPPOSED SCHOOLS: Enchantment/Charm, Invocation/Evocation.

ALIGNMENT: Neutral evil.

SYMBOL: A black print of a human hand.

DAYS OF IMPORT: Kras'kerz 13th is the anniversary of the end of the Great Dragon War. This day is observed with reverent remembrance during which members renew their oath to the society.

RAIMENT: Unless they are incognito, Black Hands often wear a lightweight single black gauntlet.

ADVANCEMENT: Advancement within the society is made by thwarting the plans of the Dragon Committee and the Circle of Sequestered Magic.

MEMBERS: Members of the Black Hands often seek to gain their own personal power while furthering the goals of their leaders. They believe in the power of the their dragon overlords and seek to ride their coat tails to riches and fame through their dark service. Most Black Hands are proud members and truly enjoy the nefarious tasks their superiors send them out to accomplish.

STPS: Dragon Speak, Evil Speak, art of beating, glean information, intelligence gathering (bonus), interrogation, intimidation.

WEAPONS PERMITTED: Club, dagger, dart, staff, sap.

ARMOR PERMITTED: Up to leather.

ABILITY RESTRICTIONS: None.

POWERS: Members of the Black Hands may learn Dragon Speak without the 19 Intelligence normally required to learn the skill. However, for each point of Intelligence below 19, they suffer a -10% modifier to their skill mastery.

FRIENDS/ALLIES: Shadow Guild.

FOES/ENEMIES: Circle of Sequestered Magic, Dragon Committee.

SAYINGS: Without evil, there can be no good in the world. Therefore, evil is good.

SPELL MODIFICATIONS: Members are trained to cast spells silently, even those with verbal components. They must substitute somatic gestures when using this technique and also suffer a 25% chance of spell mishap while doing so. However, that chance is reduced by 1% for every level of experience beyond first.

Brethren of the Star

NAME OF MEMBERS: The Shields.

LOCATION: Currently Unknown, was Hastil (Sector D6).

HISTORY: The Brethren of the Star was founded in 9,196 FD by an elf named Lealaria. She was so angered by the sorcerous manipulations of many of the leaders of that time that she felt an organization was needed to protect the rulers of Aldrazar from magical interference. She researched spells that would help protect free willed individuals against mind control. Eventually joined by others who agreed with her cause, she then approached many of the rulers of Aldrazar, offering the services of her 'Shields' for a fee. Most jumped at the chance, still somewhat frightened by the tales of mind control magic. After several successful interventions by the Shields, they began to grow in status and reputation. More magic-users came to join the order, and eventually Lealaria created the rank of Protector within the organization, offering the best of her pupils to the most important rulers on Aldrazar for free.

Since that time, the Shields became firmly entrenched as a very powerful force, staying out of sight, but always close at hand should their "protectee" need them. They have the ear of almost every major ruler, and have occasionally negotiated peace between countries at war. Their seat of power was based in the region of Hastil near the town of Muer in the Slewstor Forest (Sector D6).

The organization flourished until just 49 years ago, when its leaders went on a secret mission to the Flamaar Desert. Things went poorly and their members from across Aldrazar were called to lend support against the unknown threat to the society. None of the protectees heard word from their wayward Shields and seemingly overnight the organization vanished from the face of Aldrazar. However, the protocol for the Council of Orders allows member societies to pay dues in advance. As it turns out the Brethren of the Star had paid for their seat on the Council for 50 years in advance. Thus, their seat on the Council has remained unfilled for the last 49 years, attributable to them in name only. The rest of the Council logically assumes they will be abandoning the seat but has followed the rules of succession to this day. Now, there is considerable jockeying on the part of many lesser magic societies as they vie for control of the soon-to-be-vacant seat on the prestigious Council. But after all this time there are those who still wonder, will the Brethren of the Star come back in time?

PURPOSE: As stated above, the Shields were formed in order to prevent magical interference in the rulership of countries. They are the guardians of free will in Garweeze Wurld, and despise any form of mind control spell. Shields are usually on assignment, guarding one noble or another, but they sometimes adventure, either accompanying their charge, or honing their skills so that they can better perform their job. There are many impostors throughout the lands claiming to be among the last of the Society. Their credentials have yet to be verified to the satisfaction of the Council of Orders.

MASTER OF SCHOOL: The master of the Brethren of the Star was an unnaturally ancient elf named Lealaria. Lealaria is not only the founder of the school, she is also the source of many of the spells of Abjuration. It was she who guided the Shields as they watched over countless rulers of the land and to prevent magical interference in government.

SPECIALTY SCHOOL: Abjuration.

OPPOSED SCHOOLS: Alteration, Enchantment/Charm.

ALIGNMENT: Neutral with good or lawful tendencies.

SYMBOL: A tall tree shielding a sapling from a storm.

DAYS OF IMPORT: Winter Solstice, when the constellation of Saratar the King is at its zenith. On this day, the Shields get double their normal number of spells.

RAIMENT: They tend to wear clothing that lets them fit in with the forces of their patron. Thus, if their patron's guards wear chain mail, then so does the Shield.

ADVANCEMENT: Advancement is granted because of merit and talent. Solely Lealaria awards rank.

MEMBERS: The Shields are a fellowship of elite bodyguards for hire. Their magics are intended to help keep those they serve alive, not only by protecting them directly, but also by striking back at those who would hurt them.

A Shield usually signs on with a noble for a period of two years, during which he will be fully provided for. In addition, a stipend is agreed upon in advance. Half is paid upon agreement with the terms, and half is received at the end of the term. If the Shield is killed during the term, the money either goes to the Shield's family, or to the Brethren of the Star, if the Shield has no family. Funeral arrangements are customarily made by the patron. To refuse this obligation brings great shame.

If the protectee is killed during the term, it is a hard blow to the Shield who was assigned to protect him. The entire stipend is refunded to the family of the victim, and the Shield returns in disgrace to the Brethren of the Star.

The very best Shields are promoted to the rank of Protector. Prior to the excursion to the Flamaar, there were three Protectors for each major kingdom. The Protectors' duty is to ensure that the King or Queen that they are assigned to is allowed to rule freely, without magical interference. As such, they are accorded the highest regard by most people, and move freely in royal circles.

STPs: Diplomacy, first aid, history: ancient, languages: ancient, mingling, reading/writing, customs and etiquette (culture specific), spellcraft, ulterior motive.

WEAPONS PERMITTED: Baton, staff.

ARMOR PERMITTED: Any, and shield.

ABILITY RESTRICTIONS: Wisdom-13.

POWERS: Can cast Abjuration spells that normally have a range of "self" on other friendly targets as if they had a range of "touch." In addition, the Shields are trained in the use of the baton, a one-handed staff. It does less damage than a full-sized staff (1d6-2) and is slightly less effective when parrying (-1 to parry AC bonus, described on page 97 of the GMG), but requires only one hand to wield it (size M).

Shields also have a certain degree of political power, as well as political immunity. A Shield who transgresses against a law will (in most cases) face the judgement of Lealaria instead of the local Constable. Of course, this might be an even less welcome event, as Lealaria does not take her duties lightly.

FRIENDS/ALLIES: Mage Advocates.

FOES/ENEMIES: Shadow Guild, Diviner's Syndicate.

SAYINGS: I will be your shield, my Lord. - Quickly, behind me! - Together we will weather this storm. - You'll have to go through me first. (Spoken to a foe.) - Traditional Parting: Until my shield covers you once again.

SPELL MODIFICATIONS: The following spells are treated as Abjuration spells for Shields: Mirror Image, Blink, Wraithform, Contingency and True Seeing. Shields are allowed to cast the following Alteration and Illusion spells: Message, Whispering Wind, Wizard Lock and Seeming.

Shields and their spells are treated as two levels higher when casting or resisting Dispel Magic.

Shields cast Remove Curse as if they were two levels higher.

Antimagic Shell has a duration of only 1 minute/level if cast on someone other than the caster.

Circle of Sequestered Magic (COSM)

AKA: Circle of Sequestered Magick(s)

NAME OF MEMBERS: Mages of the Circle

LOCATION: South Aludian Ocean (Sector F8), Isle of the Veil.

HISTORY: The COSM is the most elite (and the most secretive) magic organization on Garweeze Wurld. The Society maintains that COSM is eternal, just as a circle has no end and no beginning. It's just this sort of pompous, elitist attitude (even for magic-users!) that annoys the other magic societies to no end.

COSM is hands down, the most powerful of the magic societies and claims it has a mandate from the Gawds themselves to "Keep Order" and "Maintain the Balance" on Garweeze Wurld.

What this really means is not clear since only the members of the "Inner Circle" of the COSM are privy to the society's true agenda. It is known that COSM is interested in stemming the tide of evil and are willing to go to any length toward this end. (This includes working closely with such unlikely allies as the Dragon Committee and the Gnome Titans). Because COSM's activities are often questionable and at times seem to be at odds with its own mandate, the group is considered suspect by most outsiders who resent their constant meddling in the affairs of others. Many even believe that COSM manipulates the weather, has agents placed in positions of high power in countless political infrastructures around the world, hoards magic items and wealth, etc.. Of course, all of this is true though you'd be hard pressed to find anyone to prove it or admit to it.

The fact is that COSM has saved the world and pulled civilization back from the brink of destruction on numerous occasions. COSM closely monitors the 'Tides of Magic' as they ebb and flow to make sure the minions of evil don't garner too much power and manage to seize control or do irreparable harm (as they did during the Week of Long Shadows in the year 6,666 FD).

In order to safeguard Aldrazar (and many say, the TeraVerse), the group continues to recruit, train and maintain a stable of elite heroes known as the HackMasters of Everknight. (Heroes who step forward during times of crisis to confront evil. Incidentally, these heroes are the only non-magic-users allowed access to the Circle).

One of their most notable contributions to global stability has been the eradication of the Nuclear Winter spell from the memory of Aldrazar. Another way they strive to keep order in the world is by collecting powerful magic items as part of membership dues and application fees from Circle hopefuls. Once such magic items are in their control, they either destroy them, or hold them for safe keeping. Their power is so great that it is rumored they even have access to restricted 10th-level spells.

PURPOSE: COSM believes that magic on Garweeze Wurld tends to ebb and flow like the tides (referred to as the Tides of Magic). At one point in history, magic will be predominantly controlled by good, and these epochs are remembered by many with great fondness. Then, evil will resurge and the balance of power shifts bringing dark and troubling days, as the wicked attempt to wrest power over all life. The COSM keeps a careful watch over the Tides of Magic, as these events are known, and ensures that the status quo is not upset too much. Their aim is maintain balance, NOT to have good defeat evil (which is why outsiders are often confused as to what the COSM is actually trying to accomplish). COSM works closely with the Dragon Committee and together they maintain a position of silent political power in the world — a shadow government.

MASTER OF SCHOOL: Kramlak Lashym, Arch Mage of the Circle is not only the Head Mage of COSM, he is the leader of the most secretive of all organizations, the Inner Circle of COSM. This Inner Circle is a group of 32 18th-level and above magic-users. Their activities are so secret that not even other members of the COSM know what they do or exactly who they are. It is said that they meet with the Dragon Committee on a regular basis. They are also rumored to be the ones who carry out certain executions of former COSM members that have broken their oaths of secrecy. The Arch Mage alone is said to have access to a spell that no other magic-user in the planet may know. He may summon a creature to seek out and destroy one enemy. This creature is known as "The Shriek" [See Hacklopedia of Beasts Volume 7]. However, this spell has not been cast in centuries because it is rumored to drain the Arch Mage so drastically of Constitution and years of life that it effectively ends the ability of the Arch Mage to lead. It is used, therefore, only as a last resort. Afterwards, a new Arch Mage is selected.

Kramlak Lashym is a stoop-shouldered ancient human, who some say is kept alive only through magic. He is grizzled and bitter, often mumbling to himself about the problems of the world. When challenged, Kramlak can be hard as nails, although his voice rarely rises above a whisper. Those who cross him often find themselves receiving unwelcome midnight visits from a dragon.



SPECIALTY SCHOOL: All schools of magic are represented in the COSM.

OPPOSED SCHOOLS: None.

ALIGNMENT: Mostly neutral, but all alignments are represented. Chaotic alignments are discouraged however.

SYMBOL: A large eye. In the pupil of the eye is a gold pyramid with a balanced scale set upon it.

DAYS OF IMPORT: Days of Reckoning, when the balance of power is examined and set aright. The Day of Charter is when the Circle remembers the creation of the COSM. Week of the Long Shadows (when all three moons of Garweeze Wurld are in the new phase at the same time) is reported to be a time of dread and deep foreboding for those who weave magic. All magic items and spells are reportedly dispelled for the duration of the event.

RAIMENT: Most of the members of the Circle are quite wealthy. They wear expensive robes of silk or velvet, often lined with gold. Gold is the color of the COSM, and so they tend to wear as much gold as possible.

ADVANCEMENT: The COSM is an extremely political group, and advancement is, for the most part, tied to "whom you know." Magic-users who perform outstanding acts in the service of COSM are also often rewarded with advancements in status within COSM. Only the most trusted and powerful magic-users are invited into the Inner Circle.

MEMBERS: Only the most skillful of magic-users can ever hope to obtain membership in this exclusive society. Of course, they welcome all applicants with the motive of obtaining as many magic items as possible.

Magic-users who have been scrutinized by the Circle, and who have been selected as possible candidates, will be approached by a mentor from COSM. This mentor will notify the prospective member that they have been selected and let them know that they are about to undergo a series of tests and evaluations. One of the first tests recruits undergo is a type of scavenger hunt. Mentors decide what type of hunt their candidates will undergo. Most often, recruits will be tasked with finding and retrieving certain magic items, which the COSM would like to confiscate.

Once they have completed the hunt, known as a 'list,' they will be given an initiation packet, and they must take a pledge of secrecy, a blood oath that they will never reveal the inner workings of the COSM to anyone upon pain of death. Once the pledge is administered, the new member receives a pledge ring, sealing his oath.

A Ring of Teleportation is given to the candidate to use in his final challenge. Upon acceptance to the COSM, the new member is given a scroll with a spell on it. He may choose the spell he desires, providing he is of sufficient level to cast it.

The final challenge is a closely guarded secret rite. It is rumored that is has something to do with massive chain casting and a real mission into the darkest territories of the Black Hands.

STPs: Spellcraft, ancient history, civil administration, current affairs, basic leadership, committee leadership, ancient languages, glean information, intelligence gathering, diplomacy.

WEAPONS PERMITTED: Any

ARMOR PERMITTED: Any, and shield

ABILITY RESTRICTIONS: Intelligence-16, Wisdom-13, Charisma-12. Honor must be at least average for level.

POWERS: Members of COSM need not specialize in one school of magic or another. They can choose any spell they are able to cast if sufficient need arises.

Members of COSM can also receive training to level up from other members of the Circle at a 30% discount.

Members of COSM receive a certain degree of protection from dragon attacks, if they refrain from any overt attacks against them. They may also call upon the Dragon Committee for covert help in times of dire need.

FRIENDS/ALLIES: Academy of the Flaming Sword.

FOES/ENEMIES: Black Hands.

SAYINGS: It's time to call out the HackMasters. - We do not exist. - We will maintain order at all costs - Dragons are our friends – Don't ask so many questions, you'll live longer.

SPELL MODIFICATIONS: Members of COSM are able to cast one spell from a level higher than they normally would, per level, as long as they are members in good standing and are actively working to further the aims of COSM. Therefore, a 5th-level magic-user would be able to cast one 4th-level spell. Of course, the chance for spell mishap for the extra spells is increased by 10%.

Diviner's Syndicate

NAME OF MEMBERS: Viners.

LOCATION: Goremunya, City of Corja Din (Sector E6).

HISTORY: The Diviner's Syndicate is one of the original members of the Council of Orders. While most other magic-users consider diviners the weakest form of magic-users (right below the illusionists), the organization quietly carved out a niche for itself through information brokering. During the great anti-cataclysm of 9,999 FD, the Syndicate made membership mandatory for all specialists and sole practitioners of divination magic.

The great anti-cataclysm was a time during which many commoners and scholars alike believed the world would come to an end because they believed the fundamental laws of nature could not possibly support a roll over to 10,000 years, and that society would "crash" upon itself. Obviously this never happened, and the time became known as the anti-cataclysm. But with divination magic being so much in demand during the period, the ranks of the Syndicate swelled and it never relinquished its hold on power. Now the organization continues to predict world-shaking events to maintain its apparent usefulness. In order to maintain their credibility, however, some speculate that the Viners are actually responsible for bringing about certain of the catastrophic events that they predict. These critics are quickly silenced, often under mysterious circumstances.

It is rumored that at one time the organization was allied with the Brethren of the Star. Some even say the origin of the name Brethren of the Star came about because the ancient diviners were known by the star above the fez cap in their group symbol. However, apparently the two groups had a falling out and now they are considered bitter enemies. The Viners claim the forces of divination are mysteriously unclear regarding what happened to the Brethren of the Star but they shed no tears over their apparent downfall.

PURPOSE: Its stated purpose is to further the advancement of the school of Divination magic. Despite its innocent beginnings, the Diviner's Syndicate has evolved into a secretive and manipulative power broker. It often sells information to the highest bidder regardless of his intentions, as long as those intentions don't interfere with the Viners' own hold on power. Viners have agents in every civilized region of Aldrazar and beyond.

Laymen see the group as more of a business than a fraternal organization. The Diviner's Syndicate sells advice, predictions and omen interpretations to all classes of people including members of the aristocracy. Their fees are expensive, but because the Syndicate pools the talents of a sizeable number of skilled magic-users, their advice and predictions are believed to be extremely accurate.

The group is allied with the Center for Monster Studies because the two groups (at least on the surface) are interested in information gathering.

MASTER OF SCHOOL: Finchuck El Dabi.

SPECIALTY SCHOOL: Divination.

OPPOSED SCHOOLS: Conjuration/Summoning, Enchantment/Charm, Abjuration.

ALIGNMENT: Neutral.

SYMBOL: Their symbol is a red fez cap with a red star over it.

DAYS OF IMPORT: Flur'mars (See GMG page 21) are considered very important days for Viners. While most others see these as days of ill omen, the Viners take full advantage of them to ply their trade in information sales. The Diviner's Syndicate is one of the few groups that conducts business on such days or threatens to if their clients are getting uppity.

RAIMENT: Members wear a red fez cap topped with a tiny red star.

ADVANCEMENT: Advancement within the society is based on advancing the money, power and prestige of the organization in the least flamboyant way possible.

MEMBERS: The prospective member must pay an entrance fee of 500 gp and bring at least one new client to the syndicate. There are no annual dues. However, to remain in good standing, a member must spend a minimum of eight weeks per year working exclusively for the Syndicate. Depending on the fiscal status of the Syndicate, members may expect to receive an annual bonus that has been known to be up to 30,000 gp for exemplary servants.

STPs: Arcane lore, divine lore, ancient history (bonus), astrology, animal lore, social etiquette, heraldry, history: world, poetry, writing and comprehension/interpretation, wilderness lore, languages: modern, languages: ancient, glean information.

WEAPONS PERMITTED: Dagger, staff.

ARMOR PERMITTED: Leather only.

ABILITY RESTRICTIONS: None.

POWERS: Know ability (restricted skill) - Viners are schooled in the art of careful observation. Thus, even without the aid of magic, they can observe an individual and try to glean an appropriate piece of information about him. This skill requires a skill check and requires approximately an hour of observation for each ability studied. For example, if a Viner watched a man cutting wood for an hour, he could make a "know ability" skill check. If successful he could learn that the man has 16 Strength. This skill can be applied to nearly any Ability Score, statistic or skill level associated with a character.

FRIENDS/ALLIES: Center for Monster Studies.

FOES/ENEMIES: Brethren of the Star.

SAYINGS: The Syndicate encourages members to have children. Children promote stability.

SPELL MODIFICATIONS: None.

Fellowship of the Flame, The

NAME OF MEMBERS: The Blue Flames.

LOCATION: Yithrian Peninsula, City of Stenord (Sector B7).

HISTORY: The people of the Yithrian peninsula are theorized to be an offshoot of the Arstan peoples who originated further south on the east coast of the Pathorgian sea. While migrating north they encountered hostile grevan barbarians, but instead of being driven back into their homelands, they were actually driven further north by the unpredictable grevans. There they eked out a meager existence until the Ginge Wars began and drove them even further north to the Yithrian peninsula. With their backs to the sea and in a colder climate than they were used to, their magic-users began to research and learn spells related to heat and fire. They used these to great effect and were successful in fending off further aggression from the ginge and grevan warriors to the south. It was during these battles that the Fellowship of the Flame was forged with the sworn duty to protect their kin that had been through much hardship. Now it looked like they had finally found a home.

Over time, the survivors of the wars were pleasantly surprised to find that the eastern side Yithrian peninsula was blessed with warm ocean currents and favorable winds such that the climate was relatively mild, considering its northerly latitude. They certainly faced fewer weather-related hardships than their grevan aggressors to the south and west did. Thus, the newly established Yithrian people thrived and began to gain influence in the rest of Aldrazar including winning a seat on the Council of Orders for their ancient magic-using defenders, the Fellowship of the Flame.

PURPOSE: Ostensibly, the Fellowship exists solely to defend the Yithrian peninsula from invaders, but in modern times they have begun to travel the globe to defend other oppressed peoples.

MASTER OF SCHOOL: Eldin, a native Yithrian, currently holds the senior position in the Fellowship. He is a tall, thin, bald man. His alert, bookish manner endears him to the other members. He has a quick wit and a very dry sense of humor.

SPECIALTY SCHOOL: Evocation/Invocation.

OPPOSED SCHOOLS: Illusion/Phantasm, Enchantment/Charm, Conjuration/Summoning.

ALIGNMENT: Any good.

SYMBOL: A dancing blue flame.

DAYS OF IMPORT: In its early days, members of the group made a connection between days when the tides reached extreme heights and certain benefits to the magic of the Blue Flames. Thus, these days have been celebrated ever since. Whether or not there is truly any effect on their magic is unknown.

RAIMENT: Blue Flames typically wear robes stained with various herbs, unguents and elemental essences. Many actually own a clean pair of robes for important occasions, but their chemical-stained hands usually reveal them for who they are.

ADVANCEMENT: The only way to advance through the Fellowship is to gain seniority. The longer a Blue Flame has been a member, the more likely the Fellowship is to entrust him with an office of authority. Of course, with these offices come additional responsibilities, but that's to be expected.

MEMBERS: Members that travel from their homeland are particularly interested in stomping out oppression, racial or otherwise, wherever they find it. In fact, this practice is how the Order grew to prevalence in many lands far removed from their northerly homeland.

STPs: Alchemy (required), astrology, brewing, herbalism, ancient history, languages: ancient/dead, fire building (bonus), reading/writing.

WEAPONS PERMITTED: Dagger, staff, trident.

ARMOR PERMITTED: Hide.

ABILITY RESTRICTIONS: Intelligence-13.

POWERS: Blue Flames use various supplemental mixtures, powders and liquids to cast their spells. They simply mix the spell's ingredients together at the time of casting, infuse it with magic by speaking a few words over the mixture, and hurl it at their enemies or drink it as appropriate. These recipes are loose enough (measured in 'pinches' and 'handfuls') to allow quick mixing, so casting times are unchanged. These supplemental ingredients give all their spells with a visual component (fire in particular) a blue tint.

FRIENDS/ALLIES: Academy of the Flaming Sword.

FOES/ENEMIES: Shadow Guild, Oracles of Pathorgia .

SAYINGS: Now remember, blue powder for a Fireball, red for Magic Shield... <KAAAAAAAAAA-BOOOOOOOOOM> oh dear, good apprentices are SO hard to find nowadays. - Never give up while the fire burns inside.

SPELL MODIFICATIONS: The materials that Blue Flames use for all their fire related spells cause the magical fires to burn with a blue tint instead of the more common yellow or red. If the caster makes an Intelligence check during the casting of a fire-related spell, this effect can actually add +1 point of damage per die (including grievous wounding damage). No detailed studies have been done on the probability of spell mishap this may or may not cause, however.

Oracles of Pathorgia

NAME OF MEMBERS: Blood Seers.

LOCATION: Pathorgia, Island of Rithigus in the Pathorgian Sea (Sector C5).

HISTORY: In 4,929 FD, the tribes of men in Pathorgia awoke one morning to discover that a new island had appeared overnight. When some of the more intrepid souls ventured out to the island, they were greeted by a group of three strange men who told them prophecies and answered their questions in exchange for a promise of food. The prophecies came true, more or less. In one instance a man was killed by a deer instead of a bear, but otherwise, the prophecies were undeniably accurate, or in any case not clearly inaccurate.

Since the death of the original oracles, legend has it that their spirits are reincarnated in followers who carry on the tradition of the expanded group. Since their mysterious appearance, the oracles and their later followers have answered questions of all sorts in exchange for goods or services. They dislike interfering in politics, but have been known to tinker with the fate of individual men and women. They only broke the rule against interference in politics once in 6,666 FD, when they sought and received a seat on the Council of Orders. No one has yet figured out why they chose to do this, but then, much of what they do makes little sense to others.

PURPOSE: When oracles leave the island and go out into the world at large, they almost always have a specific task given to them to complete. These tasks may be merely one step in a long chain of events that must be set in motion in order to prevent some grievous deed in the future, or they might be something as simple as bringing together two lovers who are perfect for one another. The oracles do not seem to think in the same manner as others. Their minds run more towards twisted, convoluted paths than simple, straightforward plans.

Their rituals and practices are clouded in secrecy, but many speculate that no good will ever come of this group. Their methods are purported to be a vile combination of divination and blood magic. In order to maintain their powers granted by their training in the Order, Blood Seers must practice a form of self-mutilation and must injure themselves with a dagger on a daily basis.

MASTER OF SCHOOL: The oracles are ostensibly run by a council of five, known as the Guardians of Old, only one of whom attends the annual Council of Orders meetings. Exactly why they are called Guardians of Old is unknown, but several of the other schools of magic believe it is because they have some fearsome entity kept prisoner on the Isle of Rithigus. Perhaps a demon, or even a mad gawd.

When asked what the name implies, an oracle will inevitably reply, "We guard the future, and the past. We guard the memory of your great-grandfather, and the memory of your great-grandson." No one really knows what they mean by that, but they certainly have rehearsed their answer well.

SPECIALTY SCHOOL: Divination, Necromancy.

OPPOSED SCHOOLS: Conjuration/summoning, Enchantment/Charm.

ALIGNMENT: Any neutral.

SYMBOL: A man whose eyes are closed and dripping blood, but who has a third eye open in the middle of his forehead.

DAYS OF IMPORT: The oracles claim that the 1st of Haar'Kiev is a good day to view the future, and that the 28th of Freta'Kerz is a good day to view the past.

RAIMENT: The oracles wear white robes with gold trim. There are no distinctions for rank.

ADVANCEMENT: When asked how he was selected to become a Guardian of Old, an oracle once responded, "The knowledge came upon me that I was to be the next Guardian. I stepped forward and took the amulet of office from the one who had died." Skeptics abound.

MEMBERS: When a person is found to be insane on Aldrazar, they are usually led into the woods to die quietly. A surprising number of these people show up later as oracles. They profess no memory of their previous lives, nor do they show any signs of their past madness.

There are several documented cases of personality traits and quirks carrying over, and one case in which the oracle would dream of his past existence as though he were a spectator, rather than the primary participant. It turned out that he had witnessed the murder of his mother and been driven insane by it. He tracked down the killer and brought him to justice, and he was no longer troubled by dreams.

It is rumored that this organization pushes the boundaries of spell mishaps in order to experiment with the effects and perhaps even to grant themselves greater power. Much of what the rest of the world knows about the effects of spell mishaps comes from detailed accounts from the Blood Seers.

STPS: Astrology (bonus), ancient history, languages: ancient/dead, herbalism, reading/writing, spellcraft.

WEAPONS PERMITTED: Dagger, staff.

ARMOR PERMITTED: Any.

ABILITY RESTRICTIONS: Wisdom-13.

POWERS: The oracles learn some of their low-level divination spells as special abilities. These abilities are always on and cannot be turned off (even voluntarily). Neither a Dispel Magic nor a Wish can remove them. In addition, the oracles cannot teach these abilities to any outside their order. If one joins the order after attaining first level, the powers may be gained after the candidate has gained the appropriate number of levels as a member of the order.

At 1st level, they select one of the following spells as a permanent ability: Detect Magic, Detect Undead or Read Magic.

At 3rd level they select one of the following spells as a permanent ability: Detect Evil/Good, Detect Invisibility or Know Alignment.

At 5th level they select one of the following spells as a permanent ability: Infravision or Tongues.

In addition, oracles are immune to all forms of insanity, magical or otherwise. This includes confusion, fear and the like.

FRIENDS/ALLIES: Red Council.

FOES/ENEMIES: Academy of the Flaming Sword, Fellowship of Flame.

SAYINGS: It is about to be a very bad day for you indeed. (Spoken to a foe.) - Judging by the pattern of that flock of geese, I would say that we should go left. - No silver. I only accept payment in gold. Silver is unlucky for me. - Oracle Saying: It is fate. - That is a very unlucky direction for you, young man.

SPELL MODIFICATIONS: Oracles cast the Identify spell as if they were three levels higher, and do not need to spend any time purifying objects, as they are able to ignore interfering influences. In addition, they suffer no Constitution penalties for casting the spell.

They cast the spell Magic Mirror as if they were three levels higher and can cast the spell Message through the mirror with 100% certainty to other members of their order.

Oracles get an automatic +1 on the die roll when casting Vision.

Oracles can cast the following cleric spells as magic-user spells of the same level: Find Traps, Speak to the Dead, Detect Lie, Find the Path and Stone Tell.

Red Council

NAME OF MEMBERS: Blood Mages.

LOCATION: Isle of Sendria in the Feledius Ocean (straddles Sector D3 and D4).

HISTORY: Blood magic is one of the earliest known forms of magic. Consequently, it is thought to be primitive by modern standards and many look down upon its use for that reason alone. Add to that the danger involved to bystanders when using this technique and one can understand why it has been banned in many areas. In fact, the rulers of many free countries have decreed that blood magic unwelcome in their domains.

That is not to say that the practice of blood magic ceased, far from it. The number of practicing blood mages dropped, but those who were left were desperate souls who felt the need to carry on their practice just to spite the rest of the world. Often this attitude forms their most reliable common bond.

Once the Blood Mages dropped out of sight, the pressure on them gradually eased off. They were no longer being described as "monsters walking in human (or elven, etc.) skin." Public opinion had certainly been turned against them, however, so from then on, they worked their magic in secret.

Now, in most areas of eastern Aldrazar blood magic is passed only from master to apprentice. Spells are difficult to come by for them, but power seems so easy to attain through blood magic that it continues to draw students regardless.

PURPOSE: The only purpose the Blood Mages have now is to quietly practice their magic without being persecuted so that they can maintain and advance the knowledge of this ancient style. The so-called "Red Council" is, according to certain other Orders, a hidden group of Blood Mages that get together during eclipses to practice their foul magics. Many other Orders of magic and some governments are constantly trying to oust the group from the Council of Orders and destroy it.

Of course, Blood Mages have become so paranoid over the years that many of them no longer even trust one another. In spite of their reputation as dangerous adversaries, the Red Council wields very little power relative to the other great Orders. At least they are not showing it.

MASTER OF SCHOOL: Bimbattu the Dark.

SPECIALTY SCHOOL: Necromancy.

OPPOSED SCHOOLS: Alteration, Illusion, Enchantment/Charm.

ALIGNMENT: Any evil.

SYMBOL: A red droplet.

DAYS OF IMPORT: None.

RAIMENT: Blood Mages do their best to stay unnoticed. If this means dressing as a merchant, then they dress as a merchant. They often have a series of scars on their body as a result of wielding their unique style of magic, but usually have a cover story prepared in case someone notices them.

ADVANCEMENT: There is no true rank or advancement among the Blood Mages, as that would require much greater organization than they can currently assemble. Still, they manage to hide their organization's disarray well.

MEMBERS: The modern member of the Red Council is habitually close-mouthed. Fearful of having others learn their terrible secret, they go out of their way to be unsociable. They attempt to cast spells only when no one is looking their way, and they are usually angered if they catch someone looking at their scars.

Blood Mages do not share spells with non-Blood Mages. Their own spells would give them away as being a Blood Mage.

STPS: Ancient history, languages: ancient/dead, reading/writing, spellcraft, surgery tools (bonus), first aid.

WEAPONS PERMITTED: Any one-handed sword or dagger.

ARMOR PERMITTED: None.

ABILITY RESTRICTIONS: Constitution-13.

POWERS: None.

FRIENDS/ALLIES: Oracles of Pathorgia.

FOES/ENEMIES: Sunrondu, Academy of the Flaming Sword.

SAYINGS: It's amazing how versatile the blood of a magic-user can be. - Blood is the water of life, the wellspring of magic. Guard your supply carefully. - I received those scars during my enslavement in Kal Dez. I don't really like to talk about them. - Don't EVER touch my spell book again!

SPELL MODIFICATIONS: None.

THE LESSER MYSTIC ORDERS OF ALDRAZAR

Aside from the Eight Great Mystic Orders, many smaller gatherings of magic-users have formed. They have no official voice on the Council of Orders, either because they lack political power or are too controversial to be acceptable to the current Council members. Some are considered Lesser Orders simply because they have only a few members.

The availability of these small organizations of magic is left to the discretion of the GM. A few are described in more detail below.

Mage Advocates

NAME OF MEMBERS: Practitioners.

LOCATION: Various. Current head resides in Zarnia, sector D5.

HISTORY: Over the years, it has been the tendency of many different civilizations to first blame the magic-users when things go wrong. The reasons for this are many, but fundamentally the common folk just don't trust what they can't understand. Persecution of magic-users for events that they had nothing to do with eventually led a small group of them to form a union of sorts and the Mage Advocates were born. The scope of the society was expanded over the years to include speaking out on behalf of magic-users who were accused of negligence due to nasty spell mishap effects and even to revise local laws that would make possession of certain components necessary in the casting of a spell illegal. Now, for his own protection, nearly every magic-user on the face of Aldrazar becomes a member of the society upon attainment of first level.

PURPOSE: This organization seeks to further the interests of magic-users through political pressure on local and national governments. Their methods include negotiation, demonstrations and one-on-one lobbying. Furthermore, this group provides legal defense to magic-users unjustly accused of criminal activity. Their services include legal representation, financial support and personal counseling.

If a member is accused of a crime, the Mage Advocates will provide 1,000 gp or more toward his defense. The Practitioners can also provide expert witnesses and legal representation if necessary. Their counseling service advises members about the acceptance of magic-users in various cities and cultures, giving special attention to places where magic-users are routinely persecuted and imprisoned for minor infractions of the law.

The society can exert considerable influence on governments to adopt laws beneficial to magic-users. The society can also put its members in contact with government officials and assist them in working with government bureaucracies.

By necessity, the Mage Advocates often get involved defending clients belonging to either the Tinkers or Sunrondu.

MASTER OF SCHOOL: The Distinguished Fellamorill Tophat.

SPECIALTY SCHOOL: None.

OPPOSED SCHOOLS: None.

ALIGNMENT: Lawful good.

SYMBOL: A star inside a right-facing crescent moon.

DAYS OF IMPORT: Practitioners celebrate various regional dates that usually have to do with the successful defense of a magic-user in a high profile case.

RAIMENT: Higher-ranking members of the organization wear white powdered wigs. Though lay members are encouraged to wear these also, it is not a requirement.

ADVANCEMENT: Advancement within the organization is primarily through meritorious service in the form of gaining political acceptance and favorable laws regarding magic-users.

MEMBERS: All magic-users are eligible. A new member must be sponsored by a current member and pay an entrance fee of 50 gp. The fee is waived if the prospective member has exploitable political connections (for instance, if he is related to a government official). Annual Dues: 10 gp.

STPS: Ancient history, arcane speak, current affairs, liar: skilled, diplomacy, rules of fair play.

WEAPONS PERMITTED: Dagger, dart, staff.

ARMOR PERMITTED: None. As armor promotes spell mishaps, the group frowns upon its use.

ABILITY RESTRICTIONS: None.

POWERS: None.

FRIENDS/ALLIES: Sunrondu, Tinkers, Brethren of the Star.

FOES/ENEMIES: None.

SAYINGS: Using magic is not a crime.

SPELL MODIFICATIONS: None.

Shadow Guild, The

NAME OF MEMBERS: The Shades.

LOCATION: Grevan Steppes, Sulivain (Sector C6).

HISTORY: The Shadow Guild was formed by a seedy mage named Murrke. He was a larcenous weasel of a man who had some natural magical ability and had researched some spells he named after himself. Since his day, the Shades have proven to be one of the most effective thieves' guilds around, combining illusion magic with the more usual thieving arts. The rulers of the Eder Soult have attempted to stamp them out on more than one occasion, but were met with embarrassingly little success. It is uncertain why they picked this particular thieves' guild as a target for destruction, but there seems to be no love lost between them.

PURPOSE: The Shadow Guild exists merely to train thieves who have some magic-using ability. Later, the thieves are asked to pay dues that amount to 25% of their take. In return, they receive fencing services, access to safe houses across Aldrazar and are allowed to study and research spells in the guild's library.

MASTER OF SCHOOL: Xim is the current leader of the Shades. He is a masterful burglar, equally adept at both second story work and defeating elaborate defense systems. He is a tall, thin man, who nonetheless eats more than any two normal men. He dislikes incompetence, and burglars who have screwed up once too often have been known to disappear. Xim is the first Shade since Murrke to have researched his own spell.

SPECIALTY SCHOOL: Illusion.

OPPOSED SCHOOLS: Necromancy, Conjuration/Summoning, Invocation/Evocation.

ALIGNMENT: Any chaotic.

SYMBOL: The Shades are not foolish enough to adopt a symbol that could reveal them to authorities, but they do maintain passwords that seem to change on a weekly basis.

DAYS OF IMPORT: The Shades are unusually superstitious for a group of magic-users. Any given day is as likely as not to have some significance to it, being the anniversary of a botched job or stroke of luck.

RAIMENT: The Shades dress in whatever manner is unlikely to draw attention to themselves.

ADVANCEMENT: Advancement in the order is accomplished through personal combat, assassination or the leader's acknowledgement of a member's superior skills.

MEMBERS: Some Shades perceive themselves as adventurers, stealing more for the excitement than the monetary reward itself, while others steal only when down on their luck, preferring to make their way in life using their magical abilities to entertain. There are even a few who have come to terms with their actions, offering no excuses, either to others or to themselves. This group tends to sneer at the excuses and rationalizations of the other Shades.

STPS: Sleight of hand (bonus), slip away into shadows, stealthy movement, tumbling (bonus), blind fighting, disguise, reading/writing, spellcraft.

WEAPONS PERMITTED: Any thief weapon.

ARMOR PERMITTED: Leather or elven chain mail.

ABILITY RESTRICTIONS: Dexterity-13.

POWERS: Shades may receive the following thief abilities: pick locks, find traps and remove traps. For every such ability learned, the Shade must sacrifice one spell slot. When he advances in level and chooses to increase one or more of these abilities, he must similarly sacrifice a spell slot from his daily allotment. When he gains one of these skills or advances in level, he may allocate up to 10 percentage points to it or any of the other thief skills he has, but he must increase each thief skill by a minimum of 1% for each round of improvement.

FRIENDS/ALLIES: Black Hands.

FOES/ENEMIES: Academy of the Flaming Sword, Brethren of the Star, Fellowship of Flame.

SAYINGS: The owl hoots softly on the wings of silence. No, wait, that's last week's password... - Remember, we have skills that not even the greatest of ordinary thieves can duplicate. - When in doubt, get the heck out. - Just because we know magic doesn't mean we can neglect the more mundane aspects of burglary. Some day your spells won't work, and then you'll wish you'd listened to your old teacher a little more closely.

SPELL MODIFICATIONS: Shades are allowed to cast the following Conjuration and Invocation spells: Grease and Web.

When casting Knock or its reverse, a Shade is able to open or close up to three means of preventing passage.

Tinkers

NAME OF MEMBERS: Tinkers.

LOCATION: Varies, primarily Eder Soult and Goremunya.

HISTORY: During the time that the Hagan tribes battled one another for control of the Eder Soult, one of the tribes opted for peace and fled to the mountains to avoid the frequent conflicts of the area. They built several wagons and drove west, never looking back.

They traveled until they felt the conflict was sufficiently far away, then tried to settle down in the company of friendly gnomes. Their settlement hadn't lasted long before humanoids burned it to the ground, killing many in the process. Oddly, the raiders never stole nor burned wagons and horses. The survivors took that as a sign from the gawds that they should travel until they received another sign that it was time to settle down. In their short association, the gnomes had taught the tribe many secrets for crafting unusual gadgets that could be put to all sorts of uses. With their newfound knowledge, they traveled across the continent, others joined them, often bringing their own wagons, claiming that they had dreamed of the coming caravan. They gradually took to their nomadic lifestyle, dancing and singing late into the night around roaring fires. Their children began to be born with strong magical gifts that needed to be trained. One of the elder women of the tribe began to use the crafting knowledge gained from the gnomes to create items that could be used in schooling the children in the ways of magic.

Of course, their idyllic lifestyle of traveling was supposed to end. One night they saw a bright beam of light shining on a mountain pass. Winding their way up to it, they saw that the wagons would not fit through, so they sent one of the men through to scout it out. He returned with tales of a beautiful valley, filled with lush fruit trees and a sparkling lake of wondrous beauty. They realized that the gawds had sent the sign, this is where they were to settle down.

Yet, as they left the wagons to walk down to the valley, a young girl ran sobbing back to her wagon, the only home she'd ever known. This started a chain reaction as the refugees realized how attached they'd become to their nomadic lifestyle. They took a vote, and only the old woman that had schooled their children in magic wanted to stay. She grew furious and shouted after them as they rode away, crying, "Refuse my gift, will you? A curse upon you and yours. May the magic I gave you twist and betray you! May the common folk hate and fear you!"

Since that day, they came to be known as Tinkers, traveling and selling their unreliable magic items. Even with the old woman's curse upon them, they learned to be very persuasive (and, failing that, to con the rubes), and again made their living with their magic, dancing and singing the nights away. Assuredly, they leave a trail of dissatisfied customers behind them, but that only pulls their feet forward all the more urgently.

PURPOSE: The Tinkers love to wander and see everything there is to see. They travel about, taking in those who need help, and causing a little chaos before moving on to the next city.

Tinkers get their money from the magic items they craft, and the pockets they pick. The magic items are almost always flawed, but the Tinkers seem to be unnaturally persuasive, usually winning over even the most reluctant of buyers. Occasionally one of their items works properly, but the magic always fades after a time, leaving a very unhappy customer. By this time, of course, the Tinkers have moved on.

MASTER OF SCHOOL: There is no one leader for the Tinkers. Instead, they are divided into clans that each follows the eldest female Tinker among them.

SPECIALTY SCHOOL: Enchantment, Illusion, Divination.

OPPOSED SCHOOLS: All others.

ALIGNMENT: Any non-lawful.

SYMBOL: None.

DAYS OF IMPORT: The Tinkers are apt to seize upon any unusual event as an excuse for a holiday or festival. As might be expected, they are not very diligent workers.

RAIMENT: The Tinkers wear loose-fitting, comfortable clothing dyed in gaudy colors.

ADVANCEMENT: The only advancement possible is to become the eldest female Tinker in the clan. The most a male Tinker can hope for is to have his suggestions listened to seriously, though that is exceedingly rare.

MEMBERS: Tinkers spend a lot of time traveling, mostly moving away from old customers. They are tricksters, shysters and charlatans. Anything you buy from them is as likely to kill you as it is to kill your enemies. Unfortunately for most folks, the Tinkers are also extremely persuasive salesmen. Despite the Tinkers' reputation, most customers leave thinking they've just bought the greatest artifact still in existence and what a bargain it was!

Tinkers don't care too much for authority figures other than their own elders. Authority figures spend far too much of their time locking up Tinkers for "niggling little crimes, barely worth anyone's bother."

Ultimately, a Tinker's best friend is his running skill. To be a part of this organization, one must generally be born a Tinker. They have sometimes been known to accept outsiders who have shown them kindness or gotten them out of a particular jam.

STPS: Arcane speak (bonus), running (bonus), tumbling (bonus), languages: modern, reading/writing, spellcraft, fondle, pinch (non-restricted for Tinkers), barter, haggle.

WEAPONS PERMITTED: Dagger, dart.

ARMOR PERMITTED: Leather.

ABILITY RESTRICTIONS: Dexterity-13, Charisma-13.

POWERS: Tinkers of any level may create magic items of dubious quality. These items cost 1/10th the normal amount and take 1/10th the normal time to create. However, there is a 100% chance, modified downwards by 5% for each level of the Tinker, that the item so created will have an unwanted and potentially dangerous side effect (such as a Ring of Feather Fall that works every other time, or a Wand of Magic Missiles that backfires every 10th charge.) These items only retain their magic, flawed as it is, for one week per level of the Tinker. By then, the Tinker hopes to be long gone.

The GM should base the deadliness of the flaw on the Tinker's greed (and should feel free to set higher minimum levels on the more powerful magic items.) A Potion of Hill Giant Strength might only grow hair on the drinker's palms, but a Girdle of Giant Strength might fail to protect the wearer from his own supernatural strength, allowing him to break his bones when moving, throwing out his back when attempting to pick up a boulder and so on.

Lastly, when a Tinker is trying to sell an item, the target customer must make a saving throw vs. spells (at a penalty of 1/3 the Tinker's level, rounded up!) or they believe the magic item to be totally unflawed. Stress this point to the players. They've just been offered a pair of Gauntlets of Ogre Power at 1/2 the normal price. Those stories about the Tinkers are obviously just slander made up by the Enchanters, those Gauntlets are perfectly fine. Make them role-play it. Luckily, the target receives a +1 bonus to the saving throw for every Tinker item they've had backfire on them in the last year.

FRIENDS/ALLIES: Mage Advocates.

FOES/ENEMIES: None.

SAYINGS: What are you saying? That sword is very powerful, you simply must hold it under the light of a Glowworm in order for it to activate!

SPELL MODIFICATIONS: None.

Sunrondu

NAME OF MEMBERS: Sunnies.

LOCATION: Varies, but current head resides in Feducia in Sector E5.

HISTORY: This group arose as a fraternal organization centered around protecting the interests of young magic-users and helping them deal with their all-too-often crotchety old Masters. The group would regularly share exam banks, lobby for more time off from studies and generally try to keep the magic-user profession from becoming stereotyped as a bunch of loser bookworms. It turns out the fledgling organization caught on rapidly in many nations and grew to a large body of members within the Wurld. With many of its initial schooling-related reforms implemented, the group now focuses on enhancing the social aspects of living as a magic-user. Because their parties sometimes get out of hand, they often need to call on the services of the Mage Advocates to represent them.

PURPOSE: Primarily a social organization for unmarried magic-users, Sunrondu holds regular dances, picnics and other social events for its members. The highlight of the year is the annual Harvest Moon Festival, when the club stages an all-night party in a rented castle.

The club provides its members with excellent opportunities to meet potential friends and mates.

MASTER OF SCHOOL: Corbin DuLestario.

SPECIALTY SCHOOL: None.

OPPOSED SCHOOLS: None.

ALIGNMENT: Any.

SYMBOL: A shooting star.

DAYS OF IMPORT: Springtime is the traditional graduation time for most magic-user academies. Sunrondu hosts exciting parties during this time to celebrate the occasions.

RAIMENT: Members wear cloth skullcaps with a rigid bill to shield their faces from the sun. These often depict the shooting star emblem of the society on the front.

ADVANCEMENT: Advancement within the society is usually based on who one knows within the organization and how well connected one's family is. There is often room for advancement however, as senior members often retire when they no longer wish to be associated with what many consider a juvenile organization. In fact, many prominent members of other magic-user societies were once members of Sunrondu.

MEMBERS: All magic-users are welcome, but the membership comprises mainly young, low-level magic-users. A new member pays an entrance fee of 20 gp with annual dues of 5 gp.

STPS: Calling dibs, graceful entrance/exit, idle gossip (required), joke telling, mingling (bonus), social etiquette.

WEAPONS PERMITTED: Dagger, dart, staff.

ARMOR PERMITTED: Any.

ABILITY RESTRICTIONS: None.

POWERS: None.

FRIENDS/ALLIES: Mage Advocates.

FOES/ENEMIES: Red Council.

SAYINGS: Once you're over 30 its all downhill.

SPELL MODIFICATIONS: None.

Center for Monster Studies

NAME OF MEMBERS: Monsterologists

LOCATION: The organization houses its leadership in a fairly remote region of Aldrazar, near western Zarnia. They reside here so it is easier for them to make forays into the most remote and unexplored regions of the world. The group has satellite offices throughout Aldrazar.

HISTORY: This organization was founded in 10,667 FD when a magic-user named Stirgile lost his wife to a particularly brutal Flailing Wailer. He felt that if only he had more information on the ecology of the beast, he might have known how best to avoid or defeat it before it was too late. This led to a massive research effort to document the habits and ecology of all known creatures on Aldrazar and beyond, encompassing all the known planes of existence.

PURPOSE: This organization compiles information about monsters and makes this information available to its members at no charge.

MASTER OF SCHOOL: Zeroth Nedgebudder.

SPECIALTY SCHOOL: Conjuration/Summoning, Abjuration.

OPPOSED SCHOOLS: Alteration.

ALIGNMENT: Neutral.

SYMBOL: A rampant lion.

DAYS OF IMPORT: Founding Day, the 7th of Sirin'sa is celebrated by this organization.

RAIMENT: Members wear brown cloaks depicting the rampant lion symbol.

ADVANCEMENT: Advancement within the organization comes by gathering significant findings related to the study of monsters or by securing substantial funding for the society to continue its research.

MEMBERS: All magic-users that have first-hand knowledge of monsters are eligible. In order to be approved for membership, one must prepare an article for the society's yearly update to the Hacklopedia of Beasts and have it accepted. Members must pay annual dues of 10 gp

STPS: Anatomy: basic (bonus), anatomy: vital (specific animal), animal handling, animal lore, arcane lore,

WEAPONS PERMITTED: Dagger, dart, staff.

ARMOR PERMITTED: Any.

ABILITY RESTRICTIONS: None

POWERS: None.

FRIENDS/ALLIES: Diviner's Syndicate.

FOES/ENEMIES: None.

SAYINGS: Better a live mouse than a dead lion, unless, of course, you are trying to cast a Strength spell.

SPELL MODIFICATIONS: Members are constantly experimenting with modifications to spell components using various parts from the many monsters of Aldrazar. Their most reliable findings are documented in the Hacklopedia of Beasts.



Rules of the Road

Magic Users and Hack

This chapter instructs the pusillanimous magic-user how to make the most of his magical abilities in combat. It also includes some tips for effective strategy and planning, along with advice on weapon selection. However, the best piece of advice for most magic-users is just to stay the hell out of combat! If you follow this rule, you can just skip to the next section on spell casting in unusual conditions.

The Spell Arsenal

The Magic-User's Advantages

If forced into combat, there are three notable advantages a magic-user has over his non-magic-user comrades:

1. Many powerful magic items (including some pretty nasty staves) are only useable by magic-users.
2. The magic-user is an extremely versatile opponent. While the abilities of most other characters tend to confine them to specific roles, the magic-user can adapt himself to new situations by selecting different spells from his spell books (assuming that the magic-user has access to a variety of spells). Whereas a high-level fighter swings the same sword today that he did yesterday, a high-level magic-user begins each day anew, memorizing a selection of spells that may be radically different from those he memorized the day before. He may opt to be a calm researcher studiously gathering information one day and a fireball flinging maniac the next.
3. Most Magic-users possess a high movement rate because they are not weighed down with all that armor. This facilitates running away.

But if a magic-user is fortunate enough to have a large selection of spells in his spell books, how does he know which ones will be most helpful on any particular day? Some magic-users will, of course, simply load up with their most powerful spells and hope for the best. However, a shrewd magic-user will look closely at his spells and analyze their primary functions to decide which are the most appropriate to the current situation.

Spell Categories

A helpful way for a magic-user to analyze his spell arsenal is by assigning them to various categories. The following system uses six categories based on a spell's use in combat situations. The categories include:

Defensive: This category of spells provides protection from harm. It includes spells that make the subject more difficult to hit, increase his resistance to damage, and shield him from various types of opponents. Usually, a magic-user casts this type of spell on himself (or on his allies if given proper incentives.)

Hindering (defensive): This category of spells hinders an opponent's ability to attack without directly causing damage to the opponent. It includes various charm, hold, and blinding spells, along with spells that add penalties to an opponent's attack rolls. Usually, a magic-user casts this type of spell directly on one or more of his opponents.

Enhancement (offensive): This category of spells increases the chance to inflict damage on an opponent. It includes spells that give bonuses to attack and damage rolls, as well as those that increase Strength. It does not include spells that directly inflict damage. Usually, a magic-user casts this type of spell on the fighter types and watches his handiwork from a safe distance.

Offensive: This category of spells is the ***ultima ratio regum*** – the heavy hitters. It includes spells that cause an opponent to lose hit points, such as Ice Storm and Lightning Bolt, spells that cause creatures to lose levels of ability, such as Energy Drain, and spells that cause damage to specific creatures, such as Transmute Water to Dust. Usually, a magic-user casts this type of spell on one or more of his opponents, although exceptions include spells that create or summon entities to fight on the caster's behalf, such as Monster Summoning.

Reconnaissance: This category reveals information about opponents or provides warnings about their actions.

Special: This catchall category includes spells that have no specific defensive, enhancement, hindering, offensive or reconnaissance use in combat.

How do you decide which spells belong to which categories? It is not an exact science, but rather a generalization based on a spell's most common use in combat situations. For instance, Fireball can be used to destroy inanimate objects, but in combat situations, it is usually used to inflict damage on an opponent; and therefore, it is an Offensive spell. Light is helpful for finding the way in a dark cavern, but in combat, it can be used to blind opponents to reduce their attack rolls, making it a Defensive spell, more precisely, a Hindering spell. (For quick reference, it may be helpful to note each spell's category next to its name on the character sheet.)

If a spell seems to fit into more than one category, so be it. Remember that the point of this exercise is not to draw rigid boundaries, but to learn to think in terms of a spell's function as opposed to its level or flashy name. As an illustration, here are categorizations of some spells from the *Player's Handbook*.

Defensive: Protection from Evil, Armor, Magic Shield, Mirror Image, Invisibility, Blur, Globe of Invulnerability

Hindering (defensive): Faerie Phantoms, Hold Portal, Wall of Fog, Deafness, Fumble, Ray of Enfeeblement, and Binding

Enhancement (offensive): Spectral Hand, Strength, Enchanted Weapon

Offensive: Burning Hands, Shocking Grasp, Chill Touch, Flaming Sphere, Stinking Cloud, Finger of Death

Reconnaissance: Comprehend Languages, Fog Vision, Message, Detect Undead, ESP

Special: Erase, Mend, Unseen Servant, Wizard Mark

The various categories are discussed in detail in the following sections. Players should use the information to help them assign their spells to categories, which in turn will enable them to choose the best spells for their magic-users to memorize in a particular situation.

Defensive Spells

Defensive spells provide protection from specific or general types of attacks in the following ways:

- By acting as a shield or barrier (Protection from Normal Missiles)
- By decreasing an opponent's attack capability (Slow)
- By giving temporary immunity (Stoneskin)
- By removing the subject from a dangerous situation (Teleport)
- By sending away the opponent (Dismissal)
- By reducing the amount of damage suffered (Phantom Armor)

The school of Abjuration offers the greatest variety of Defensive spells, but Defensive spells are also available in every other school. Some particularly effective Defensive spells are offered in the schools of Alteration (Gaze Reflection and Wraithform), Enchantment/Charm (Sleep and Hold Person), and Illusion (Hypnotic Pattern and Mislead).

Following are some general situations in which a magic-user will find Defensive spells particularly useful:

The party has only a few members or has only low-level members. The magic-user's severe handicap with regard to armor makes him very vulnerable to being chopped down. A magic-user must either count on his companions for protection or provide it for himself. In small parties, there probably are not enough members to provide living shields for the magic-user. A small party will also have their hands full in combat situations, and probably will not have the time or the resources to look after their magic-user properly. Likewise, a party of low-level characters lacking high-quality armor or disposable NPC mercenary hirelings may have to depend on their magic-user to provide protection for them.

The party has taken an excessive amount of damage. A party that has lost many hit points is not in a position to take chances, especially if they anticipate trouble. A magic-user equipped with defensive spells can help the party make their way back to the surface.

The party includes other player character magic-users that lack Defensive spells. If the party does not know what type of dangers it may face (and really, how could you?), a good idea is to have as many different types of spells available as possible. It is helpful if the magic-user memorizes a healthy supply of Defensive spells if his fellow magic-using companions do not have them or choose not to use them.

The magic-user anticipates being alone. If the magic-user expects to be alone on guard duty, investigating a dangerous locale by himself or running away after the rest of the party bites it, he is safest with a supply of Defensive spells to compensate for his lack of combat prowess.

The party anticipates encountering a specific type of enemy. Many Defensive spells offer protection against a specific type of attack. If the party believes it will be encountering a particular type of opponent, the magic-user should prepare himself accordingly. (For instance, if the party anticipates encountering an evil magic-user, Defensive spells such as Dispel Magic and Gandle's Spell Immunity would be wise choices.)

Offensive Spells

Offensive spells increase the ability of the caster (or persons of the caster's choice) to inflict damage, or directly inflict damage on opponents in the following ways:

- By attacking specific targets (Magic Missile)
- By attacking all opponents within a designated area (Cloudkill)
- By summoning surrogates capable of attacking (Monster Summoning)

Schools offering a variety of Offensive spells include Conjuration/Summoning (Flame Arrow and Zargosa's Tentacled Fury,) Invocation/Evocation (Fireball and Death Fog), and Necromancy (Spectral Hand and Death Spell).

In general, Offensive spells are more effective than Enhancement (offensive) spells, since they inflict damage directly. For instance, a magic-user successfully casting an Enhancement (offensive) Strength spell on himself must still strike an opponent to inflict damage; a Fireball inflicts damage immediately.

Following are some general situations in which a magic-user will find Offensive spells particularly useful:

The party is large or has a number of high-level members. Again, the main consideration is the vulnerability of the magic-user. In larger parties, there are likely to be enough members to supply the magic-user with a bodyguard or two (note that this does not mean a bodyguard in the literal sense, but rather a designated member to help screen the magic-user from attacks). Likewise, if the party has several high-level members with a lot of hit points and high-quality armor, they will not be as dependent on the magic-user for protective spells. A magic-user that does not need many Defensive spells is free to arm himself with a high number of Offensive spells.

The party has few fighter-types. While unusual, it is not unheard of for a party to be completely composed of magic-users, clerics, and thieves – at least temporarily. (Fighters do tend to have a short life expectancy…) In such a case, a magic-user with an arsenal of Offensive spells can acceptably offset the lack of a fighter. Just be careful when your spells run out.

The party is making its last stand. When a party is facing its final challenge at the climax of an adventure (presuming the party realizes they have reached the climax of an adventure) or is making a life-or-death stand against an opponent of awesome power, they may need all of the offensive capabilities they can muster. The magic-user may wish to arm himself with as many Offensive spells as possible to maximize his chance of snatching the Most Valuable Player award.

The party anticipates facing an onslaught of enemies. A party may also need heavy offensive capabilities if they anticipate facing a large number of enemies (such as caverns filled with hundreds of orcs). Though not much of an individual challenge to experienced adventurers, clearing out swathes of pesky creatures in one fell swoop certainly moves things along.

The party includes other player character magic-users that lack Offensive spells. This principle applies to the use of Offensive spells as well as Defensive spells. If the first magic-user in a party has nothing but Defensive spells, and the second magic-user has a variety of both Offensive and Defensive spells it makes sense for the second magic-user to arm himself with Offensive spells (unless one of the situations described above suggests a different strategy).

Reconnaissance Spells

Reconnaissance spells neither inflict damage nor provide protection, so they are basically worthless in combat. If you're unfortunate enough to be stuck with a bunch of these lemons in your spellbook, you'd be well advised to start whipping up a batch of lemonade. You must convince your fellow players that these spells serve a vital function in combat by furnishing crucial information in the following ways:

- By revealing the presence of enemies (Detect Invisibility)
- By revealing enemy motivations (ESP)
- By revealing enemy actions (Clairvoyance)
- By revealing future events (Foresight)
- By revealing past events (Legend Lore)
- By employing supernatural guidance (Vision)

Obviously, most Reconnaissance spells come from the school of Divination, but other schools have them as well, including Abjuration (alarm), Alteration (comprehend languages and wizard eye), and Illusion (magic mirror).

Following are some general situations in which a magic-user will be able to play up the value of his Reconnaissance spells:

The party is entering an unknown area. The more a party knows about the potential dangers of a previously unexplored dungeon complex, old growth forest, or stretch of orc-occupied terrain, the better they can cope with whatever they meet. A survey of the territory by a magic-user using clairvoyance, detect evil, or similar spells can be an effective deterrent against ambushes and other unexpected surprises.

The party is unsure of the enemy's motivations. Not all NPCs are enemies (maybe they are hostile because they assume the PCs are the bad guys), and not all enemies are bent on destroying the party (maybe they are trying to get back to their leader as quickly as possible and the PCs are in their way). A magic-user using ESP, know alignment, or similar spells can clarify the motives of NPCs, possibly allowing the party to avoid combat entirely.

The party needs a lookout or a volunteer for guard duty. A magic-user armed with spells such as clairaudience, clairvoyance, foresight, and wizard eye makes an excellent lookout. He can also serve as a party's communications officer in combat, keeping track of his companion's actions, tracking the actions of the enemy, and being aware of companions in need of assistance.

The party needs a scout. The magic-user who knows a variety of Reconnaissance spells makes a adequate scout, either acting by himself (in which case he should ensure that his chances of being discovered are small) or in conjunction with a companion who can serve as his bodyguard. Unlike thieves, who are better candidates for spying missions (but perhaps the party thief died while trying to disarm a poison needle trap), a magic-user using clairaudience, ESP and similar spells can gain a lot of information from relatively safe distances.

Special Spells

Special spells are those that have limited use in combat. They do not offer protection, inflict damage, or reveal information. Such spells assist the party in these ways:

- By making repairs (mending)
- By labeling personal possessions (magic-user mark)
- By changing appearances (alter self and fool's gold)
- By creating various illusionary effects (illusionary wall and minor creation)

Though nearly all schools have their share of Special spells, the school of Illusion has a surplus of them, which is one reason why the Illusionist is considered by many to be the least useful specialist in combat. Perhaps that is why they need the high Dexterity score…

This does not mean that Special spells are *completely* useless on the battlefield, merely the last hope of a desperate spellcaster. Clever magic-users will invariably find a last ditch use for Special spells. For instance, the Special spell dancing lights does not cause blindness or inflict damage, but cast at the right time, it could be used to distract an opponent, rendering him momentarily unable to attack. In general, however, Special spells are the worst choices for a magic-user anticipating combat.

A Mix of Spells

In the examples above, we suggested a number of situations where it is to the magic-user's best advantage to arm himself with an arsenal of spells from a particular category. In some situations, however, a magic-user might be better memorizing a few spells from each category. Here are a few examples:

The party is beginning a new adventure. When embarking on a new adventure or a new episode of an ongoing campaign, it is unlikely that the party will know exactly what obstacles or dangers they will face. In these cases, a magic-user armed with a mix of Defensive, Offensive, Reconnaissance, and Special spells will be able to handle a variety of situations. As the adventure progresses and the party accumulates more information, the magic-user can adjust his spell mix accordingly, perhaps concentrating on Defensive or Reconnaissance spells as the situation dictates.

The party has only a single magic-user. In this case, the party might have to rely on the magic-user to assume a variety of roles. For instance, he may be expected to provide magical protection for the party (requiring Defensive spells) as well as ferreting out information about its opponents (requiring Reconnaissance spells). Of course, the more duties a magic-user assumes, the less effective he can be at any one of them, but sometimes such a situation is unavoidable.

The party has a large number of powerful characters in a variety of classes. The more power a party has at its disposal, and the more that power is dispersed among a large number of characters, the less dependent they will be on any one party member. In this case, a magic-user's arsenal of spells is not as crucial. If the party has a number of strong fighters for offensive and defensive actions (as well as an extra

henchman or two to serve as human shields for the magic-user), has a thief for scouting and has a magical Scrying device, it is not vital for a magic-user to concentrate exclusively on Defensive, Offensive, or Reconnaissance spells.

The magic-user has no choice. If the magic-user is just beginning his career, he probably does not have a lot of spells in his spell books. Who said life was fair?

Weapon Restriction/Suggestion

Magic-users are severely limited in the weapons they can use. Little, if any, of their formal training is devoted to combat, and since they are like the kid in little league that only played right field, they would not benefit from such training anyway. Consequently, their weapon choices are confined to those that are easy to learn and simple to use (staff, dagger) or are in widespread use at the numerous campus taverns that form an essential part of their academic training (darts). Of these three weapons, the staff has the most non-combat uses, is the least conspicuous, and is free. It is, however, a melee weapon, and the last thing a magic-user wants to do is get *next to* someone or something that wants to kill him. The dagger and the dart, on the other hand, are missile weapons and allow the magic-user to stay out of harms way. Unfortunately, they are more expensive and required in large quantities. Because the last thing a magic-user wants to do is get into combat, we recommend getting a weapon proficiency in the staff just in case you manage to find a really powerful magical one someday.

Magic-users can, however, hurl flasks and the like. Flaming oil is a great addition to the magic-user's arsenal because it can be used from a distance (very important), and it can effect multiple opponents. Regular oil is great, too, if you have some fire spells in your arsenal. Throw the oil, throw the spell and then watch them burn. Our suggestion is to buy a wardawg and load up on oil. If an orc tries to hack you with his scimitar, sick your dog on him and start throwin' oil. While you're lighting the next flask, start planning your escape route.

Spell casting abilities will be negatively affected by sensory changes, such as a temporary loss of vision, muteness or impaired movement. These all-too-frequent problems, as well as the effects on magic-user's spells when cast under less than optimum conditions and how you might compensate for these differences, will be discussed in this chapter.

Casting Spells When the Caster Is Impaired

Impaired Vision

A magic-user's vision can be, and often is, temporarily impaired as an indirect result of some poor expedition planning, usually instigated as a cost cutting measure. (The numbskull hireling runs out of torches, "What, I was supposed to buy these myself?" or the party fighters (whose magic blades shed the only light) run off after some trophy kill leaving the rest of the group stranded in the dark.) There is also the much more serious case of permanent blindness, whether it be from the Quirks and Flaws Tables, magically induced, or the sad consequence of diabetes.

The ability to see is not crucial to the casting of many spells (though it certainly helps in gathering your material components!) For instance, Mirror Image, Monster Summoning, Tongues, and Comprehend Languages (when used to translate spoken words) do not require the magic-user to be looking at anything in particular, and can therefore be cast in total darkness. However, spells such as Read Magic, Detect Invisibility and Comprehend Languages (when used to translate written words) that require the magic-user to be looking at a particular object or location cannot be cast with impaired vision. Well... they can be cast but good luck readin' anything you can't see. You're a magic-user for gawd's sake – the smart one. Use a little common sense, OK?

Impaired vision has no effect on spells the magic-user casts on himself, such as Change Self or Armor. Likewise, impaired vision has no effect when the magic-user is attempting a touch spell (such as Protection from Evil) on a willing subject, presuming the magic-user – again, using a little common sense – is close enough to the subject to touch him. However, if a magic-user attempts to use a touch spell on an unwilling subject, the magic-user must make a successful attack roll with a -4 penalty (this assumes that the magic-user is close enough to his intended subject to touch him). As with all attacks, the GM can modify this roll if the victim is unprepared for the attack, is unaware of it or has a longer reach than the hapless blind MU. If the roll succeeds, the magic-user succeeds in touching the subject and the normal spell effect occurs.

Ranged spells that must be cast on a specific target creature, such as Charm Person or Magic Missile, are problematic when cast by magic-users with impaired vision. A magic-user simply blasts a Magic Missile in a general direction and hopes for the best. If you have some information as to where the target is, be it from noise that the target is making or coaching from fellow party members, you may be successful, providing you successfully roll to hit AC 10 with a –4 penalty to the roll. A lucky shot's a lucky shot.

Area effect spells can be cast by magic-users with impaired vision, although their effects may not be as precise as they would be if the magic-user could see. For instance, a magic-user with impaired vision could cast Flaming Sphere in front of himself and direct it to move straight ahead toward an area where he hears a group of bickering Kobolds. But if the Kobolds scatter at the approach of the Flaming Sphere, the magic-user will not be able to accurately direct its movement to run them down since he cannot pick out a single target to follow. In the case of spells like Fireball, you are allowed to choose your desired center of effect, but the true epicenter is determined by consulting Table 8S: Grenade-like Missile Misses **in the GMG (page 99)**. Use a d6 to determine how far you're off and multiply by 10 to yield a percentage. Measure the distance between you and the intended target and multiply it by the percentage determined above. This is how far you're off.

Just go ahead and forget about casting illusionary spells such as Phantasmal Force. You can't freakin' see!! How the hell are you gonna pull off a complicated illusion? Don't be an idiot.

Wizard Eye or the Blind Casting talent can be of immense help to the vision-impaired magic-user. Infravision is not always useful in these situations, since it works to enhance the magic-user's natural vision (although Infravision helps if the magic-user's vision is impaired because of natural darkness, and not because of disease or damage). Vision-impaired magic-users can also use their familiars for information about their surroundings. However, since they cannot actually see through their familiar's eyes, this is no more (or less) useful than the coaching of fellow party members mentioned above.

Impaired Hearing

A magic-user's hearing can be permanently or temporarily impaired as a result of the deafness flaw, a Silence spell, disease or physical damage (such as repeated exposure to loud noises). Unlike the vision-impaired magic-user, the hearing-impaired magic-user has only modest limitations on his spell casting abilities.

Although most spells have a verbal component, it is not necessary for the magic-user to clearly hear the words or sounds he utters to cast a spell. These sounds serve to release magical energies which in turn trigger specific reactions; as long as the magic-user utters the correct sequence of sounds, it makes no difference if he actually hears the sounds himself. Note that a Silence spell prevents the casting of any spells with verbal components, since Silence prevents the magic-user from uttering these sounds.

Spells that require the magic-user to hear, such as Comprehend Languages (when used to translate speech), are ineffective for hearing-impaired magic-users. Spells that create sounds, such as Alarm, can be cast, but the deaf magic-user will obviously not hear the effects. This is pretty self-explanatory.

Deaf magic-users casting illusions with audible elements are just idiots – plain and simple. Your GM should not even pretend to check for success.

Loss of Speech

A magic-user's ability to speak can be lost as a result of a flaw (Mute), magic (such as a Silence spell), or physical damage. A gagged magic-user, obviously, will also be unable to speak. No spell with a verbal component can be cast by a magic-user with loss of speech; he must be able to enunciate his magical incantation for the spell to be successfully cast.

Ventriloquism cannot substitute for a mute magic-user's voice when he attempts to speak a spell's verbal component; Ventriloquism is useless to a muted magic-user, since it is only an extension of sounds the magic-user is normally able to make. Nice try bucky!

Similarly, an mute magic-user cannot use his familiar to speak verbal components, including those familiars capable of speech, since spells only function if the magic-user himself utters their verbal components. Strike two!

However, a muted magic-user can use the spell Vocalize to allow him to cast spells that normally require a verbal component. Casting these spells must take place within the duration of the Vocalize spell.

Impaired Movement

Many spells require somatic components (gestures or movements). If the magic-user is unable to move his hands (because of flaws, collateral battle damage, a magical effect, or physical restraint) he will be unable to cast a spell that requires hand movements. [Unless specifically stated otherwise, assume all spells requiring somatic components necessitate broad sweeping gestures involving the hands and arms that cannot be executed if restrained.] If a spell specifically requires hand movements, the magic-user isn't allowed to substitute another method. To assume otherwise is just moronic. He cannot just wiggle his ears or rock his head in place of the required hand movements, nor can he use a familiar or other character (or animated object) to act as his surrogate to execute them. If a single finger is the requirement for a somatic component (for instance, if the magic-user needs to point at the target of his spell), then he needs only one free hand to cast the spell; otherwise, either hand (or any finger) will suffice.

Note that a movement-impaired magic-user also might have difficulty with spells requiring material components. If the magic-user has his hands tied, he may not be able to reach the necessary material components inside his backpack or mingled with other items in a deep pocket in his robe. Even if he manages to fish them out, certain spells may require him to manipulate the material components in a certain way (he might be required to rub the components together or hold them flat in his hand; Protection from Evil requires the caster to trace a three-foot diameter circle on the ground with powdered silver). If he cannot manipulate the material components as required, the spell will not work.

Impaired Concentration

Successful spellcasting requires intense, uninterrupted concentration on the part of the caster. If the caster's concentration is interrupted by a successful attack or any other serious distraction, the spell is lost.

In certain situations, the caster may have trouble focusing or sustaining his concentration. He may be suffering from migraines or a severe hangover. He may be dizzy, fatigued, or otherwise disoriented. In such cases, the GM can rule that the magic-user is unable to cast spells as effectively as he normally would. In extreme cases, for instance once per week if a magic-user possessed the migraines flaw, the magic-user's headache is so severe that he completely unable to cast spells until his condition improves.

In less extreme cases, the GM can require the magic-user to make a successful Intelligence check before attempting to cast any spell to see if he can muster the necessary degree of concentration. After the magic-user announces which spell he will attempt to cast, the player rolls 1d20. If the result is less than or equal to the magic-user's Intelligence, the spell is cast normally. If the result is greater than the magic-user's Intelligence, the spell is lost and has a 3% per spell level chance of mishap.

The GM might wish to add a penalty or bonus to these Intelligence Checks. For instance, if the magic-user is disoriented as a result of falling into a pit and landing on poisoned bamboo sticks, the GM might require a -2 modifier to his Intelligence checks prior to casting his spells.

Climatic Conditions

A magic-user's adventures will take him to all kinds of exotic locations, provided he lives long enough. Should be have the great misfortune of being stuck battling foes beneath the ocean's surface, he will discover that many of his spells operate differently than usual. Well, you took physics, right? What did you expect? You're in an aqueous medium. Regardless, this was covered in the GMG and your undoubtedly astute GM will be able to make judgement calls for new spells contained in this tome based upon those charts.

Everyone seems to get wrapped around the axle about how spells work underwater. I say, "Who cares." Let's be honest, underwater adventuring sucks. It's something to be avoided and so I will.

A much more common environmental condition is cold. As a general rule, temperatures above –25° Fahrenheit do not adversely effect spells. Obviously spells like Transmute Rock to Lava will be at least tangentially affected but the heat transfer derivations required are beyond the scope of this work. Temperatures lower than this will begin to adversely affect fire-based spells causing –1 hp/die of damage. Please use your common sense with regard to other spells – remember, as a magic-user, you're supposed to be the smart one.

Great heat is another all too often encountered climatic impediment. The trouble is that temperatures high enough to retard cold based spells usually prove quickly fatal to adventurers. One would hope that the evil temple you've been Quested to find isn't on the surface of Venus or you might find an Ice Storm to be a refreshing interlude.

Spell Memorization

As described on page 124 of the Player's Handbook, it takes 10 minutes per spell level to memorize a spell that you have already learned. For a powerful spell caster, this can mean it will take hours (even days) to fill out his spell quota from scratch. Of course, any decent spellslinger will begin preparations several days in advance when needed.

When you memorize a spell, it slowly fades from memory even if not used. Magical energy is just too enigmatic and arcane formulae just too complex to be maintained in a mind without a refresher. A standard memorized spell lasts for one month (28 days). Subtract two days for each level of the spell. Thus, a memorized Detect Magic can be used freely without any refreshers for 26 days. A Wish, though, only stays fresh in your mind for ten days.

There are some options, though. If you're on the road for weeks at a time, you may not have hours to set aside studying, especially since you need relative peace and quiet to memorize (you cannot study spells while riding a horse or in a wagon, for example, but you might be able to on a large ship in calm seas).

Once an unused spell fades from memory, you have to spend the full ten minutes per spell level to re-memorize it. However, if you can find one minute per spell level (after a minimum 15-minute preparation time), you can refresh a spell before it fades. This will keep the spell in your mind for at least one extra day. The additional number of days is equal to the difference between an Intelligence check roll and your Intelligence. Thus, a magic-user with a 17 Intelligence wants to refresh a Fireball spell (which would otherwise last for 22 days). He rolls an 11 on his Int check, so he need not re-memorize Fireball for an extra 6 days. (You still get an extra day if the roll equals your Intelligence.)

You can continue trying to refresh a spell in your memory, but there are limits. The second time you try to refresh a spell, you check against half your Intelligence. The third time you check against one-fourth, the fourth time you check against one-eighth of your Intelligence. The fifth refresher requires a check against one-sixteenth of your Intelligence, and there are no sixths. If you fail the Intelligence check, you simply cannot cram for the next casting and the spell will fade in the standard time. Of course, in the meantime you could cast it and re-memorize, or re-memorize it normally after it fades.

Once you fill a slot with a spell, it remains filled until the spell fades or you cast that spell. You cannot just do a "full memorization" before the spell fades.

Cramming

Sometimes you do not have 50 minutes to memorize Teleport (or 70 minutes for Teleport Without Error – shield monkeys just love it when those Teleport rolls come up bad for the players). Or you might even only have 5 or 6 minutes to check a secret door with a Detect Magic that you need to prepare first.

Well, once again you have some options. You can always read the spell out of your book, but that is never recommended. It is better to carry some extra scrolls with things like Detect Magic to free up your spell repertoire for Sleeps and Magic Missiles and Shift Blames. Or you can try to cram the spell into your head in a shortened time.

Cramming a spell takes only half the standard time (5 minutes per spell level). Success is not automatic. You need to let the GM roll against your chance to learn a spell, as defined by your Intelligence. If he rolls a critical success (10% of what you need to succeed at the roll, rounded down), he probably will not tell you, but you can memorize the spell in half time and cast it normally. If you fail by 1-10, you think you got it, but when you cast it you will get a spell mishap. There's another risk, too: if you get a critical failure (96-100, unless your Intelligence is gawdlike and that actually succeeds), you blow out a fuse in your brain. Then you cannot cast that spell for a number of days equal to 1d4 +1 per spell level. Critical failure trumps a mishap, so if you can get your Int to 19 you can at least avoid mishaps. That is a plus.

A normal success does not automatically mean you can cast the spell. Don't get worried if the GM makes you roll against your chance to learn a spell again when you cast it – he may do so even if you got a critical success on the first roll. You need to succeed at this second roll to succeed at casting a crammed spell.

Why not cram all the time? Well, for one thing you can only cram one spell per day, no matter what the spell level. For another, if you fail that second roll to cast, you will automatically get a spell mishap.

Spell Component Substitution

Sometimes a magic-user (not you, of course) just does not have the right components at hand. He may have just discovered he was robbed or that he lost some pouches fording that last river. He may be surprised in the Princess' bedchamber or he may have just learned a spell for which he does not have the exact components.

Using lesser material components for a spell is risky, but sometimes it is better than standing there, with jaw agape, wondering what went wrong. A magic-user that needs to cast a Fireball spell and has some sulfur but no bat guano handy may decide to risk using rat…guano. It may work, but it will make the mystical energies more difficult to control. While a caster with the arcane swindler talent will often get away with this, most magic-users need to know the potential risks.

Basically, using inferior components means a higher chance of spell mishap. The GM must decide how close the components are before assigning the exact numbers, but there are a few guidelines. First, the chance of a mishap must increase by at least 5%, and can be no less than 5%. The caster cannot eliminate the chance of mishap, regardless of other modifiers, unless he possesses the arcane swindler talent. The GM must then decide how many "steps" away from the original components the substitute really is. In the example above, you can consider rat guano just one step away from bat guano, so long as the caster also has sulfur. For each step removed, add +5% to the chance of a mishap. If the caster of the Fireball has rat guano and salt, he may be two steps removed (+10%). If an item seems more than three steps away, the casting automatically fails. Of course, the GM need not tell the caster this, but at least there is no chance of mishap.

Spells on the Road

Travel itself can be strenuous, and casting a spell will prevent you from healing for that day. But memorizing a spell is considered "light activity"; by itself it is no more strenuous than riding a horse at normal speed. Do not let the shield monkey cheat you out of even that 1 hit point per day! Of course, you don't want to fight, run or cast spells if you've been wounded, but not memorizing spells just in case is just plain silly.

The Ley Lines

Channels have a tendency to form in the flows of magic. Some regions are easier for magical energy to collect in. This includes the energy that Aldrazar seems to produce naturally. These channels are invisible to most beings, while magic-users see them as thin bars of color that twist their way through the air. They are known as ley lines.

There are three known types of ley line:

The first appears as a light blue line that tends to follow the tips of mountain ranges and skirt the edges of cliffs. About the thickness of a strand of spaghetti, it twists

around and around on itself. Magic-users refer to this type as an air line. Air lines are most strongly connected to spiritual magicks.

The second type of ley line is rarely seen by human magic-users. It shines a brilliant blue color and is referred to as a water line, due to its connection to the ocean. It is diffuse and meandering, following underwater currents invisible to the naked eye. Water lines are primarily found in the deepest parts of the ocean. However, particularly large and stable whirlpools have been known to have a water line at their center. This type of ley line is most powerfully connected to energy magicks.

The third form of line is barely visible even to magic-users. It appears to be a thin brownish line that hugs the dirt, and is found only in the heart of Aldrazar's largest forests. This type of ley line is really an enormous spike, radiating out from the center of the planet. These ley lines are in fact so large that magic-users only see a cross-section of their surface, which appears to them as a thin line that runs in a vast circle around the outskirts of the forest it occupies. This type of ley line, known as an earth line, is most strongly connected to life magicks.

Magic-users have discovered methods of tapping into ley lines and using their energy to power magical spells. Using a ley line in this manner tends to extend and preserve the spell's "pattern" in the magic-user's head, so that it isn't forgotten after the first casting. A magic-user is not required to cast a spell from a ley line just because one is nearby, though. He can still cast spells normally.

In game terms, each school of magic (Abjuration, Enchantment, etc.) has a breaking point assigned to it for each type of ley line. The breaking point is a number from 1-10. Each time a spell is cast using a ley line, roll 1d10. If the number rolled is less than the spell's breaking point, the spell is retained in memory by the magic-user. If the number is equal to or greater than the breaking point, then the spell is forgotten as usual, and the magic-user takes 3 times the spell's level in points of damage. If this brings the magic-user to 0 or fewer hit points, the magic-user crackles with energy, screams horribly, and vanishes utterly, beyond hope of resurrection. The magic-user successfully casts the spell, regardless of his fate.

A spell that belongs in more than one school of magic should use its lowest applicable breaking point.

Known breaking points are listed in **Table 7A: Ley Line Breaking Points**.

The different ley lines of Aldrazar very seldom touch one another, but when they do, there occurs a phenomenon called an Aubrey knot. Aubrey was the magic-user who first discovered how to cast spells using ley lines, and later went on to discover the Aubrey knots themselves. He found an island where all three known ley lines touched one another. Where they met, there was an incomprehensible tangle of energy about the size of a wagon. Aubrey found that, at this point, the three ley lines complemented one another's power, allowing him to draw on arcane energy sufficient to cast any of his spells.

When a spell is cast at an Aubrey knot, you should look at the breaking points for the different types of lines feeding into the knot and take the highest applicable breaking point for each school of magic. If more than one ley line of the same type is feeding into the knot, add +1 for each additional line of the same type (maximum of +3) to all of that line type's breaking points (maximum of 10) before choosing the highest applicable breaking point.

For example, if two air lines cross an earth line, then you would first add +1 to all of the air lines' breaking points. Then you would compare the adjusted values of the air line to the earth line. Let us look at a few schools: For Abjuration, air has a 4 (remember the +1), and earth has a 5, so we use the 5. Under Divination, air has a 10, (again, remembering the +1) while earth has a 3, so we use the 10. Finally, under Illusion, air has a 5 (with the +1), while earth has a 4, so we use the 5.

A magic-user searching for a particular ley line has a non-cumulative chance per day of locating one if searching in the proper terrain. For earth lines the chance is 5%, for air lines 3%, and for water lines 1%. If the magic-user has a map leading to the ley line, then the percentages given above are multiplied by the magic-user's level. Thus, a fifth level magic-user with a map searching for an air line has a non-cumulative 15% chance per day of finding it. Aubrey knots will not be located without a map or other GM guidance.

Magic-users on Aldrazar often build their towers and homes on ley lines in order to be able to use them when the need arises. In fact, fierce competition can spring up when two or more magic-users each want to build on the same Aubrey knot. A player attempting to homestead on a ley line or knot will find himself challenged by a number of magic-users. The draw of these seemingly inexhaustible sources of energy is powerful. Even the weakest of magic-users might take great risks in order to secure one for himself. A magic-user living on an Aubrey knot can expect to be beset monthly by challengers.

The Theoretical Ley Lines

In addition to the three known types of ley line and the Aubrey knots, there are three other ley lines that exist, at least in theory.

The first theoretical ley line is referred to as a fire line. The difficulties in studying this phenomenon are fairly obvious. If they exist at all, fire lines would only be found in the depths of volcanoes, geysers and other fire-related phenomena that are rather unhealthy to view up close.

Table 7A: Ley Line Breaking Points

School of Magic	Air Line	Water Line	Earth Line
Abjuration	3	7	5
Alteration	5	4	6
Conjuration/Summoning	3	3	9
Divination	9	3	3
Enchantment/Charm	2	8	5
Illusion	4	7	4
Invocation/Evocation	3	9	3
Necromancy	8	5	2

The second theoretical ley line is discussed in whispers, if at all. The theory was formed thousands of years ago by Camerron, a necromancer who lived in Kal'Dez. He discovered, completely by accident, that the death of a sentient being releases a large amount of energy that can be harnessed and used by magic-users. He kept the discovery to himself, and experimented with human sacrifice until one of his horrified apprentices reported his experiments to the Circle of Sequestered Magic. They arrived at Camerron's tower to find it virtually empty. Burning what remained to the ground, the Circle decided to bury this knowledge as completely as they could. They Geased the apprentice and themselves, banning any discussion of the ley lines that he had discovered and referred to in some of his remaining notes as 'blood lines.' Camerron was never found, and somehow, vague rumors about the blood lines persist to this day, although no one has rediscovered the secret to harnessing the power of death.

The last theoretical ley line is called an ore line. The theory has been put forth that ley lines exist along particularly large veins of metal ore. The reasoning is that dwarves and other underground races live in close proximity to these lines for generations as they mine the ore. The energy from the ore line is absorbed into their bodies, not only giving them their fabled resistance to magic, but also allowing them to fashion magical arms and armor from the metal. The theory is rather controversial and still new, so it is not uncommon to hear a passionate argument between two magic-users on the subject whenever a dwarf or gnome is spotted. The dwarves, being protective of their mines, have so far turned down requests to allow magic-users to study their rich veins of metal in search of ore lines.

As a note to GMs fleshing out the three theoretical types of ley line, if you are using the breaking point system, you can determine how powerful a ley line is by adding up the various break points. Air and earth add up to 37 apiece, while water adds up to 46. Water is more powerful, but also less accessible.

It is suspected that the ore lines, if such exist, have some sort of anti-magic effect, while the blood lines should have some corrupting effect on those foolish enough to use them. The fire lines should be comparable in power to water lines.

Alternate Familiar Rules

When a magic-user casts Find Familiar, he may decide to tempt the fates and look for something beyond what is made available in the Player's Handbook. By altering the spell slightly and risking a mere 10% chance of spell mishap, the magic-user can greatly increase the variety of creatures available. This has the added benefit that only 500 gp worth of herbs are required to complete the spell. If a magic-user casts the Find Familiar spell in such a fashion, use these rules to determine his familiar.

Step 1. The magic-user may state the number of times he wishes to roll on **Table 7B1: Familiar Unique Abilities** up to a maximum of four. Reroll duplicate results. Unique abilities may not be compounded.

Step 2. Roll on **Table 7B1: Familiar Unique Abilities** the stated number of times and record the results.

Step 3. Roll on **Table 7B: Base Familiar Roll** and modify the result by any amounts determined on **Table 7B1: Familiar Unique Abilities** and add +5% per level of the caster.

Step 4. Roll on the next table indicated by the result on **Table 7B: Base Familiar Roll**.

Step 5. Record the resulting familiar and his unique abilities if applicable.

Table 7B: Base Familiar Roll

Roll 1d100	Result
01 (or less) –50	Roll on **Table 7B2: Ordinary Familiars**
51 – 75	Roll on Standard Familiar table per p179 of the PHB
76-90	Roll on **Table 7B3:Variant Familiars** according to the magic-user's alignment
91-100	Roll on **Table 7B4: Demi-Elemental**
101+	Special (per PHB)

Table 7B1: Familiar Unique Abilities

Roll 1d100	Result
01	Magic Resistant: The familiar possesses an innate magic resistance (20%) which is imparted to the magic-user. (-25% to base roll)
02-03	Can Talk: The familiar can speak in its master's native tongue. The ability is magical and functions despite the familiar possibly not having the proper biology to do so. The speech, however, will reflect the familiar's traits. Snakes will speak with a lisp, insects in a high pitched buzzing, horses… well, we've all watched Mr. Ed, right? (-10% to base roll)
04-05	Supra-genius: The familiar is possessed of an Einsteinesque mental capacity (INT 20). This does not presuppose any particular knowledge, merely an extraordinary aptitude. This ability does not, of its own accord, grant the power of speech (though comprehension of its master's speech is assumed). The empathetic link between master and familiar may prove to be an insufficient medium to communicate the complex subject matter (such as integral calculus) this familiar may learn. (-10% to base roll)
06-10	Cold Resistant: The familiar is unusually resistant to cold – usually due to a thick layer of fat or a dense pelt. It receives +3 to all saving throws and all damage sustained is halved. (-5% to base roll)
11-15	Poison Resistant: The familiar is unusually resistant to toxins, both natural and magical. It receives +4 on all saving throws and all damage sustained is halved. (-5% to base roll)
16-20	Absent-minded: The familiar is forgetful or perhaps just easily distracted from the task at hand. A dog sent for help might stop to chase butterflies if it had this flaw, or it might forget what it was doing and go back to ask its master again for instructions. (+5% to base roll)
21-25	Clumsy: The familiar lacks the ability to manipulate small objects and has a tendency to bump into people and things at inopportune moments. It doesn't do this on purpose, it's just a klutz. Additionally, the familiar suffers a –2 penalty to its armor class to reflect its low dexterity. (+5% to base roll)
26-30	"Curious George": The familiar is possessed of an unnatural curiosity. It will get into everything and unless closely supervised, will wander off in search of trouble (which it undoubtedly will find…) (+5% to base roll)
31-35	Funny Name: The familiar has a funny name (Herbie, Hootie, etc) which it will insist on being called. Although ordinarily not much of a liability, there are certain individuals who can be rattled by their familiar possessing this flaw (you know who you are). (+5% to base roll)
36-40	Fussy Eater: The familiar has developed very particular dining habits and will refuse to eat anything else even to the point of starving to death. Usually this will simply quadruple its maintenance costs, but an enterprising GM may develop a dietary regimen that may be, well let's say difficult, to maintain. (+5% to base roll)
41-45	In "heat": The familiar is constantly on the prowl for a mate and will lose interest in all else should a suitable one appear. If stymied in its quest, it will manifest annoying habits such as constantly humping the magic-user's leg, etc. (+5% to base roll)
46-50	Marks Territory: The familiar cannot resist leaving its scent wherever it goes. Besides the potential embarrassing social faux pas this may entail, it will also guarantee that the magic-user (and his party) can be unerringly tracked. (+5% to base roll)
51-55	Noisy: The familiar is high strung and will constantly bark (or whatever noise it makes) much like a certain dog this writer once owned. Needless to say, this will spoil any attempt to set an ambush or sneak up on a monster. (+5% to base roll)
56-60	Stupid: The familiar is dimwitted. It may screw up even simple commands and will not even understand extremely complicated demands. Normally intelligent familiars are assumed to be a particularly dim specimen (determine Intelligence as normal then halve the results). (+5% to base roll)
61-65	Nocturnal: The familiar is normally active at night and sleeps during daylight hours. If forced to operate outside its normal schedule, it must save vs. fatigue hourly or suffer the effects delineated in the HackMaster GM's guide. (+10% to base roll)
66-70	Coward: Not only will the familiar refuse to aid in combat, there is also a 4 in 6 chance that it will refuse any dangerous assignment (similar to the Wuss-of-Heart flaw in the HackMaster Player's Handbook). (+10% to base roll)
71-75	Deaf: see description of the Deafness flaw in the HackMaster Player's Handbook (+10% to base roll)
76-80	Foul Smelling: The familiar smells very bad – whether from natural odors or obnoxious habits such as rolling in its own feces. The magic-user suffers a –1 penalty to Charisma (except with respect to Half-orcs & half-ogres) when his familiar is in the vicinity. There will probably be other difficulties which arise from this, such as the spoiling of ambushes. (+10% to base roll)
81-85	Grumpy: The familiar is a grouch. It may refuse to cooperate with its master when asked to perform a task distasteful to it. This usually happens no more than 1 in 3 requests. (Additional badgering, once a request has been denied, will never succeed unless the magic-user offers a significant reward.) (+10% to base roll)
86-90	Hyperbole: The familiar exaggerates everything it sees or does. If sent forward as a scout, it will report encountering several times more creatures than it may actually witness – or perhaps grossly underestimate what it sees. (+10% to base roll)
91-95	Lazy/sleepy: The familiar sleeps 16 hours a day. It is uninterested in doing things that would require strenuous physical labor. When woken prematurely from sleep, it will be irritable, grouchy, and uncooperative. (+10% to base roll)
96-00	Cannot Communicate: The familiar cannot speak, and there exists no empathetic link between master and familiar. In fact, the only way for the familiar to send information to its master at all is through barking/grunting and pantomime. This flaw is particularly amusing for monkeys, or collies. (What is it girl? *Bark* The red dragon is burning down the town?) (+15% to base roll)

Table 7B2: Ordinary Familiars

Roll 1d100	Result
01-05	Ant (AC 10, MV 3", hp 1) Special: can communicate with all ants (including Giant Ants & Ant Men) per Speak With Animals.
06-10	Barnacle (AC 8, MV 0", hp 2) Special: grants master Water Breathing, can be affixed to hull of a sea going vessel and then transmit location to master regardless of distance (does not suffer penalty for being separated from master) Liability: must be kept in water (extremely difficult to adventure with)
11-15	Cockroach (AC 4, MV 18", hp 2) Special: can communicate with all cockroaches (including giant varieties) per Speak With Animals. Liability: Master is assumed to be a filthy individual and suffers –1 penalty to Charisma
16-20	Dung Beetle (AC 9, MV 3", hp 1) Special: can communicate with all beetles (including giant varieties) per Speak With Animals. Liability: must have dung to nest in, Master is assumed to be a filthy individual (from the stench of dung) & suffers –1 penalty to Charisma
21-25	Firefly (AC 7, MV 12" flying, hp 1) Special: master may cast Light spell once per day per level of experience
26-30	Goldfish (AC 8, MV 12" swim, hp 1) Special: grants master Water Breathing, can command fish like Trident of Fish Control Liability: must be kept in water (extremely difficult to adventure with)
31-35	Housefly (AC 4, MV 24" flying, hp 1) Special: can communicate with all flies per Speak with Animals Liability: flies buzzing around irritate people, NPCs may attempt to kill familiar
36-40	Mold (special statistics - may not be harmed by weapons. Can be destroyed by fire, certain magical effects or 2-5 rounds of diligent cleaning with appropriate cleansers). Note that this familiar will continuously grow out of control if it has the "in-heat" unique ability.
41-45	Petunia (AC 15, MV 0", hp 1) Special: Speak with Plants Liability: must be kept in a pot, watered routinely and exposed to bright light for several hours a day
46-50	Slug (AC 10, MV 0.25", hp 1) Special: can communicate with all slugs per Speak with Animals
51-55	Tapeworm (AC special, MV special, hp 1) Special: familiar lives inside masters intestines thus making it relatively safe, master immune to gastrointestinal diseases, may post watch at night. Liability: master must eat 150% normal, kinda gross
56-60	Wasp (AC 6, MV 18" flying, hp 1, #AT 1, D 1) Special: can communicate with all spiders (including giant varieties) per Speak with Animals. Liability: wasps buzzing around irritate or scare people, NPCs may attempt to kill familiar
61-65	Spider (AC 9, MV 6", 6" web, hp 1, #AT 1, D 1 hp poison damage (save negates)) Special: can communicate with all spiders (including giant varieties) per Speak with Animals, on a favorable reaction roll spiders may opt not to attack master
66-70	Wood Tick (AC 9, MV 6", hp 1) Special: may burrow into magic-users flesh for safety, can communicate with all ticks per Speak with Animals and no ticks will infest the magic-user
71-75	Worm (AC 10, MV 1", hp 1) Special: can communicate with all worms per Speak with Animals
76-85	Player's Choice
86-00	GM's Choice

Table 7B3(LG) Variant Familiar: Lawful Good

Roll 1d6	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Butterfly Steed	1	102	1+1	pixie fairy only
4	Brownie, normal	1	93	11-20 hp	
5	Owl, talking	6	49	2+2	
6	GM Choice				

Table 7B3(LN) Variant Familiar: Lawful Neutral

Roll 1d4	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Skink, Think	7	68	1	
4	Thessilkrat	7	137	2	

Table 7B3(LE) Variant Familiar: Lawful Evil

Roll 1d10	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Monkey, Flying	5	39	2+2	
4	Nefarian: HellCat	5	121	7+2	
5	Nefarian: Imp, common	5	125	2+2	
6	Nefarian: Imp, limp-wristed	5	125	2	
7	Nefarian: Impling	5	126	1+1	
8	Pied Viper	6	70	3	
9	Skink, Fink	7	68	1	
10	GM Choice				

Table 7B3(NG) Variant Familiar: Neutral Good

Roll 1d6	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Butterfly Steed	1	102	1+1	pixie fairy only
4	Bat, arcane	1	51	4	
5	Pseudo-Dragon, common	6	94	2	
6	GM Choice				

Table 7B3(NE) Variant Familiar: Neutral Evil

Roll 2d12	Monster	HoB Volume	Page #	Hit Dice	Notes
2	Bat, arcane	1	51	4	
3	Homunculus	4	12	2	
4	Guardian Familiar	3	112	1 to 9	
5	Mastiff, shadow	4	124	4	
6	Orkin Wardawg	6	43	2+2	
7	Pseudo-Pseudo-Dragon	6	94	2	
8	Rat, common	6	113	1d4+3 hp	
9	Rat, dire albino	6	113	1	
10	Rat, giant	6	113	1d4+8 hp	
11	Rat, large	6	113	1d4+4 hp	
12	Rat, sand	6	113	1d4+4 hp	
13	Rat, sewer	6	113	1d4+3 hp	
14	Rook: Horned Raven	7	16	1+1	
15	Squirrel, giant black	7	109	1+1	
16	Rat, uncommon, carnivorous	6	116	1d4+3 hp	
17	Rat, uncommon, osquip	6	116	3+1	
18	Rat, uncommon, ravenous	6	116	1d4+4 hp	
19	Rat, uncommon, vapor	6	116	2	
20	Ratweiller	6	117	4	
21	Rook (Raven), huge	7	17	1-1	
22	ScareRaven	7	30	3+2	
23	Verminator	8	62	2+1	
24	Weasel, acid	8	77	2	

Table 7B3(CG) Variant Familiar: Chaotic Good

Roll 1d6	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Butterfly Steed	1	102	1+1	pixie fairy only
4	Brownie, greater	1	93	11-20 hp	
5	DragonFaerie	2	103	4 (special)	
6	Skink, Blink	7	68	1	

Table 7B3(N) Variant Familiar: Neutral

Roll 1d100	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Bat, arcane	1	51	4	
4	Bird, aquatic: Flightless	1	75	2-12 hp	
5	Bird, aquatic: Swan	1	75	1d8+2	
6	Bird, general: Condor	1	77	3+3	
7	Bird, general: Falcon	1	77	1-1	
8	Bird, general: Flightless	1	77	1 to 3	
9	Bird, general: Hawk, large	1	77	1	
10	Bird, general: Standard	1	77	1 hp	
11	Camp Moth	1	104	3d4 hp	
12	Cat, small: Elven	2	8	3+6	elf or half-elf only
13	Cat, small: Domestic	2	8	2-8 hp	
14	Cat, small: Wild	2	8	3-18 hp	
15	Dawg, Rottweiler	2	50	2+3	
16	Dawg, war	2	51	2+2	
17	Dawg, wild	2	51	1+1	
18	Draat	2	68	2	
19	Dragon, Komodo: standard	2	106	3	
20	Dungeon Cat	2	117	6	
21	Ferret, man-eating	3	30	1+1	
22	Frog, Yellow	3	41	2-7 hp	
23	Hoar Fox	4	8	2	arctic & subarctic
24	Iron Cobra	4	36	1	
25	Jackal	4	38	0	
26	Lemur, common	4	83	1	
27	Lemur, feces-flinging	4	83	1	
28	Lemur, flying	4	83	1+1	
29	Lemur, pygmy mouse	4	83	0.5	
30	Lemur, ringtail	4	83	1	
31	Marmoset	4	121	0.5	
32	Mongoose	5	38	0.5	
33	Monkey, Ice	5	40	1+1	
34	Monkey, Musk	5	41	2	
35	Monkey, Six-Ribbed Skink	5	42	2	
36	Moth, Ginger	5	49	1+1	
37	Newt, Jelly-Banded, common	6	9	1-2 hp	
38	Newt, Jelly-Banded, Giant	6	9	1-1	
39	Otter, river	6	45	2-12 hp	
40	Otter, sea	6	45	3-18 hp	
41	Owl, common	6	49	2d4 hp	
42	Rabbit, common	6	107	1-3 hp	
43	Rabbit, giant	6	107	3	
44	Rabid Hummingbird	6	107	1-4 hp	
45	Rook (Raven), common	7	17	1-2 hp	
46	Shrew Mouse, giant	7	58	3-6 hp	
47	Shrew Mouse, common	7	58	1-4 hp	
48	Skink, Stink	7	68	1	
49	Skunk, common	7	73	3-12 hp	
50	Snake, constrictor	7	84	3+2	
51	Snake, venomous	7	84	2+1	
52	Spider, large	7	96	1+1	
53	Squirrel, carnivorous flying	7	109	1-1	
54	Squirrel, ordinary	7	109	1-2 hp	
55	Toad, giant	8	12	2+4	
56	Toad, ice	8	13	5	
57	Toad, Poisonous	8	12	2	
58	Venom Sparrow	8	59	1-2 hp	
59	Viper, spit	8	66	1	
60	Vulture, common	8	69	1+1	
61	Vulture, red crested snow	8	70	1+3	
62	Weasel, common	8	77	1-4 hp	
63	Weasel, giant	8	77	3+3	
64	Webbird	8	79	1-8 hp	
65	Wolf, common	8	91	3	
66	Wolf, Timber	8	92	2+1	
67	Wombat, fiendish orange	8	94	1+2	
68	Bat, common	1	52	1-2 hp	
69	Pit Bull	6	78	2+5	
70	Mastiff, shadow	4	124	4	
71	Orkin Wardawg	6	43	2+2	
72	Pseudo-Pseudo-Dragon	6	94	2	
73	Rat, common	6	113	1d4+3 hp	
74	Rat, dire albino	6	113	1	
75	Rat, giant	6	113	1d4+8 hp	
76	Rat, large	6	113	1d4+4 hp	
77	Rat, sand	6	113	1d4+4 hp	
78	Rat, sewer	6	113	1d4+3 hp	
79	Rook: Horned Raven	7	16	1+1	
80	Squirrel, giant black	7	109	1+1	
81	Pseudo-Dragon, common	6	94	2	
82-85	Player Choice				
86-00	GM Choice				

Table 7B3(CN) Variant Familiar: Chaotic Neutral

Roll 1d8	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Bat, pack	1	53	1+1	
4	Brownie, barbarian	1	93	2+2	
5	Firetoad	3	35	4+1	
6	Toad, Giant Coconut	8	12	2+1	
7	Brownie, quickling	1	93	1 (special)	
8	GM Choice				

Table 7B3(CE) Variant Familiar: Chaotic Evil

Roll 1d12	Monster	HoB Volume	Page #	Hit Dice	Notes
1	Homunculus	4	12	2	
2	Guardian Familiar	3	112	1 to 9	
3	Gremlin	3	102	4	
4	Gremlin, Galltrit	3	103	2 hp	
5	Grizzly Squirrel	3	111	1+1	
6	Lizard, Ice	4	89	3+3	
7	Monkey, Poison	5	41	3+1	
8	Nefarian, Quasit*	5	92	3	
9	Pigdawg, Prancing	6	72	3+4	
10	Brownie, quickling	1	93	1 (special)	
11	Pit Bull	6	78	2+5	
12	GM Choice				

* Minor Demon

Table 7B4: Demi-Elementals

Roll 1d4	Result
1	Fire (AC 8, MV 12", hp 10, D 1-4, +2 weapon to hit) Fire demi-elementals appear as a flame approximately the size of one that might be created by a torch. They shed light in an equivalent distance. Special: Master gains fire resistance per the spell Liabilities: will set inflammable objects on fire
2	Earth (AC 8, MV 6", hp 10, D special, +2 weapon to hit) Earth demi-elementals appear as a chunk of rock about the size of a baseball. Though they cannot attack on their own, they can be hurled as a weapon by their master. (as a +2 weapon, range 2/4/6, D d4+2). The elemental suffers 1 hp of damage every time its thrown. Special: Master gains the talent Tough Hide
3	Air (AC 8, MV 36" flying, hp 10, D 0, +2 weapon to hit) Attack routine is equivalent to Gust of Wind Spell cast at master's level
4	Water (AC 8, MV 12", hp 10, D 0, +2 weapon to hit) Appears as one gallon of water. Being amorphous, it can alter shape. Cannot attack but may form puddle to hinder enemies (as Grease spell but opponents get +4 to saves). Special: Master gains water breathing

(Note that if a result indicates a familiar that is not allowed because of the magic-user's race or other restrictions, roll again until an allowable result is obtained.)

Spell Copyrights

In perusing the HackMaster spell list, you undoubtedly have noticed that a sizeable proportion of the spells begin with the possessive form of some magic-user's name. This is not simply megalomania on the part of the researcher who first discovered that particular magical incantation (I say "simply" because, in point of fact, megalomania does often drive said persons) but also shrewd business sense.

In ascribing his name to a magic spell, the magic-user retains the copyright to the spell in question. Older spells, usually discovered by less litigious elven races, have in the course of time been released into the public domain – free for all to use should they successfully learn the spell.

Copywritten spells, on the other hand, ARE NOT free to use. Just because you've defeated some Lich and discovered its spell books does not grant you free rights to copy Zarba's Fist of Rage or Drayton's Hidden Stash into your spell book (should you successfully learn that new spell). Oh no. You see, the Lich possessing these spells paid a licensing fee to Zarba and/or Drayton (or their duly appointed representatives) in order to employ these spells – most likely a less expensive single user license. The fact is, without licensing these spells, the caster is guaranteed a spell mishap. Period. The incantation is keyed to the licensee and the licensee alone (it takes a certain amount of cleverness to survive to the level at which you can discover new spells).

Now, all is not lost for the intrepid magic-user who has discovered a valuable batch of new spells. He too can acquire a license. Long ago this was handled directly by the magic-user who created the spell (or more correctly, his flunkies). However, this was a pain in the ass for all parties involved so a better system was developed. The right to globally administer spell copyrights was purchased by the Mage Advocates legal organization for magic-users. This set up worked well for a while but rampant corruption was eventually uncovered and the Council of Orders pulled the license. The magic using professions (to include the magic-user class, various sub-classes and all specialties) then selected the church of Thrain as their duly appointed licensing agents as what many hoped would be a more trustworthy organization. An odd choice you might say, but bickering amongst entrenched special interest groups and Orders prevented the establishment of a Magi run licensing bureau. Everyone was afraid that some other Mage would dole out spells on the side to his patron spell casters (since if they were in charge this is the first thing they themselves would do!)

TABLE 7C: Spell Licensing Cost (single user license*)

Spell Level	Cost (gp)
1	600
2	2,000
3	3,500
4	5,000
5	6,500
6	8,000
7	9,500
8	12,000
9	14,000

*A site license may be obtained which allows copying, but prices are ten times those listed above.

A license can be obtained thusly. First you must successfully learn the spell and copy it into your spell book (counting towards the maximum number of spells that you may learn for that level). You then bring your spell book into a local temple of Thrain, fill out a number of lengthy forms (in triplicate) and pay a 10gp/ spell level service charge. Two to eight (2d4) weeks later (this time cannot be known beforehand) the license arrives. You must return to the same temple to pay the fee indicated on **Table 7C: Spell Licensing Cost**. There a clerk inscribes the licensing key into your spell. From then on you may memorize the spell as normal. Note that the licensing key prevents copying. You cannot create a scroll from the spell nor allow anyone else to copy the spell into his own spell books. Attempting to do so not only guarantees failure, but also corrupts your copy of the spell thereby making it impossible to memorize it again.

Copyrighting Spells

You too can participate in the gravy train of spell licensing. Should you succeed in creating a new spell, it is highly recommended that you copyright it. To copyright the spell, you must bring it in to a temple of Thrain, fill out the necessary forms (again in triplicate), pay the non-refundable copyrighting fee (indicated on **Table 7D: Spell Copyrighting Cost**) and leave the spell book with them. The spell book is then submitted to a registration body that examines the spell for infringement of other's work (thereby preventing you from creating Joe's Guardian Hand). If it passes their scrutiny, it is registered as an official new spell and returned to the temple with a handsome parchment listing your name and the spell name along with the signatures of the registrars (usually oversized). This whole process takes 1d4+3 months, so it is wise to submit a copy of the spell in a travelling spell book so that your regular spell book isn't out of commission for such a long time. As a side benefit, you will gain 1 point of Fame per spell level of the new spell.

Table 7D: Spell Copyrighting Cost

Spell Level	Cost (gp)
1	170
2	450
3	850
4	1,350
5	1,750
6	2,400
7	3,200
8	4,000
9	5,000

Sharedweomer

Some magic-users, in order to build their fame and perhaps to advertise their spell catalog, may release certain minor magics to the spell casting community as Sharedweomer. Essentially they are giving people the chance to try out their spells before committing to an expensive license. Some spells, Gabal's Magic Aura for example, continue to function normally after the trial period has expired, while others function at reduced efficiency until registered. Though they may continue to function, albeit perhaps in a crippled manner, it is extremely dishonorable to continue to cast sharedweomer spells past their trial period. Being discovered with unlicensed Sharedweomer causes an immediate loss of 1d12 points of temporal Honor per level of pirated spell.

See **Table 7E: Sharedweomer** for a listing of currently available Sharedweomers and how their effects might diminish with time and use. Updates can be found periodically at temples of Thrain (for a fee, usually 10 gp).

So you say to yourself, "How am I going to be caught?" Well, every time you train to advance a level, your tutor is sure as hell going to audit the spell book(s) you bring in. Don't want to allow him to check your books? Well then kiss good-bye the new spell you would otherwise acquire by advancing. (Spell pirates often incur the expense of keeping a second set of 'hot' spell books to avoid this embarrassment.)

Spell Cracking:

Of course, not everyone plays by the rules. Many copywritten spells have been 'cracked' and in this form are free to use by anyone coming across such a copy. Spell cracking is handled in a manner similar to spell research. However, since the researcher is essentially trying to reverse engineer the spell, the chances of success are much greater, though the process is much more stressful.

Table 7E: Sharedweomer

Spell	Sharedweomer Registration Cost	Crippleware Effects
Gabal's Magic Aura (1)	50 gp	no crippleware effects
Haarpang's Floating Cart (1)	320 gp	After 5 castings, the spell will have a 20% chance per hour to unexpectedly fail.
Wrygal's Delicious Deception (1)	200 gp	After 5 castings, the spell has a 50% chance of being centered at an unintended location, usually the caster.
Yudder's Whistle of Hell's Gate (1)	250 gp	After 3 castings, the spell has a 40% chance of having no effect other than to deafen the caster for 24 hours.
Munz's Bolt of Acid (2)	1,400 gp	After 4 castings, the spell has a 60% chance of backfiring and inflicting full damage on the caster.
Proadus' Uncontrollable Fit of Laughter (2)	1,600 gp	After 2 castings, the spell has a 30% chance of failing outright and a 25% chance of backfiring and causing the target to become deadly serious and intent on killing the caster of the spell.

Cost of Research

The basic cost for spell cracking is 15 gold pieces per spell level per day. Note, however, that this assumes that the researcher has a library at hand (personal or communal). To the base cost must be added a daily variable of 6d4 gold pieces per level of the spell. This variable accounts for additional materials needed (such as back issues of *SpellKrackers Journal*), and is at your GM's discretion. If the researcher does not own a library of materials, the base cost increases by a factor of 10 (150 gold pieces per spell level per day), the researcher being assumed to be acquiring illicit texts and journals, thus creating a library. Note that spell cracking is an illegal activity and as such discouraged by reputable scholars. A spell cracker utilizing public facilities will invariably be pestered by some nosy clerk. Such individuals can be kept otherwise occupied with the careful expenditure of an additional 25 gp per day (at a minimum).

Your GM determines the amount to be spent, based on the level of the spell, per day. If you run out of cash, too bad. Note that the player character must also eat – preferably sugar laden goodies such as powdered doughnuts, and consume enormous quantities of his stimulant of choice (be it caffeine, nicotine or something more exotic). A player character needs to spend an additional 10 gp a day on these essentials – exorbitant sure, but merchants who deal in such substances know exactly how much you need them.

Length of Research

Initial preparations and research require a number of weeks equal to half the level of the spell being researched. After this initial period there is a daily chance of success. There is no limit to the time it takes to crack spells, although in practice a failed cracker will eventually burn himself out and give up.

Necessary Conditions for Spell Cracking

The researcher must have privacy and seclusion, and be free from interruption during the course of his spell cracking. This necessity certainly precludes any adventuring or even general interaction. Spell cracking requires about 17 hours per day of work, mostly nocturnal, and no time can be spent doing other things – not even bathing. Any interruption of research results in a setback. Each day of such distraction translates into three days of lost time. Also, as noted above, a library must be at hand, and this means that either the researcher must have his own library, or establish one prior to beginning the project. If he does not posses a personal library, the researcher must make arrangements to set up a cot in a facility in which the research materials can be obtained.

Research Materials

The acquisition of proper research materials includes not only texts and scrolls, but also various components for the material needs of the spell. Written works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he wishes to use. Thus, you must obtain works on calculus, economics, political science, organic alchemy, etc. Information on the creator of the spell to be cracked is also essential. Fortunately for would be spell crackers, Arch-Magi are a highly egotistical lot and numerous ghost written memoirs are available. They can be found in any bookstore, usually in the bargain bin marked 50% off.

Chance of Success

The unmodified chance of successfully cracking a copywritten spell is 5%. Add two-thirds of the Intelligence score of the researcher plus half his experience level to that 5%. (Rangers attempting to crack spells do so at their level of magic use, i.e. 7 levels below their level as a ranger). This value is the base percentage chance of success. Your GM may allow you to roll a d1,000 to account for fractional percentages or may choose to be a hard-ass and truncate said fractions. (It might be a good idea to buy the pizza that night.) Modify the base chance by subtracting twice the level of the spell being researched. This base chance is further modified by +1% for every additional 100 gold pieces spent per spell level. Thus, an expenditure of base cost + variable + 100 gp on a per spell level basis increases the base chance from 5% to 6% and so on, to a maximum base chance of 50% (expenditure of 4,500 extra gold pieces per spell level per day).

However, because spell cracking is so grueling, the researcher suffers a [temporary] –1 to Constitution per day of this phase. Should his Constitution drop to 0, he has burned out and falls into a catatonic slumber for 1d4 days. He has been stymied by the copyright encryption and cannot crack the spell. The lost points of Constitution return at the rate of 1d4 per day with proper rest.

Determination of Success

After the initial research period (equal to half the level of the spell in weeks), find the base chance, adjust by Intelligence, character level, spell level, and expenditures, and roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check each successive game day for success as long as your Constitution (and funding) hold up.

Rewards of Success

Successfully cracking a spell means that you may inscribe it into your spell book without having to pay any licensing fee. Any further transcription, such as creating a scroll of that spell or allowing a fellow adventurer or pupil to copy that spell into his spell book benefits from your cracking and is also license-free.

Perils of Success

First of all, cracking spells and thereby avoiding the licensing fee is an inherently chaotic act. Lawful magic users even contemplating such actions immediately suffer an alignment audit an appropriate amount of alignment infraction points should they attempt the deed. Ethically neutral magic users will drift towards chaos – rather quickly if they try to crack high level spells. Secondly, the cracker will be banned from joining any magical societies (even chaotically aligned ones). These societies have a vested interest in maintaining the spell licensing system as it is a steady cash cow and subsidizes the extravagant lifestyles of the administrators and their allies.

Spell cracking is also dishonorable. Being exposed as a spell cracker results in the loss of 1 full Honor point (NOT temporal!) per level of spell cracked, summed for all spells ever cracked. This potentially fatal Honor blow ensures that spell crackers are a very secretive lot.

The Magic-User's Library

Numerous allusions are made throughout HackMaster as to the importance of access to a well-stocked laboratory and research library (preferably a private one). What then constitutes such an entity? At a minimum this requires a permanent structure (or dedicated portion thereof) no less than 1,500 square feet in size. An investment of no less than 50,000 gp must be made to acquire the numerous reference works, scholarly journals, historical texts, dictionaries and sundry academic treatises necessary to conduct any sort of serious research.

No doubt this presents a serious capital investment on the part of a young magic user. Every effort must be made during the course of adventuring to pick up any musty old tome which the party may stumble across – the gp sale value of which can be applied against the cost of building a library.

Conducting spell research will also, as a side benefit, add to the size of a magic user's personal library. Basic weekly research costs are listed on page 209 of the GameMaster's Guide as a fixed rate of 200 gp/level of the spell (2,000 without a library of appropriate reference material) plus a variable rate of 100-400 gp/level of the spell. Should the researcher have no library of his own, the additional 1,800 gp/level may be added to the value of his library. In addition, 50% of the variable cost may also be added to the value of his library. The researcher has the option of spending an additional 2,000 gp/spell level to increase his chances of successfully creating a spell. 75% of this expenditure may be added to his permanent literary collection.

There are other tangible benefits of owing one's own library. For every 5,000 gp worth of books one owns and occasionally reads, his temporal Honor increases by 1 (learning being an honorable pursuit). In addition, the chances of successful spell research increase by 1% for every 8,000 gp (divided by spell level) of materials that the spellcaster possesses over and above the minimum of 50,000 gp. Bear in mind that additional square footage must be allocated for the books at a rate of three square feet per 100 gp value of books.

Fantastic Materials

Occasionally, the GM will need to introduce a fantastic magical material into his campaign. Such a material might be required as an ingredient for a PC magic-user's magical research, it might be the focal point of a quest or it might be a necessary component to remove a curse.

Table 7F: Random Generation of Fantastic Materials

2d12 Roll	Category A	Category B
2	dream	flower
3	breath	meadow
4	memory	child
5	heart's desire	butterfly
6	teardrop	mountain
7	strength	grain of sand
8	smile	snowflake
9	blessing	flickering candle
10	touch	widow
11	courage	eagle
12	scent	tombstone
13	whisper	dragon
14	kiss	Skeleton
15	shadow	Mermaid
16	wisdom	river
17	secret	unicorn
18	sorrow	goddess
19	epitaph	giant
20	gratitude	city
21	song	stone
22	blood	coward
23	essence	fool
24	voice	fairy

If the GM has no specific material in mind, he can generate one by rolling 2d12 on **Table 7F: Random Generation of Fantastic Materials**. Add the results together and look up the item in Category A on the Table. Then roll both dice again, add them together and look up the item in Category B. The selected items become part of this phrase: "The (Category A) of a (Category B)". For instance, if the first dice roll totals 3 and the second dice roll totals 5, the fantastic material is "the breath of a butterfly."

The ways of magic are mysterious and incomprehensible, of course, so the GM has no reason to adjust or substitute for the roll. If he does have specific ingredients in mind, why is he looking at a table? In some instances, the GM might substitute similar elements for the choices in Category B. For instance, he might substitute "bumblebee" (or "Pack Ape") for "butterfly" (so the example above becomes "the breath of a bumblebee") or "diamond" (or "Gold Bane" — see the Hacklopedia Volume III) for "stone." Also remember that "flower" can refer to any flower or a specific species; "child" might refer to any child or specifically to a halfling child, etc.

If random rolls produce results that seem inappropriate or frivolous (such as "the breath of a stone"), use your imagination! Wuss GMs can roll again for either category.

Unless the GM has a specific meaning in mind and foolishly gives it away, the players must discover the precise meaning of a fantastic material or the means to produce or locate it. Discovering the meaning of a fantastic material can easily become the premise for a new adventure.

One last bit of advice: Do not think that just because a fantastic material worked for one instance of research means it would be the same for something similar. How many times do we have to say it? Magic is an enigma; you must play by the arcane rules, many of which you do not or even cannot understand. It does not play by your mortal conceptions of how it should work.

Spell Books

Each class has a defining item that represents its essence in its most distilled form. For you, the magic-user, the noblest of classes, it is the spell book. With your spell book you can defeat any foe, crush any kingdom and make any petty monarch beg for mercy. But with great power comes great risk, for without your spell book, you are nothing but a weakling in a pointy hat. This section details all that you need to know about your most precious possession, and ensures that you will be lobbing spells until the end of your days.

Standard Spell Books

The average adventurer's spell book is a sturdy leather book, approximately 16 inches in height, 12 inches wide and 6 inches thick. However, spell books are an artistic and personal expression, and these values vary greatly, even within the standard book format (non-standard spell books are covered later). A standard spell book is any spell book that is actually a book, and that generally ranges in size from 12"x12"x5" to 18"x12"x10". They have between 64 and 112 pages, and range in weight from 2.5 pounds to 8 pounds.

Standard spell books save as "leather or book" on the item saving throw tables, and receive a +2 bonus if they have vellum pages (which most of them do). Each page of a standard spell book holds about 200 characters, plus the requisite drawings, diagrams, notes and formulae. Standard spell books also have a spell limit of 36 cantrips or 24 spells of 1st - 3rd level or 16 spells of 4th-6th level or 8 spells of 7th - 9th level. No standard spell book can hold more than this amount of arcane expressions, even if pages remain unused.

Non-Standard Spell Books

Whether it is a result of a quirky mentor, poor rolling or a strange personality, you insist on using stone blocks, unbound scrolls or colorful ribbons for recording your spells. There are many ways to record spells and notes, but if you opt for non-standard means, you will certainly face some added hardships.

Primarily, non-standard spell books are non-standard because they are less convenient. A bound book, even if it is a big 'ol hunk of book, is still easier to carry than a handful of large, stone tablets. And a book is always in the same order, every time you use it. If you record your spells on dried animal bones, it might take you fifteen minutes to find the bone that corresponds to the Magic Missile spell you want to memorize. Separating your spells also increases the chances that some of your spells will be lost. Generally speaking, non-standard spell books tend to be less convenient and harder to use, but they do add a little flavor to your character.

On the other hand, there are some potential benefits to non-standard spell books. You can stuff a handful of unbound scrolls into a bone or steel scroll case, in many ways protecting your precious notes better than a leather-bound book. If you record your spells on silk ribbons tied around your waist, guards are less likely to confiscate them. Generally, you will end up carrying a lot of smaller recording surfaces instead of a compact bundle of paper. However, if you do suffer a tragic loss of spell notes, it will not be quite as bad as if you had all your spells in one place.

Ultimately, each non-standard spell book must have its own special considerations. Ribbons, slabs of stone, blocks of wood, specially tanned hides or giant pyramid walls are all possibilities, and each presents unique advantages and unique problems. Even our dedicated researches cannot specify rules for absolutely every possible variation of non-standard spell books, so the GM will have to work with you on this. Since the standard measurement of length is a page, though, we need an idea how much information an individual page holds. This rule is simple: When using non-standard books, you need a square foot of space to include all the information on one standard page.

Strictly speaking, the only way to have a non-standard spell book is to take the old school mentor quirk or roll high on **Table 7G: Spell Book Format**. If your GM allows it, you may choose to have a non-standard spell book. Whether you roll randomly on **Table 7H: Non-Standard Spell Book Format** or choose one is up to you and your GM.

Starting Spell Books

When a magic-user begins his adventuring career, he cannot choose the size, format or content of his spell book. The mentor makes these decisions, since out of his infinite compassion, he is paying for the darn thing. After creating a magic-user character, you (the player) should roll on **Table 7G: Spell Book Format** to determine what type of spell book your character received. Once you determine this, roll on the appropriate tables (**Table 7G1: Standard Spell Book Size** and **Table 7G2: Standard Spell Book Thickness**

Table 7G: Spell Book Format*

Roll	Format**
1-40	Standard: leather cover, vellum pages
41-50	Standard: leather cover, parchment pages
51-64	Standard: animal hide cover, vellum pages***
65-70	Standard: animal hide cover, parchment pages
71-82	Standard: monster hide cover, vellum pages
83-87	Standard: monster hide cover, parchment pages
88-91	Standard: dragon hide cover, vellum pages
92-100	Non-standard spell book (roll on Table XX4: Non-Standard Spell Books)

* Note that if the character has the old school mentor quirk, he does not roll on this table but proceeds immediately to Table XX4: Non-Standard Spell Books.
** All books have standard binding, standard ink and no additional features.
*** The Making Spell Books section describes the additional properties of these cover types.

Table 7G1: Standard Spell Book Size

Roll	Size (height x width)	Base Weight*	Encumbrance Modifier
1-10	12"x12"	2 lbs.	x3
11-25	13"x12"	2 lbs.	x3
26-42	14"x12"	2.5 lbs.	x3
43-60	15"x12"	2.5 lbs.	x3
61-75	16"x12"	3 lbs.	x4
76-90	17"x12"	3 lbs.	x4
91-100	18"x12"	3.5 lbs.	x4

* This weight assumes a leather cover. Animal hide covers add one-half pound to the weight; monster hide covers add 1.5 pounds to the weight, and dragon hide covers (special covers) add 2.5 pounds to the weight.

Table 7G2: Standard Spell Book Thickness

Roll	Page Count	Weight Modifier (lbs.) (vellum/parchment)*	Thickness
1-3	64	+3 / +.5	6"
4-7	68	+3 / +.5	6"
8-13	72	+3 / +.5	6"
14-21	76	+3.5 / +.5	7"
22-31	80	+3.5 / +.5	7"
32-43	84	+3.5 / +.5	7"
44-57	88	+4 / +.5	8"
58-69	92	+4 / +.5	8"
70-79	96	+4 / +.5	8"
80-87	100	+4.5 / +1	9"
88-93	104	+4.5 / +1	9"
94-97	108	+4.5 / +1	9"
98-100	112	+5 / +1	10"

* The parchment modifier includes the reduction in total weight of .5 pounds.

for standard spell books, and **Table 7H: Non-Standard Spell Book Format** for non-standard spell books). You may spend a BP to re-roll on any of these tables.

Table 7H: Non-Standard Spell Book Format

Roll	Format	Base Weight
1-10	Animal Bones	1 lb./ 10 pages
11-20	Stone Tablets	1 lb./ 5 page
21-30	Papyrus Scrolls	1 lb./ 20 pages
31-40	Silk Ribbons	1 lb./ 40 pages
41-50	Tanned Hides	1 lb./ 10 pages
51-60	Dried Bark	1 lb./ 15 pages
61-70	Wooden Sticks	1 lb./ 25 pages
71-80	Woven Cloth	1 lb./ 30 pages
81-90	Silk Rope	1 lb./ 20 pages
91-100	GM's choice	-

Once you have rolled on each appropriate table, you should be able to construct the physical specifications of your starting spell book. For a standard spell book, **Table 7G: Spell Book Format** will give you the cover type and page materials. Then take the height and width from **Table 7G1: Spell Book Size** and record these, as they will not change. Then take the base weight and add the weight modifier for the appropriate paper type from **Table 7G2: Spell Book Thickness** and record this. This is the weight of the spell book. Its encumbrance value is this weight multiplied by its encumbrance modifier. **Table 7G2: Spell Book Thickness** also indicates the thickness of the book. For spell books, a "page" refers to one side of one sheet of paper. The front and back sides combined constitute two pages.

Non-standard spell books are simpler. All you need to do is determine the format your non-standard spell book takes. If you have an idea that is not on the list, discuss it with your GM, as he may allow you to use that idea. The non-standard formats given should serve as a guide. Note that non-standard spell books do not have a page limit or a limit to the number of spells they can hold. The number of "pieces" that magic-user wants to carry is the only limit.

Alternatively, you can use these tables to generate a random spell book for treasure piles, NPCs or other notables. In general, standard spell books are much more common, but a smart GM would pick a particularly inconvenient non-standard book for his treasure pile. No sense in making an already valuable treasure any easier for those magic-user characters.

Traveling Spell Books

Since a magic-user's spell book is his lifeblood, more experienced spell casters are very reluctant to subject these valuable tomes to the rigors of adventuring. A life's work can be lost to a vicious monster, a devious trap, a foolish party member or even a simple rainstorm. Thus, most magic-users leave their valuable books at home and choose a more selective traveling spell book for their adventures.

Traveling spell books, like their standard counterparts, come in all shapes, sizes and types, but the majority looks like smaller, thinner versions of the standard spell book. They are designed to hold only the most important and useful spells likely to be useful on the road, and thus have a maximum spell limit of nine cantrips or six spells of 1st - 3rd level or four spells of 4th - 6th level or two spells of 7th - 9th level. To generate a random traveling spell book, consult **Tables 7I.** Characters with non-standard spell books who use standard traveling spell books take twice as long to transfer the spells between formats. In addition, all spells memorized from such a book suffer a 2% chance of spell mishap per spell level with each casting. Non-standard spell books do not come in traveling sizes.

Table 7I: Traveling Spell Book Format*

Roll	Format
1-40	Standard: leather cover, parchment pages
41-70	Standard: animal hide cover, parchment pages**
71-90	Standard: monster hide cover, parchment pages**
91-100	Standard: dragon hide cover, parchment pages**

* All of these traveling spell books have travel bindings and standard ink.
** These cover types have additional properties, as described in the Making Spell Books section of this chapter

Table 7I1: Traveling Spell Book Size

Roll	Size (height x width)	Base Weight*	Encumbrance Modifier
1-3	9"x6"	.5	x2
4-7	9"x7"	.5	x2
8-13	9"x8"	.75	x2
14-28	9"x9"	.75	x2
29-30	10"x6"	.5	x2
31-33	10"x7"	.75	x2
34-39	10"x8"	.75	x2
40-49	10"x9"	.1	x2
50-52	11"x6"	.75	x3
53-56	11"x7"	.75	x3
57-61	11"x8"	1	x3
62-67	11"x9"	1	x3
68-82	12"x6"	.75	x3
83-90	12"x7"	1	x3
91-96	12"x8"	1	x3
97-100	12"x9"	1.25	x3

* The weight already takes into account the parchment modifier.

As with generating standard spell books, to generate a traveling spell book roll once on **Table 7I: Traveling Spell Book Format**, once on **Table 7I1: Traveling Spell Book Size** and once on **Table 7I2: Traveling Spell Book Page Count**. The roll on the format table will tell you what your book looks like. As all traveling spell books use parchment pages, they save as "leather or book" with no modifier. The size table gives you the dimensions of the spell book and the base weight. To find the final weight, take the base weight and add the weight modifier from **Table 7I2: Traveling Spell Book Page Count**. This is the actual weight, and this value multiplied by the encumbrance modifier is the weight that counts against your encumbrance.

Table 7I2: Traveling Spell Book Page Count

Roll	Page Count	Weight Modifier	Thickness
1-5	24	.5	1"
6-15	28	.5	1"
16-30	32	.5	1"
31-50	36	.5	1"
51-70	40	.5	1"
71-85	44	.5	1"
86-95	48	.5	1"
96-100	52	1	2"

Using and Modifying Spell Books

Of course, what your spell book looks like is of minor interest compared to what you can do with it. Over the course of a typical adventure, the average magic-user probably uses his spell book for memorizing spells each morning, and little else. But on that rare occasion when you capture a scroll or spell book with new spells, you need to know how to add to and modify your spell book.

Learning New Spells

In short, you want more spells. You will get new spells as you advance in level, but not enough. Captured scrolls and spell books are your best source of new spells. Do not just take any spell willy-nilly or you will reach your maximum before getting any really useful spells (and sometimes those spells gained on level advancement are just filling out that quota and not providing you with requisite firepower). Use some of that superior magic-using brain to choose new spells carefully.

When learning a new spell, you destroy the old copy, whether you try to learn from a captured spell book or a scroll. The process of reading the magic, which is a careful, controlled and painstaking exercise of many hours, causes the original spell, writing and all, to fade. This applies to captured scrolls and spell books alike. Unfortunately, a blank page that once held a spell (scroll or spell book) cannot be used to scribe further spells. However, if you fail to learn a spell, your own writing fades from the pages of your spell book and you can use them again later for other spells.

To learn a spell, you must roll less than or equal to your learning ability on a d100, as dictated by your Intelligence. Be sure to add any modifiers for specialization to your roll. If the roll is 01-10 and less than what you need to learn the spell, you use the minimum number of pages (a number equal to the spell level). If you get a critical failure (96-100), you suffer a spell mishap as if you had just cast the spell you are trying to learn. (You do not learn the spell, of course.) Note that if you have a truly superhuman



Intelligence that allows you better than a 95% chance to learn new spells, things work a little differently. If you roll a 96-100, but that would actually SUCCEED for your check, you must roll again. There's a chance you catch yourself just before that critical error. A second roll of 96-100 indicates a critical failure, spell mishap and failure to learn the spell. Anything lower than that succeeds normally. You cannot get a critical success (automatic minimum page count) on this second roll to learn a spell.

Unfortunately, even sharper magic-users sometimes fail to learn a new spell. The nuances involved might escape them, or crucial steps can get lost in the translation. Given the chance of mishap, you want to make certain you do everything exactly (necessary or not), because there is no way to ever know which elements are absolutely required. The great magic-user Jorel theorizes that many of our casting techniques are actually extraneous and not strictly necessary. Alas, the forces arcane are so complex that even gawds and highly accomplished magic-users cannot fully understand them. Thus, we can never know for certain which elements of a spell are required and which are artifice built around the true core of the magic. This could explain why we sometimes fail to learn a new spell.

Also, every magic-user has his own notational systems, and to a certain extent, his own jargon. Thus, magic-users need Read Magic to understand each other's spell books. This even applies to masters and apprentices reading each other's spell books. If an apprentice tries to match his master's notations EXACTLY, he cannot learn any spells. Scholars suggest that magic-users should appreciate the fact that magical notation is as similar as it is (a magic-user can learn a spell from 1000-year old tomb inscriptions, for example), rather than lament the fact that they sometimes have difficulty comprehending a new incantation.

Adding Spells to a Spell Book

Any time you learn a new spell, be it from a captured spell book or scroll, traded for from a PC or NPC magic-user or acquired through advancing a level, you must add it to your spell book. That is, of course, if you have the room. Most spell books have two limits on the number of spells they can hold. First, each type of spell book can hold a maximum number of spells, as was described earlier. This represents the maximum amount of magical energy that a book of that size can hold without self-destructing. This, however, is really only a limit in theory, in practice the more meaningful size restriction is the number of pages in your spell book.

Every spell in your spell book takes up a certain number of pages. When you start play, you should calculate how many pages each of your starting spells take up and use that information to start a record of which pages contain which spells. From point forward, every time you acquire a new spell you should add to your record which pages the spell takes up. A spell takes up a number of pages equal to its level plus 1d6-1 additional pages.

A cantrip takes up 1d3 pages if written in a spell book. Remember, most casters use cantrip books given to them in their apprentice days. You can write cantrips in a spell book, but you cannot write spells in a cantrip book. The rules for creating a cantrip book are the same as for spell books, but costs are halved. A magic-user without an apprentice who makes a cantrip book or a magic-user who constructs an enhanced cantrip book suffers the loss of 1d6 points of temporal Honor, with an additional point lost each time the story is told to a new audience.

But wait! Scribing a spell into your spell book is not like writing a note on the fridge for your roommate. In order to capture the words, movements and energies that are part of casting spells, you must have ideal conditions. The magical ink necessary for scribing spells is expensive and special. The different ink types are described in **Tables 7J2: Ink Type and Table 7K: Additional Spell Book Features**. The paper must be prepared as well, even though it is already in your spell book. Writing a spell in your spell book costs 15 gp per page (for research supplies and miscellaneous expenses) plus the cost of ink, and takes one day per spell level.

You can spend 50% more gold than required and twice as many days for a shot at reducing the page count of a spell. If you have the time and the money, it is worth it. The worst case scenario is that you spend a little more than you really needed to. If you successfully learn the spell, you can subtract 0-2 pages from the final count. Of course, if you roll well on the 1d6 in the first place, this may not matter. You cannot reduce the number of pages for a spell to less than the spell's level (higher level spells are simply more complex and require more information), but you can conserve precious pages in those traveling spell books.

You still need to roll for the number of pages when inscribing a spell into a non-standard spell book. However, when not using ink on paper, you actually need one additional page per spell. The net effect is that the number of pages needed to inscribe a spell into a non-standard spell book is equal to 1d6 plus the spell's level. So if you have strips of silk ribbons to unroll to study your spells, you will need at least two page equivalents for that Merge Coin Pile spell. If the ribbon were only two inches wide, that strip would be 12 feet long!

Re-Copying Spells

Losing your spell book can mean the end of your adventuring career, and probably the end of you. Thus, it is worth keeping a spare spell book or three. If you have the means and experience, you can re-copy a spell you already know into a new book. Only wealthy magic-users bother with such wasteful practices, but this can allow you to consolidate and somewhat shorten the notes needed for a given spell.

You can only try to re-copy a spell after advancing an experience level. It takes one day to organize and restructure your notes into a more efficient format, plus one day per spell level, but costs only 10 gp per spell level for supplies and preparation. You must roll to learn the spell again (though you cannot actually lose the spell). If you fail, you have messed up; you must roll for the 0-5 extra pages again and use the larger of the total number of pages in your new book (so even if you get a lucky roll, the spell takes just as many pages as it did before). If you succeed, you can organize the information more efficiently and get a shot at reducing the page count.

Make an Intelligence check and a Wisdom check. If you succeed at both, the new copy of the spell takes up a number of pages equal to the original number of pages minus 0-2. If you succeed at one check but not the other, you reduce the number of pages by 0-1. If you fail both, at least you have another copy of the spell, though it takes up exactly as many pages as the first version.

Writing Spells into a Book vs. Scribing Scrolls

As described on page 211 of the GameMaster's Guide, magic-users can scribe spells onto scrolls. This process requires various magically significant rituals and carries some risk, but it does not actually cost too much. Sure, it takes time and you may need to use a gem or kill a Basilisk, but you'll be glad to have a scroll (or two) handy – maybe one more Fireball is all you need to save the party (and, failing that, Teleport comes in handy).

A scroll is a lesser work than a spell in a book. The scroll writer must essentially cast "most of" the spell while writing the scroll, so short cuts are permitted. He need not write down every element involved in learning and casting it. Thus, the need to roll a chance to learn when scribing into a spell book: the magic-user has to guess at the missing bits and see if he can come "close enough."

In a spell book, you need full and extensive notes. You must prepare your own ink (which is more expensive than for scrolls; scroll ink relies on the arcane properties of the ingredients and thus costs in terms of gold pieces can vary widely) for it to last, and you cannot skip any part of the spell. For a scroll, the extra components of the ink are generally magical themselves; also the scroll is designed for use, not for decades-long keeping.

Casting Spells Directly from Books

Page 85 of the GMG mentions that you can cast spells from a spell book as a scroll. The mechanics (initiative, range, etc.) work just as they do for scrolls, using your level as the casting level. When you capture a spell book from a foe, you may briefly feel like treating it like a bunch of scrolls.

Resist! You want those spells in your own book, not wasted on a one-time roasting of a few Gutter Trolls. Besides, if you read off a spell, you get neither the experience point value nor the gold piece value for all those spell levels. Also, you risk losing other spells out of the book (details are in the GMG).

Nonetheless, it may happen that you will need the spell out of that book to save your life. These things happen. But if you have not already translated the writing via a Read Magic spell, you cannot even read it off as a scroll; it is just a bunch of topical mumbo-jumbo.

As with scrolls, once you read the spell, the pages turn blank and cannot receive any further magical writing.

Protecting your Books

The Wurld is a dangerous place, even if you do not seek out crumbling ruins and Orc fortresses. Books are made of leather and paper, not the sturdiest of materials. There are several major threats to your precious books of spells. A general overview should help decide what extra steps may be necessary to protect your irreplaceable spell repertoire.

Fire: Paper burns. This is the biggest problem, and there is not much you can do to prevent it but you can reduce the risks.

Water: Water is slower but more insidious. A book dropped in water or exposed to humidity for a very long period of time can warp. A warped book can become useless.

Book Worms: Various types of paper-eating insects love to lay their eggs in a good source of food. Certain treatments can reduce this risk, but it cannot be eliminated while even one such creature continues to exist.

Rival Magic-Users: Some unscrupulous spell casters refuse to live off captured scrolls or do their own research. Evil or not, these people are the reason Explosive Runes was invented.

Thieves: Even those who might not be able to use a spell book think they can sell it to someone else. While you can cover locks in Explosive Runes and protect the book itself with Sepia Snake Sigils, these only help you once someone steals the book. Extra copies of those spells are one way to protect yourself, but the best way to deal with theft is to prevent it. To this end, you would be wise to keep your books well hidden. You should study in privacy, and do not let others see where you keep your books.

Acid: Acid just destroys things. To protect your spell book, you will need special chemicals that make it harder for the acid to get at the material. The best such concoction comes from Black Dragon ichor. It takes one vial to treat each cover (two vials for a book), and a vial costs about 1,000 gp, when available. Once you acquire the ichor, you need to treat and prepare it, which requires access to an alchemist's laboratory. The process takes a week, requiring a minimum of three hours of tending each day, and the other materials will cost you about 50 gp per vial.

Fireball: See fire.

Disintegration: This is just bad. Try using fake covers or even fake books to block the impact. Heck, even hirelings are less important than your spell book.

Lightning: While still a bigger danger to fighters draped in plates of steel, electricity can harm your book too. Metal bands and locks remain useful overall, though, since few target spell books with Lightning Bolts. Even a book with bands of metal and a large lock makes its saving throws as "leather or book."

Making Spell Books

Sooner or later, your magic-user is going to want to make his own spell book. Perhaps he wants to learn a new spell but can not find a book to purchase, or maybe he just does not trust someone else to do the job right. Or possibly he has some exceptional materials he wants to use to make a truly different tome. Regardless of the reason, you and your GM should work together on making it a special project. An interesting or unique spell book can really add color and character to a magic-user.

Every magic-user learns the basics of spell book construction from his mentor, and then expands on this knowledge as he gain levels of experience. This is represented by the bookbinding: spell book skill, which all magic-users receive for free at first level. A magic-user has a skill mastery level of 25% + 5% per level. So a third level battle mage would have a bookbinding: spell book skill mastery level of 40%.

To construct a spell book, the magic-user must spend a certain number of man-hours, as determined by the materials and features, and pay the cost of all the materials. After the designated time has elapsed, the magic-user makes a bookbinding: spell book skill check. Success indicates that he has completed the spell book. If he fails the roll by 10 or less, the magic-user may spend an additional 10 hours of work and an additional 50% of the cost of the materials, after which he may make another check. If he succeeds at this second check, the spell book has been completed. If he fails this second check, or fails the first check by more than 10, the book is not completed and the materials are ruined.

The most basic standard spell book is a standard bound book with a leather cover, 12 inches in height and 12 inches wide. It has 64 vellum pages, standard ink and is six inches thick. It has a leather cover and standard binding. The base cost of this type of tome is 700 gp. The most basic traveling spell book is nine inches in height and six inches wide. It has 24 parchment pages and is one inch thick. It has a leather cover, travel binding, and a base cost of 288 gp. Additional features can be added to either type of book to make it sturdier, larger or more protected, but all of these add to the construction cost. Alternatively, you can build your book from scratch. If building a spell book from scratch, you must declare if it is to be a traveling spell book or a standard spell book.

Tables 7J 1-4 give the standard page, ink, binding and cover options. You must choose one, and only one, of each of these types (page, ink, binding and cover) as your base spell book. The standard 700 gp spell book is a book with 64 vellum pages (80 gp), standard ink (400 gp), standard binding (200 gp) and a leather cover (20 gp). These four tables are the only necessary tables. Once you have chosen an entry from each, you can calculate the total construction time by adding up the time value for each of your choices. The sum of these numbers is the total number of hours you must spend making the spell book. The basic spell book takes 36 hours to complete.

Table 7K: Additional Spell Book Features lists extra enhancements you can build into your book to make it larger or sturdier. Each of these optional features carries with it an additional gold piece and time cost. Certain features are mutually exclusive, such as a water resistant cover and a fire resistant cover. You may only have one of these features for each of the three major components (pages, binding and cover). You may add as many of the other features as you like, but you may not add the same feature more than once.

Once you have chosen all the features and qualities of your spell book, you can determine its size. For standard spell books, the base size for pages is 11" x 11", the base binding length is 11" and the base cover size is 12"x12". For traveling spell books, the base size for pages is 8"x5", the base binding is 8" long and the cover is 9"x6". If you purchase the oversized page enhancement, you must purchase it for all the pages in your spell book, and all the pages in your spell book must be the same size. If you

Table 7J1: Page Type

Feature	Cost	Time	Weight
Parchment Pages	3 gp / 4 pages*	2 hours / 4 pages	.5 / 48 pages**
Vellum Pages	5 gp / 4 pages*	1 hour / 4 pages	.5 / 12 pages**

* There is a 48 page minimum for standard spell books, and a 16 page minimum for traveling spell books, and pages can only be added in groups of four. This is because one sheet of vellum or parchment, when bound, has four sides, or pages.
** Vellum pages weigh .5 lb. for each inch of thickness, which is .5 lb. for each 12 pages or portion of 12 pages. Parchment pages weigh .5 lb. for each inch of thickness, which is .5 lb. for each 48 pages or portion of 48 pages. Parchment pages also deduct .5 lb. from the total weight (though this cannot make the pages weightless).

Table 7J2: Ink Type

Ink	Cost*	Time*	Weight
Economy Ink	10 gp / 4 pages	.5 hours / 4 pages	-
Scroll Ink	50 gp / 4 pages	2 hours / 4 pages	-
Standard Ink	25 gp / 4 pages	1 hours/ 4 pages	-

* The minimum amount of ink that can be made at one time is 16 pages worth. The time listed is the amount of time to make the ink, not the amount of time to write the spell.

Table 7J3: Binding Type

Feature	Cost	Time	Weight
Travel binding	100 gp	1 hour	.25
Standard binding	200 gp	2 hours	.5
Heavy binding	400 gp	4 hours	1

Table 7J4: Cover Type

Feature	Cost	Time	Weight (standard/traveling*)
Leather Cover	20 gp	2 hours	1.5 / .75
Animal Hide Cover**	†	4 hours	2 / 1
Monster Hide Cover	†	6 hours	3 / 1.5
Special Cover	†	8 hours	4 / 2

* A traveling sized book is any book with a cover area under 144 square inches. Anything with a cover of 144 square inches or larger is a standard sized spell book.
** Excluding leather.
† The cost of this cover depends on the type of hide. You need an amount of hide equal to four times the area of the cover for a single spell book.

Table 7K: Additional Spell Book Features

Feature	Cost	Time	Weight (lbs.) (standard/traveling)	Availability Hi	Med	Low
Page Enhancements						
Acid repellant pages†	400 gp / 4 pages	1 hour / 4 pages	-	60	45	30
Cloth insert pages	15 gp / 4 pages	2 hours / 4 pages	-	60	40	20
Fire resistant pages†	100 gp / 4 pages	1 hour / 4 pages	-	80	70	60
Human or demi-human skin	-	1. 5 hours / 4 pages	-	-	-	-
Oversized pages	2 gp / inch / 4 pages	0.5 hours / 4 pages	-	70	60	50
Perfumed pages	5 gp / 4 pages	0.5 hour / 4 pages	-	70	60	30
Water-resistant pages†	50 gp / 4 pages	0.5 hour / 4 pages	-	60	50	30
Ink Enhancements						
Extra fine ink	50 gp / 4 pages	.5 hours / 4 pages	-	75	55	35
Platinum flaked ink	105 gp / 4 pages	1 hour / 4 pages	-	50	30	10
Water-resistant ink	150 gp / 4 pages	1 hour / 4 pages	-	70	50	30
Binding Enhancements						
Acid repellant binding†	500 gp	1 hour	-	45	30	15
Fire resistant binding†	100 gp	1 hour	-	60	45	30
Metal reinforced binding	45 gp	3 hours	+1 / +.5	65	55	45
Oversized binding	25 gp / inch	4 hours	-	65	55	45
Quick-release binding†	10,000 gp	12 hours	+2 / +1	40	20	3
Water-resistant binding†	50 gp	1 hour	-	55	35	15
Cover Enhancements						
Acid repellant cover†	2,000 gp	3 hours	+1 / +.5	45	30	15
Fire resistant cover†	50 gp	2 hours	+1 / +.5	65	50	35
Metal reinforced cover†	50 gp	4 hours	+3 / +1.5	70	60	50
Monogrammed spine: silver	40 gp	4 hours	-	50	35	20
Monogrammed spine: gold	100 gp	6 hours	-	40	25	10
Oversized cover	15 gp / inch	4 hours	+.5/2" / +.25/2"	70	60	50
Water-resistant cover†	30 gp	2 hours	+1 / +.5	60	40	20
Security Devices						
Leather clasp†	5 gp	0.5 hour	-	95	90	80
Metal clasp†	20 gp	1 hour	.5 / .5	90	75	60
Metal lock†	25 gp + lock price*	2 hours	1 / 1	85	75	65
Carrying Cases						
Leather Spell Book Bag	25 gp	2 hours	1 / .5	90	80	70
Leather Spell Book Case	10 gp	2 hours	.5 / .25	80	60	40
Wooden Spell Book Case	50 gp	3 hours	3 / 1.5	70	50	30

* See pg. 114 of the Player's Handbook.
† You can only have one feature with this symbol per category per spell book.

increase the page height, you must increase the binding size by an equal amount and the cover size must be at least 1" longer than the page height. If you increase the page width, you need not increase the binding, but you still must increase the cover size to 1" wider than the page width. You may increase the cover size without increasing the page size and binding size, but not vice versa. You may only increase the vertical size of the pages, binding or cover in a standard spell book (libraries mandate a standard shelf depth of 13", and thus all standard spell books must be 12" wide). The maximum size is 17" x 11" for pages, 17" for the binding and 18" x 12" for the cover for a standard spell book, and 11" x 8" for pages, 11" for the binding and 12" x 9" for the cover for a traveling spell book.

The number of pages it has determines the thickness of the book. For vellum, every twelve pages or portion of twelve pages adds one inch of thickness. Thus, a book with 52, 56 or 60 pages would have a thickness of five inches. Parchment pages are merely one inch thick for each 48 pages or portion of 48 pages. All spell books are at least one inch thick.

The weight of the spell book is the sum of the weight of the pages, the binding, the cover and any special features. The basic standard spell book has a weight of 5 pounds (3 pounds for the pages, 0.5 for the binding, and 1.5 for the cover). Because of their smaller size and compactness, traveling spell books generally weigh much less than a standard spell book. The encumbrance modifier for any spell book is its height, in inches, divided by 5 and rounded up to the nearest integer.

Note that availability of all these supplies is 95% in an academy of magic. Costs are exactly as listed, and the chances of successfully haggling them lower is half normal due to a captive market.

Pages

A spell book is nothing without pages, and they are indeed the most important component. Spell book pages on Garweeze Wurld are either vellum or parchment. All the pages in your spell book must be of the same material.

Vellum Pages: Vellum pages are calfskin, lambskin or a similar hide that is treated for use as a writing surface. As such, they are sturdy and easy to come by, making them the standard for spell book pages. A spell book with vellum pages gains a +2 to all its saving throws.

Parchment Pages: Parchment pages are much thinner than vellum, and are thus more fragile. What they lack in strength, however, they more than make up for in their compactness. Parchment pages grant no additional saving throw bonus, but a spell book with parchment pages deducts .5 from its total weight.

Inks

For spell books, the ink you use is almost as important as what you write with that ink. In order to trap the magical energies necessary for spell casting, the ink for spell books and scrolls must be of the highest quality. Making inks requires several mixing pots, vials, utensils and a heat source. A basic ink-making tool set costs 150 gp, and is widely available. When gaining spells at school or an academy (through going up in level) the student still needs to concoct his own ink, but he may use the school's facilities.

Economy Ink: Economy ink is not the highest quality ink, but for most purposes, it suffices. Economy ink can only be used to write 1st - 3rd level spells into a spell book; it will never work for scrolls and will not work for spells higher than 3rd level. In addition, a spell that is written with economy ink has a 1% chance per spell level of disappearing after each time it is used for memorization. If you have economy ink left over after copying a spell, it lasts up to three months, if properly stored (in a relatively cool, dark, stable location). If not properly stored, it becomes unusable in two weeks.

Scroll Ink: Scroll ink is normally used for scrolls, and like all other ink, at least 16 pages worth of ink must be made at a time. It is also possible to use scroll ink to scribe spells into spell books, however this is not an ideal situation. There is a 3% chance per spell level that a spell written in scroll ink will be immediately cast whenever the magic-user tries to memorize it. If this happens, the writing disappears from the spell book and the spell is lost. This does not apply when scroll ink is used for scrolls. Leftover scroll ink cannot be re-used later.

Standard Ink: This is the industry standard for spell books and is a long-lasting, reliable and readable ink. It has no special advantages but it also has no special disadvantages. Leftover standard ink, if stored properly, lasts up to one year. If not, it only lasts one month.

Bindings

The binding of a book is what holds the pages together and separates a book from a pile of papers. There are three types of bindings: travel, standard and heavy, each representing a different amount of security.

Travel Binding: A travel binding is the weakest form of binding, designed for books that are to be carried around. This type of binding is light and relatively flexible, making it perfect for traveling spell books. Spell books with a travel binding suffer a -1 to all saving throws vs. normal and crushing blows.

Standard Binding: This is the standard type of binding, found in most of the books across Garweeze Wurld. It is sturdy, cost effective and has a long shelf life. It offers no additional saving throw modifier

Heavy Binding: This type of binding is generally used on large or heavy books. It is essentially a sturdier form of standard binding. A spell book with heavy binding receives a +1 on all saving throws vs. normal and crushing blows.

Covers

The cover of a magic-user's spell book speaks volumes (well, technically only one volume, I suppose) about his personality and his magic habits. Covers come in all types, and to try to describe each one would take an entire library. These covers do fall into four types, however. When paying the cost for a spell book cover, the cost includes both the front and back cover, as well as material for the spine.

Leather Cover: This is the most plain and economical cover, as leather is a very common material. A spell book with a leather cover has no special rules.

Animal Hide Cover: This category covers all non-leather covers that come from the hide of a common animal, be it a domestic animal like a sheep, or a wild animal like a squirrel. If the animal that the hide came from had an Armor Class of 6 or less, the spell book gains a +1 to all its saving throws. You need an amount of hide equal to four times the area of the spell book cover to make the cover.

Monster Hide Cover: This category includes all covers made from the hides of monsters, and any other creature not covered in the other three categories. A spell book cover made from the hide of a monster defeated in combat is a great source of pride for many magic-users. A magic-user with a spell book made from the hide of a monster he defeated (or claims he defeated) grants a +1 Temporal Honor bonus for every person that he shows it to. A spell book made from the hide of a monster receives a bonus to all its saving throws based on the Armor Class of the creature as defined on **Table 7L: Monster Hide Cover Save Bonuses**.

Table 7L: Monster Hide Cover Save Bonuses

Armor Class	Save Bonus
9-6	+1
5-3	+2
2-1	+3
0 or less	+4

Special Cover: This category is for special monsters that give extra bonuses when their hide is used as a cover. They grant a saving throw bonus against all saves as listed on **Table 7L: Monster Hide Cover Save Bonuses**. In addition, they have the following rules.

A spell book with a cover crafted from Thessilkrat hide gains an additional +4 on all saving throws. Evil magic-users that use Arcanadaemon bodies to bind their spell books gain an additional +6 on the book's saves against all types of magical attacks and an additional +1 against all other forces. Good magic-users gain no benefit. Evil magic-users can memorize one additional spell at each spell level, so long as they use an Arcanadaemon hide-bound book to prepare all their spells that day. Covers made of Hellhound hide gain an additional +8 on all saving throws against all forms of fire, but provide no other benefits. Covers made of the hide of any dragon grant a +3 bonus to Temporal Honor whenever shown to someone and bragged about.

Future research may reveal other creatures that give specific benefits when used as spell books. The Center for Monster Studies has dedicated considerable resources to this issue, but it no longer pays independent field agents for materials dropped off at the Head Researcher's Office.

Page Enhancements

Page enhancements are changes that one makes to the physical pages before they are bound into the book. It is possible to apply some of these treatments (acid repellant pages, fire resistant pages, perfumed pages, water-resistant pages) after a book is made, but they are only half as effective. All pages in a spell book must have the same page enhancements, and if a magic-user purchases an enhancement for one page, he must buy that same enhancement for all the pages. A spell book page cannot have more than one of the following enhancements: acid repellant pages, fire resistant pages, water-resistant pages.

Acid Repellant Pages: These are pages that have been treated with Black Dragon ichor. The ichor is expensive, and the treated pages are stiffer than normal, making reading them slightly annoying. A spell book with acid repellant pages gains a +2 against all saves vs. acid or acid attacks.

Cloth Insert Pages: These are very thin sheets of cloth that go in between the actual pages of the spell book. They are designed to protect the ink and drawings on one page from those on another page. When a spell book with cloth inserts is submerged in a liquid, these inserts protect 0-9 pages from having their ink run, for up to 20 minutes at a time. The inserts must dry in between uses to retain their effectiveness.

Fire Resistant Pages: These are pages that have been treated with certain alchemical substances designed to make the page harder to burn. While they do not offer 100% protection from fire, they do increase the chances that the book will survive a fiery blast of some kind. A spell book with these pages gains a +2 bonus to all saving throws against fire of any type, as long as the fire has a duration of 5 minutes or less.

Human or demi-human skin: Typically used only by the most twisted and evil of casters, this type of page cannot be bought in any reputable market in Garweeze Wurld. A Man-sized creature can provide up to 10 usable pages for such sick individuals, a Small creature up to 6. (Pixie-fairies do not count, though varying theoreticians who care to speculate disagree about the cause of this.) A book of such pages makes all saving throws at +4.

Oversized Pages: Basically, these pages are larger than those of a standard spell book. They offer two potential advantages. First, for every three extra inches of combined height and width, they grant a +1 to the d6 roll when rolling after re-copying a spell. They cannot reduce the

number of pages by more than two, however. Second, for every combined 4 inches of height and width, the spell book gains a +1 to all saving throws against liquids. This is because the extra margin room protects the actual writing on the page.

Perfumed Pages: These pages have had a light, pleasant perfume added to their surface. In addition to making one's spell book smell minty fresh most the time, the perfumes keep bookworms and other paper-eating creatures away. There is a 75% chance that a bookworm or similar creature will not eat a spell book with perfumed pages.

Water-resistant Pages: These pages have been sealed with a waxy oil to protect them from water damage. A spell book with water-resistant pages can be submerged in water for 5 minutes at a time without any ink running or paper warping.

Ink Enhancements

Unlike the other spell book enhancements, ink enhancements are made to the ink, and are thus not usually purchased when the spell book is put together. Instead, any time the magic-user brews up ink to use to scribe a scroll or write in a spell book, he may add any of the enhancements. Making enhanced ink requires sophisticated tools costing an additional 150 gp. The time indicated for these inks is additional time required to make the ink, not to use it. You must be making one of the three ink types to use these enhancements. One cannot add them to ink that is already made or has already been used.

Extra Fine Ink: Extra fine ink is of an even higher quality that standard ink. Writing made in this ink is thinner, clearer and easier to read. As a result, writing a spell into a spell book with this ink will reduce the number of pages it uses by one. This, however, can never reduce the number of pages below the level of the spell. So, no matter how fine the ink, a third level spell will take at least three pages.

Platinum Flaked Ink: This special ink has bits of platinum floating in it. While this has no effect on the writing process, if the ink is ever exposed to flame, such as that of a Fireball, the platinum in the ink fuses to the page, allowing the writing to remain even if the actual ink burns away. This will not preserve the writing if the page burns, but it does grant a +1 to all saving throws vs. fire of any kind.

Water-resistant Ink: This ink is treated with chemicals to make it resistant to water. Eventually, it will wash away, but it will last in water for much longer than normal ink. A spell book with this ink can be submerged in water for up to 4 minutes at a time without suffering any damage. The spell book must dry completely before it can sustain another 4 minutes in water. If the spell book is submerged before it is completely dry, the time elapsed continues from when it was last wet. These benefits can be combined with other water protection measures.

Binding Enhancements

These enhancements are added to the binding to protect it and thus protect the pages it holds. They can only be applied before the pages are added and the book is assembled. Once a book is complete, the binding cannot be changed. A spell book may only have one of the following enhancements: acid repellant binding, fire resistant binding, quick-release binding, and water-resistant binding.

Acid Repellant Binding: Like the pages of the same name, this binding has been coated with Black Dragon ichor to protect it from acid in all forms. A spell book with this binding gains a +1 bonus to all saving throws vs. any kind of acid.

Fire Resistant Binding: This binding has been treated with certain alchemical substances designed to make it harder to burn. A spell book with this binding adds +1 to its saving throws vs. all types of fire.

Metal Reinforced Binding: This binding has been cased in metal in order to protect it. A spell book with this binding enhancement receives a +1 on its saving throws vs. normal and crushing blows.

Oversized Binding: An oversized binding is necessary to hold oversized pages. For every inch increase in the height of a page in a spell book, an inch must be added to the binding. It offers no other benefits.

Quick-Release Binding: This is a very special binding that was developed by the dwarven battle mage Terek, but has since seen wider use. Instead of sewing or gluing the pages into place in the book, each page has a metal edge that fits into a mechanical clasp in the binding. With the flip of a switch, any page from a spell book with this binding can be removed without harming any others. This is often used to make a "book of scrolls," in which a magic-user recopies spells into a spell book with quick-release pages and then casts the spells straight from the book. If the necessary pages are removed before the spell is cast, there is no chance that other spells will go off, and no chance that the book is destroyed. This type of binding is much more fragile, however, and suffers a -2 to all saving throws. In addition, it doubles the final thickness of the spell book.

Water-resistant Binding: A water-resistant binding has been treated with a waxy oil. A spell book with this binding enhancement can be submerged in water for one minute at a time without any damage being sustained. This bonus is cumulative with any other water resistance (if applicable).

Cover Enhancements

Every spell book has a different cover, but most of the additions to a spell book cover, like your name, have no real effect on the hardiness of the cover. Some enhancements, however, do increase the sturdiness of the book, and these are detailed below. A spell book cover can only have one of the following enhancements: acid repellant cover, fire resistant cover, metal reinforced cover, or water-resistant cover. Cover enhancements must be installed when the spell book is constructed, and cannot be added afterwards.

Acid Repellant Cover: The covers of this spell book have been coated with Black Dragon ichor, and are resistant to acid. A spell book with such covers gains a +3 bonus to all saving throws vs. acid.

Fire Resistant Cover: A fire resistant cover is one that has been treated with certain alchemical substances designed to make the cover harder to burn.. Though this does not completely protect the cover from flames, it does provide a +3 to all saving throws vs. all forms of fire.

Metal Reinforced Cover: This cover has several metal bands across the cover and along the edges. They serve both to increase the structural integrity of the book and act as armor against physical attacks. A book with a metal reinforced cover gains a +3 bonus to all saving throws vs. normal and crushing blows.

Monogrammed Spine: Silver and Gold: This enhancement is cosmetic and not really functional, but its included because of its exceptional cost and time commitment. The name or initials of the spell caster are carved into the spine and then filled with a fine dust of either silver or gold. This grants a +1 (for silver) or +2 (for gold) Temporal Honor bonus for each time the monogrammed name or initials are shown to someone and bragged about.

Oversized Cover: This represents a cover that is larger than the standard size for either a standard or traveling spell book. This enhancement must be purchased if the oversized pages and oversized binding enhancements are bought, and the cover must always be at least one inch larger than the page size. You can also increase the cover size without increasing the size of the pages. For every four inches (vertically, horizontally, or a combination of the two) that the cover is larger than the pages, the spell book gains a +1 bonus to all saving throws.

Water-resistant Cover: This cover has been treated with a wax that repels water, greatly increasing the spell books resistance to water damage. A spell book with a water-resistant cover can be submerged in water for up to five minutes at a time without sustaining any damage. This time can be combined with other water enhancements.

Security Devices

Not all spell book damage happens because of natural phenomenon. Spell-filchers, thieves and unscrupulous magic-users can be just as bad as, if not worse than, a pool of acid. Thus, over the years magic-users have devised various ways to protect their spell books from unwanted opening. Whenever a spell book is dropped, it must make a saving throw vs. crushing blow or open. These security devices reduce that chance of opening. You may only have one security device on your spell book. The security device must be installed during construction, and cannot be added afterwards.

Leather Clasp: This barely qualifies as a security device, as it really only prevents the spell book from opening on its own. This can be very valuable, however, and is the reason most magic-users include a leather strap at the minimum. Whenever a spell book with this clasp is dropped, it may make a save vs. normal blow to remain closed.

Metal Clasp: This is a metal band that is anchored to the front and back covers and is secured in the middle. It does not lock, but it does prevent the spell book from opening at an unwanted time. When this spell book is dropped, it only opens on a roll of 1 on a d20.

Metal Lock: This is a metal clasp that is secured by a lock. The lock can be of any quality the maker chooses, but once the lock is installed, it cannot be replaced. Anyone trying to open the spell book must open the lock first. A locked spell book never opens when dropped.

Carrying Cases

Most spell books are carried in a traditional backpack or sack, but those magic-users that want something special for their most valuable possession can construct a custom carrying device. These devices can be purchased and made at any time during or after the construction of a spell book. If they are made after the spell book is completed, the total construction time for the carrying device is just the time listed on the chart for that carrying device. Follow all the rules for spell book manufacture detailed above. Each bag or case is custom made to fit one spell book size. Only a spell book of the exact dimensions as the book the bag or case was made for fits into it. You may only use one of the following enhancements per spell book.

Leather Spell Book Bag: This is custom bag made to hold and transport a spell book. It is sleek and padded, and is generally fashioned as a backpack or shoulder slung bag. It reduces the encumbrance modifier of the spell book by one.

Leather Spell Book Case: This is a leather sleeve that fits over a spell book and is designed to protect it. A spell book that is carried in a leather spell book case receives an additional saving throw as "leather or book" to avoid harm. Making either saving throw results in no damage. The spell book must still be carried in a backpack or sack; the case is merely a protective sleeve.

Wooden Spell Book Case: Similar to the leather case, this is a thick wooden box that holds the spell book. It is lined with felt or some other cloth, and protects the spell book from harm. A spell book carried in this way receives an additional saving throw as "wood or rope, thick" to avoid harm. Making either saving throw results in no damage. The wooden case must still be transported in a backpack or sack.



Appendix A: Spells

This chapter includes a variety of new spells that can be used to supplement the choices provided in the Player's Handbook. These spells expand the options for all the schools of magic, thus making certain specializations more attractive to player characters.

Spell Components

Material Components

In accordance with the listings in the Player's Handbook, material components are given below for the spells that require them. The GM decides the precise amounts of these materials, as well as any other details that may come up later. For instance, Choke requires a "handkerchief or similarly sized piece of cloth" – the GM decides what exactly constitutes a "similarly sized piece of cloth". Likewise, a glowworm can be used to cast Dancing Lights requires – must the glowworm be alive, or can it be a preserved specimen? Lackluster GMs sometimes allow their magic-users as much latitude as they wish with material components, as long as they meet the general requirements of the spell description. Well, all we can say is that these hapless individuals are messing with some powerful and dangerous forces. They greatly increase the chances of uncovering some as of yet undiscovered spell mishap. True HackMaster GMs will maintain tight but consistently applied rulings concerning material components. However, keep in mind that the NPCs have to play by the same rules and restrictions.

Verbal and Somatic Components

The GM makes the decision regarding precise verbal and somatic components for any spell, although suggestions from players should be considered. Specific verbal and somatic components are not required, but they add color to the game by giving players a clearer idea of exactly what procedures must occur in order for their PC magic-users to cast spells. Requiring specific components can also make for some challenging game situations. For example, if a caster is gagged, he cannot cast spells with spoken verbal components. Similarly, a magic-user with his hands bound behind him may have problems casting a spell whose somatic component requires specific hand gestures. (See Chapter 6 for more information about impaired casters and spell components.) Verbal components can be single words, brief phrases, snatches of poetry, chants, or nonsense syllables. They can be spoken, whispered, shouted or sung. Verbal components can also be groans, grunts, coughs, whistles or any other vocally produced sound.

Often, a verbal component relates to the effect of the spell. For instance, the verbal component for Feather Fall might be the whispered word "float" while a low, eerie moan might work for Detect Undead. Dimension Door might be the spoken word "open" while the verbal component for Gust of Wind might be a slow exhalation of air.

Somatic components can be any type of physical gesture. For some spells, merely touching or pointing at the target or subject is sufficient. More elaborate gestures are suitable for higher-level spells. In many cases, the somatic component relates to the spell's effect. For instance, the somatic component for Audible Glamer might require the caster to put his hand to his ear as if he were listening. Rapidly rubbing the hands together might suffice for Chill Touch, while wiggling the fingers like a spider might serve as the somatic component for Web.

Spell Descriptions

The game statistics listed for the spells below follow the guidelines on page 163 of the Player's Handbook. All of these spells are acquired, memorized and recorded in spell books as described page 60 of the HackMaster Player's Handbook and in Chapter 7 of the HackMaster GameMaster's Guide.

A Day in the Life (Alteration)

Level: 3
Range: 10 feet/level
Duration: 1 day (24 hours)
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Negates

When this spell is cast the target becomes a member of another race for one day. The victim is a member of that race in all respects, but retains any previous knowledge and skills. Physical statistics are adjusted at the casting of this spell as if the victim had always been a member of that race. The caster can choose the physical appearance, height, weight, age and even gender as long as it is within the normal range for a member of that race. Despite the level of the spell caster, the duration remains only one day. The material component for this spell is a hair from a member of the race desired. Races this spell can be applied to include dwarf, elf, halfling, human, gnome, drow, nixie, ogre, pixie, mer-folk, minotaur, moleman, kobold, sahuagin, robold, satyr, sedusa, sirine, orc, spriggan and slapping durkin.

Age (Necromancy) [Vengeance]

Level: 8
Range: 5 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

The Age spell causes a target to physically age rapidly, using up his life force at a vastly increased rate. The actual aging effects take 1d4 rounds to be fully realized, but the aging is permanent. Victims suffer penalties for physical Ability Scores, but gain no bonuses to mental Ability Scores. The amount of aging depends on the race of the victim:

Race	Aging Effect
Dwarf (any)	125 years
Elf (any)	175 years
Gnome (any)	100 years
Gnomeling	75 years
Half-elf	62 years
Halfling (any)	50 years
Half-ogre	55 years
Half-orc	30 years
Human	45 years
Pixie fairy	6 years
Other	25 years

The material component of this spell is a handful of sand from an hourglass that has been used at one time for its intended purpose. The caster releases the sand from a closed fist as he speaks the words of the spell.

Aliron's Dark Graft (Necromancy)

Level: 6
Range: Touch
Duration: Permanent (see below)
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throws: Negates

Disgusted by his own human frailty, Aliron created Aliron's Dark Graft to fix these flaws. The spell allows limbs freshly cut from any creature to be grafted onto another. Each casting of the spell allows the transfer of only one limb. This spell can be used to replace limbs that have been severed or to increase the number of limbs of an otherwise normal creature who feels somehow short-changed.

New limbs can be used immediately, though they inflict a –2 penalty on all rolls that require the use of the limb until at least a week of bonding. Before being freely available, the new owner must succeed on at least one check. Also, the new limbs tend to have their own agenda. Predatory limbs attack if the new body is agitated, limbs that are too far removed from their new body tend to twitch at odd moments, and even the best grafts itch and go numb for 1d4 hours every 1d6 days on. After one week the target makes a system shock roll. If he fails the new limb becomes gangrenous, falling off and infecting the target with a disease very similar to Orc Shingles. The material components for this spell are the ichor of a Mimic and the limb to be grafted.

Alternate Reality (Alteration) [Wild]

Level: 3
Range: 0
Duration: Instantaneous
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

With this spell, the wild mage manipulates probabilities in a somewhat minor way. The magic creates a brief variation in possible outcomes, creating alternate results for a single die roll. The event to be modified must have occurred one round before the casting of the Alternate Reality spell.

Only events that begin and end in a single round can be affected. Only one die roll can be affected. If the creature touched is a willing recipient, the caster can choose which roll takes effect (generally choosing the more successful). If the creature is unwilling, he must re-do the action, using the new roll (whatever it is).

Typical uses of this spell include allowing a fighter to re-roll an attack, forcing an opponent to re-roll a saving throw or allowing a magic-user to re-roll the damage caused by a Sidewinder Fireball.

The material component is a small, unmarked die.

Alter Reality (Illusion/Phantasm, Conjuration/Summoning)

Level: 9
Range: Unlimited
Duration: Special
Area of Effect: Special
Components: V
Casting Time: Special
Saving Throw: Special

The ultimate achievement in the art of illusion, Alter Reality allows the caster to make reality conform to his desires, rather than merely appear to mimic his desires. In order to fully effect the magic of this spell, the illusionist must depict his desire by means of a Phantasmal Force spell. He then verbalizes his desire.

The scope of this spell is similar to that of a Limited Wish. The main difference is that Alter Reality must alter some aspect of existing reality; it does not create new realities. Since the caster can use Phantasmal Force in addition to verbalization to depict his desires, this spell has some advantages over Limited Wish. The caster may show companions' wounds healing to recover hit points, a cursed item being dropped into a bottomless abyss, or a hoard of gold and jewels (though in this case what he receives may be fake – or transported from an existing treasury). If deliberately used to "steal" from an existing treasury, the GM may rule that the Alter Reality spell creates a fake duplicate.

Though Alter Reality can depict a dead character intact and moving, it cannot restore the soul. Thus, it cannot be used to bring dead characters back to life (but it can make a body move in very realistic ways, performing the exact actions shown by the Phantasmal Force). It cannot mimic a spell of 1st through 7th level unless it has a visible effect.

With the help of the Phantasmal Force, it is possible for clever casters to virtually eliminate the chance of getting a "letter of the law" result that does not match their intentions. When adjudicating the spell, the GM must simply keep in mind that the chances of "twisted" wording are significantly reduced. Casting an Alter Reality spell ages the caster three years. This spell is restricted to Illusionist or Conjuration specialists and the Hypnotist sole practitioner.

Aname's Extra-Dimensional Mallet (Conjuration/Summoning)

Level: 2
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

When the caster reaches behind his head and calls out the words of this spell a huge mallet appears in his hand. The mallet is comically large compared to the caster but he can easily wield it. Creatures struck by this mallet are left reeling back (stunned) for one round and suffer 2d12 points of damage. Half of this damage is temporary, as with weapons in non-lethal combat, see the PHB page 136. If the caster drops the mallet before the duration expires, it returns to the demi-plane from which it spawned. It is uncertain how many of these hammers actually exist or from exactly which demi-plane they come. Presumably the magic-user Aname knows, but she didn't release that information when she submitted the spell to the Circle of Sequestered Magicks. The material component is a hammer with an extremely large head.

Animate Dead Animals (Necromancy)

Level: 1
Range: 10 yards
Duration: 1 week/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Young necromancers use this spell to practice before they have the ability to raise serious undead. Animate Dead Animals works just like Animate Dead, except that it does not work on animals that have one or more Hit Dice. Also, the total number of hit points that the necromancer can animate is equal to his own hit point total. Typically, the spell is used to animate ordinary squirrels or carnivorous rats. The bodies of the animals to be animated must be at least 90% complete. Though they retain most of the statistics they had in life (hit points, damage, number of attacks), they lose all poisons and mental abilities, and their Intelligence scores drop to 0. The animals also appear skeletal and emaciated, easily distinguished from their living counterparts. Sometimes young necromancers use them as minor guards; sometimes they practice giving orders to mindless automatons. Given the dead animals' inability to follow orders, the duration of the spell is often cut short when irate casters fling them out of tower windows. Nonetheless, experienced necromancers/animators suggest that understanding this spell is a crucial step in mastering those mystical energies.

The caster's base chance to control the undead is equal 10% + 1%/level. Add 1% for every point of Intelligence, Wisdom and Charisma that the magic-user has above 9 (respectively). If he fails to exert control, the animals attack him 50% of the time. The other 50% of the time they do not realize that they are no longer alive. In that case, the animated animals run off to defend their territories or to seek food, shelter or sleep.

The material components of this spell are a bit of grave dirt and a small piece of stale cheese.

Anti-Animal Shell (Abjuration)

Level: 6
Range: 0
Duration: 1 turn/level
Area of Effect: 10-ft. radius
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Except as noted this spell is the same as the sixth level druid spell in the Player's Handbook. It is restricted to abjuration specialists and guardian sole practitioners. The material component is a choke chain and a handful of pepper.

Anticipation (Divination)

Level: 7
Range: 0
Duration: 1 round
Area of Effect: 60-ft. radius
Components: S
Casting Time: 1 segment
Saving Throw: None

This powerful spell allows the caster to correctly know what attacks and other actions all beings within 60 feet at the time of casting will attempt on the following round, so that the caster can act accordingly. For each weapon attack to occur, the information gained is the type of weapon to be used, whether the weapon is magical (but not what magical power will be used), and the attacker's intended target.

If the attack is to be a spell, the intended target or area of effect of the spell is revealed, but not the type of spell. For activities involving items, the precise item to be used is learned. Often this reveals to the caster the presence of hidden items.

Undead beings and creatures from other planes cannot be "read" by this spell. Note that the spell reveals the presence (but not location) of invisible or disguised beings by communicating their intended activities to the caster.

Arbraxious's Horrid Maw (Alteration)

Level: 5
Range: 5 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

Creatures affected by this spell suffer horrid distention of their jaws and teeth and two wickedly fanged mandibles separate from the lower jaw. The creature gains a bite attack (if it didn't already have one) that inflicts 2d6 points of damage once per round (in place of other attacks). Speaking becomes nearly impossible and those afflicted develop a growling lisp. The jaws also inflict a -4 Comeliness penalty because of their horrid appearance. The material component for this spell is a tooth from a Subterranean Masticator.

Arbraxious's Hyper Evolution (Alteration)

Level: 4
Range: 5 yds/level
Duration: Permanent
Area of Effect: One creature
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Negates

Hyper Evolution causes one creature to be forced a step up the evolutionary ladder. Creatures affected can have one or two aspects changed by the spell. The target can be changed from a quadruped to semi-erect, and then semi-erect to bipedal. Intelligence can be raised by one category per casting. A creature of Animal Intelligence can be raised to Semi-Intelligent, and a Semi-Intelligent creature can be raised to Low Intelligence. Morphological changes such as extra limbs or gills can be made at the rate of one pair per casting. The caster can also use all of his spell slots for that day to give the creature a currently memorized first or second-level spell the new creature can cast as a spell-like ability. The material components of this spell are the ashes of an Adapter and a silk cocoon.

Arbraxious's Levitation (Alteration)

Level: 4
Range: 5 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

This spell causes the target to develop several bladders within its body. These bladders allow the recipient to levitate, moving up or down at a rate of 10 feet per round. The recipient cannot fly if more than lightly encumbered because the weight negates the buoyant nature of the bladders. The component of this spell is an organ located within the bowels of a Beholder.

Arinathor's Dark Limbs (Alteration)

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates

This spell causes the target to sprout two articulated tentacles covered with black fur. The tentacles rip out from under the skin of the target's back, slightly above the shoulder blades and are similar in appearance to those of a Displacer Beast. The pain is so excruciating that the target must survive a system shock roll or die from the stress put on the body. The tentacles twitch and spasm for one full round before they come fully under the target's control. The tentacles have thorny spines along their inside surfaces that allow each to inflict 1d4 points of damage (each can attack once per round, in place of other attacks). The tentacles end in a three lobed pad that can be used like a hand wearing a mitten with a –25% penalty to activities that require dexterous fingers. The tentacles also impose a –4 penalty to Comeliness when they are visible.

The material components for this spell are the fur of a Displacer Beast, blood from an Arboreal Land squid, and a tooth from a Throat Grappler. The caster must grip the target's arm at the culmination of the spell to complete the process.

Blazing Blood (Necromancy) [Vengeance]

Level: 6
Range: 10 yards/level
Duration: 5 rounds
Area of Effect: 10-foot radius
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

The Blazing Blood spell causes open wounds (those caused by puncturing or hacking weapons) to get worse. The blood exposed to air bursts into flame, inflicting 4d4 points of damage on each victim per round. Creatures who have been magically healed or had their wounds bandaged and/or sewn are not affected by this manifestation of the spell.

However, victims in the area of effect also cannot regenerate, nor can they use any of their own blood-related powers (this includes Blood Drains and unique blood mage spells.

The caster need not touch nor even see the targets for the spell to work.

The material component is a pinch of saltpeter.

Blizzard (Invocation /Evocation)

Level: 8
Range: 30 yards
Duration: 4 rds. + 1d6 rds.
Area of Effect: Special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: 1/2

This spell creates a growing blizzard in a designated area, complete with snow, ice, powerful winds and freezing cold. The blizzard begins as a cloud 10 feet high, 20 feet wide and 20 feet long. The blizzard builds for two rounds, reducing visibility by half during that time. On the third round it gains enough force to inflict 1-2 (1d4-2) points of damage per caster level to any creature caught in the area. On the fourth round it inflicts 1d4 points of damage per caster level and on the fifth round, this goes back to 1-2 points per caster level. On the sixth and succeeding rounds, it deals no damage but reduces visibility to about one foot and makes creatures very uncomfortable.

Creatures with special protections (even immunity) to cold still suffer half damage (on a failed save) or one-quarter damage (on a successful save). This is due to the whipping snow and ice pummeling them; not all the damage comes from the cold. Any creature caught in the spell's area can make a single save to halve all damage. If it fails the first allowed save (on the third round), it can make a new save for the fourth round and even the fifth if it fails that. Once it saves successfully, the creature suffers only half damage from the remainder of the spell.

To cast this spell, the magic-user must have a source of ice or snow within range (even an ice cube will suffice), a small vial of water and a pinch of dust.

Blood Curse (Necromancy) [Vengeance]

Level: 9
Range: Special
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 1 round
Saving Throw: None

This spell must be cast Woefully and is most often used when the caster expects to die soon. A Blood Curse is a simple curse that need only be spoken. While the specifics of a Curse necessarily vary with each use, several constants remain.

First, a Blood Curse must be universally bad for the recipient or recipients. No good can ever come from re-wordings or unintended side effects. Unlike a Wish spell, a Blood Curse does its best to match the caster's *intentions*, not his exact wording.

Secondly, the Curse must be of appropriate scope. Blood Curse can be (and has been) used against whole armies. It can also span generations.

Thirdly, like all Woefully cast spells, a Blood Curse ignores magic resistance, allows no saving throws or other magical protections, etc. Furthermore, Remove Curse and Dispel Magic cannot negate a Blood Curse. Nothing short of a Wish spell can alter its effects.

Lastly, rather than attempting to list possible uses, it is easiest to describe actual uses of the spell from ancient history, rumors and legend:

- The first Black Plague.
- Repelling the Kapraxian invasion: no soldier in that army ever had any male offspring.
- Starting the war of The Twilight of the Gawds.
- The town of Bordasbag, where 2,000 citizens continue to age but cannot die.
- The town of Casandara, where 2,000 citizens are doomed to see the future and unable to change it.
- The land of Isynderril, called the "Land of Madmen", where insanity is contagious.

Blood Drain (Necromancy) [Vengeance]

Level: 7
Range: 1 yard/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

This spell drains a target of its entire blood supply, likely killing it. It is fully effective on any creature of Large size or smaller. The drained blood exits the victim from any available opening and magically floats into a designated container (or set of containers) near the caster, the entire process taking one round. The victim dies at the beginning of the round after the blood mage casts the spell. The caster can use this blood for up to one week as if it were freshly extracted (for other spells or magical research). As with most Vengeance spells, victims suffer severely from beginning to end.

The victim can be Raised, but if he is to avoid quickly dying again, there must be some way to restore his blood supply. Limited Wish, Wish, Restorative Cure-All and Cure-All work, but they must be cast immediately after the victim is Raised. A Resurrection spell can restore the victim's blood, but he will need complete rest for at least three days.

The spell does not function against creatures without blood. Against Huge creatures, it deals 14d4 points of damage. Against Gargantuan creatures, it deals 9d4 points of damage. The victim is allowed a saving throw with his Constitution hit point modifier applied as a modifier to the save. Those who fail their save still take 6d12 points of damage from the disturbing experience.

The material components are the container or containers (which are NOT consumed by the spell), an iron nail and a small, flexible tube most often made of rubber.

Blood Mark (Necromancy) [Vengeance]

Level: 2
Range: 10 yards/level
Duration: 1 week/level
Area of Effect: One creature
Components: V, S
Casting Time: 2 segments
Saving Throw: None

A Blood Mark is a special rune on a creature's forehead (or thereabouts) that causes others to attack it. The victim of the Blood Mark gets no saving throw, but those who view it within 30 feet of the creature thus marked can make a special saving throw versus spells, adjusted for Wisdom. Creatures who fail this save physically attack the marked victim, forgoing weapons and spells in favor of pummeling, clawing, and so on.

Blood Missile (Necromancy) [Vengeance]

Level: 1
Range: 10 yds. + 10 yds./level
Components: V, S
Duration: Instantaneous
Casting Time: 1 segment
Area of Effect: 5-foot radius
Saving Throw: None

A Blood Missile is a glob of hurled blood that damages and thoroughly stains a target. The missile explodes at the desired range and inflicts 3d4 points of damage, +1 point per level of the caster, to any creature in the area. The caster need not make any to-hit roll, the Blood Missile automatically strikes its intended target, nor do victims get a saving throw.

Blood Rot (Necromancy) [Vengeance]

Level: 5
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 5 segments
Area of Effect: One creature
Saving Throw: None

Blood Rot infects one creature with a hideous, weakening and contagious disease: the Rotting Death (see GMG page 26). The victim automatically enters Stage Two, suffering an immediate –1 to Strength, Dexterity and Charisma, -5% to all skill use, and requiring an Intelligence check to cast any spell with a somatic component. Otherwise, the disease progresses exactly as if it had been contracted normally.

The material component of this spell is a leaf from a tropical plant.

Blood Thirst (Necromancy) [Vengeance]

Level: 2
Range: 10 yds. + 2 yds./level
Components: V, S
Duration: 10 minutes +1 minute/level
Casting Time: 2 segments
Area of Effect: One creature
Saving Throw: None

This spell causes a creature to literally thirst for blood. The victim will try to drink blood from any container in view – preferably a living container. If he cannot see one, he will search for blood, absolutely obsessed and unable to take other actions or even speak coherently. Once the victim of a Blood Thirst spell finds such a container, he attempts to open it with teeth and hands or claws. If he succeeds, this deals 1d6 points of damage to the container the first round, 2d6 the second, 3d6 the third, and so on. No matter how much blood the victim of a Blood Thirst spell may drink, his thirst is never quenched.

When the spell's duration expires, the victim passes out, unconscious for a number of rounds equal to the amount of blood (hit points) he drank with a minimum of 1.

Bloodball (Necromancy) [Vengeance]

Level: 3
Range: 10 yards/level
Components: V, S, M
Duration: Instantaneous (special)
Casting Time: 3 segments
Area of Effect: 20-foot radius
Saving Throw: None

A Bloodball explodes in a sphere with a 20-foot radius, inflicting 1d4 points of damage for every two caster levels. Furthermore, victims suffer bleeding wounds from the aftereffects of the Bloodball, suffering 1 point of damage each round. This lasts for a number of rounds equal to the caster's level. Damage inflicted by a Bloodball cannot be healed magically, victims must recover the damage naturally if at all.

The material component of this spell is a drop of the caster's blood.

Boiling Blood (Necromancy) [Vengeance]

Level: 4
Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4 segments
Area of Effect: One creature
Saving Throw: None

The Boiling Blood spell causes a creature to suffer the literal effects of the spell name – its blood begins to boil. This is often fatal. The precise effects vary with each round, as the creature's blood gets hotter.

First round: 1d4 points of damage

Second round: 2d4 points of damage

Third to fifth rounds: 3d4 points of damage each

Sixth round: 2 points of damage

Seventh round: 1 point of damage

Obviously, creatures without blood cannot be affected. The spell inflicts half damage against water-based creatures (for example, Water Weirds and Water Elementals). The effects cannot be stopped by a Dispel Magic (nor can they be halted by Resist Fire, Protection from Fire or similar spells) but can be averted with a Cure-All spell. The damage from the previous round can be healed magically, but this does not avert damage that occurs on the same or successive rounds.

The material components are a drop of water and a drop of the caster's blood.

Bone Club (Enchantment, Necromancy)

Level: 3
Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One bone
Saving Throw: None

A magic-user can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *Club +4* against undead, inflicting 5-10 (1d6 + 4) points of damage to Man-sized undead, and a *Club +1* against all other opponents. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the Bone Club reverts to a normal bone.

Characters wield the *Bone Club* with the standard club proficiency (or the appropriate non-proficiency penalty as described on page 101 of the HackMaster Player's Handbook).

The material components for this spell are an appropriately sized bone and a pinch of dirt from a grave.

Bone Javelin (Alteration, Evocation)

Level: 7
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 7 segments
Area of Effect: Creates 1 javelin
Saving Throw: None

A Bone Javelin springs into being in the air above the caster's hand and flashes as the caster points, at a movement rate of 30". The Javelin turns after striking or reaching maximum range, returning to the caster at the same speed. It floats above the caster's hand until sent forth again.

Spell casting or other activities can be performed between Javelin casts without sending forth or dismissing the Javelin. The Bone Javelin can twist and turn as necessary to evade barriers and return to its caster. It strikes only once per round, requiring a successful attack roll (at the caster's chances). Other creatures in the Javelin's path may be imperiled if the Javelin misses the target first chosen by the caster.

The javelin inflicts 1d4 points of damage, plus 1 point per level of the caster. It can damage undead, ethereal, extraplanar and Prime Material Plane creatures alike. The Javelin is AC -4 and shatters if dealt at least 14 points of damage.

This magic requires a tiny carved replica of a javelin fashioned of any organic material, a drop of the caster's blood, and a bone fragment, all of which are destroyed in the casting.

Bradley's Besieging Bolt (Evocation)

Level: 6
Range: Special
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell was created by an angry magic-user (perhaps disturbed by his unfortunate name) that liked to knock down walls. It is similar to Magic Missile in that it manifests a bolt of magical force to hit things. When the magic-user casts the spell, he can fire one magical siege Bolt for every two caster levels. The Bolts specific behavior depends on the caster's level according to the table below.

Caster's Level	Range Min/Max	Damage to Structures	Damage to Creatures
12th	15 yards/360 yards	21d6	10d6
14th	18 yards/440 yards	25d6	12d6
16th	24 yards/540 yards	31d6	15d6

The Bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional Bolts can be launched. The Bolts strike their target unerringly.

The Bolts can only be used against creatures of Huge size or larger, smaller creatures find them easy to evade.

The material component is a small stone sprinkled with diamond dust.

Breed Fusion (Alteration)

Level: 5
Range: Special
Duration: Instantaneous
Area of Effect: Two creatures
Components: V, S, M
Casting Time: 2 days
Saving Throw: Negates

This spell creates a living creature by combining the energy from two sources. Three casters are required to invoke this magic and each must personally know and be able to cast the spell. The entire ritual is a two days long process ending in the birth of the hybrid creature. The spell is rare and difficult to properly cast (inherent 5% chance of spell mishap), so only arrogant casters attempt it. There is always a percentage chance of the fusion not taking or the caster getting something totally unexpected. The final form of the creature created is entirely up to the GM but usually follows this table:

1d100 Roll	Result
1-10	Still Born
11-20	Bad Graft (worst possible statistics)
21-30	Decent Graft (one or two decent statistics, special abilities of one target)
31-40	Average Graft (average statistics of both, special abilities of both)
41-50	Good Graft (average with one or two decent statistics, special abilities of both)
51-60	Great Graft (best possible statistics)
61-70	Hyper Evolved (one or two exceptional statistics, 1d4 additional abilities)
71-80	Freakish Mutant (does not resemble either one of the targets)
81-100	GM Choice

The spell components required are the eyestalk of a Deepspawn, the ichor of a DoppelEwe, the teeth of an Efreeti, Mimic blood, the ash from an Adapter and a silver cage large enough to hold the intended result of the spell. Constructing the cage requires at least 5,000 gold pieces. The spell components are mixed in an iron cauldron within the cage while two magic-users chant and pass hand signs over the concoction. All three then close and lock the cage, beginning the two day ritual where at least two of the casters chant at any given time. On the final day the two targets are brought in front of the cage and the primary caster points at both, making attack rolls against them (ignoring armor but including Dexterity and magical bonuses). If both save, the casting automatically fails. If only one fails, the spell proceeds, albeit with a –50 to the table above. At the spells completion the concoction at the center of the cage is transformed into the final product.

Centaur's Gift, The (Alteration)

Level: 5
Range: 10 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

This spell affects animals, forcing a humanoid torso to sprout from bestial shoulders, replacing the creature's normal head and neck. Animals affected in this manner gain 2d4 points of Intelligence and can learn the caster's language. The humanoid portion of the creature retains minor animalistic features resembling the beast from which it was derived, but overall appears remarkably human. Centaurs created in this manner are not true Centaurs and more closely resemble the equine stock. (Anyone who has seen a real Centaur can see the difference.) The material components for this spell are the hair of a Centaur and a drop of blood from a Hydra.

Chaos Shield (Abjuration) [Wild]

Level: 2
Range: 0
Duration: 1d10 rds. + 2rds./level
Area of Effect: The caster
Components: V, S
Casting Time: 2 segments
Saving Throw: Special

Soon after the discovery of wild magic came attempts to protect people from the dangers of wild surges. After several wild mages apparently destroyed themselves completely, several gathered together to research the Chaos Shield.

This spell imbues the wild mage with special protection against the effects of wild surges. However, it only protects the caster from his own wild surges. It does not protect others near the caster, nor does it protect the caster from wild surges caused by others.

When a wild surge affects a caster protected by a Chaos Shield, he receives a special saving throw versus spell. If he succeeds, he is unaffected by the wild surge. If he fails, the surge affects him normally. Note that this spell does not protect against wild surges caused by its own casting.

The Chaos Shield does not negate the effects of a wild surge that does not affect the caster. The caster cannot voluntarily cancel the protection; the Chaos Shield protects him from both beneficial and harmful wild surges. Thus, if a surge resulted in a Cure-All spell centered on the caster, others would benefit but not the caster.

This spell remains in effect until it negates one wild surge or the duration expires.

Chaotic Transformation (Alteration)

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Negates

Chaotic transformation is a weaker form of Polymorph Other. There is a 10% chance when casting this spell that the magical energies backfire, inflicting 1d6 points of damage to the caster. The spell causes the target to take the form named by the caster or at least a form with a name that sounds similar to it. The target gains no healing from the transformation, but the spell is otherwise similar to the Polymorph Other spell.

Choke (Necromancy, Conjuration/Summoning)

Level: 2
Range: 30 yards
Duration: 1 round/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 2 segments
Saving Throw: 1/2

By means of the Choke spell, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demi-human or humanoid and must be within 30 yards of the caster. The hands choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 points of damage from the choking hands. If the victim makes a successful saving throw, he suffers half damage each round.

Choke can be negated by Dispel Magic or a similar spell; the victim cannot physically wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by Choke.

The material component for this spell is a handkerchief or similarly sized piece of cloth that has been tied in a knot.

Circle of Protection (Abjuration)

Level: 4
Range: 0
Duration: 1 turn/level
Area of Effect: 10-foot radius circle
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

A Circle of Protection is a stationary diagram drawn by a magic-user to protect those within from a specific danger. It completely bars creatures of the type named in the spell's casting. Creatures within the area cannot be affected by attempts to exert control from barred creatures. As with Protection from Evil (and its counterparts), conjured and extraplanar creatures cannot make bodily contact with creatures within the Circle. While within the Circle, creatures gain +4 to any saving throws against attacks made by barred creatures from outside the circle (they can still fire arrows, spells, etc.). They also gain a saving throw to negate the effects of spells used by barred creature types that otherwise allow no save (such as Magic Missile). The base needed to save is 20, modified by magical bonuses (for enchanted armor or a Ring of Protection), and by a reaction modifier for Dexterity (if the GM deems it appropriate).

The caster uses the material component to draw the circle as a part of the casting. Known types of Circles of Protection are listed below. The Circle of Sequestered Magicks may keep the secrets of other types of protections, but they do not share them.

Protects Against	Material Component
Nefarians	Powdered Helliphant horn
Evil	Powdered silver mixed with the relics of a holy man
Good	Powdered iron mixed with the blood of an evil man
Chaos	Powdered gold mixed with a writ of law
Law	Salt mixed with powdered dice cubes
Demons	Holy water and dust with a lock of hair from a paladin
Devil	Powdered HellGoat horn
Daemons	Holy water and dust with a lock of hair from a knight errant
Angels	Unholy water mixed with the blood of an innocent
Lycanthropes	Powdered silver mixed with holy water
Gnomes	Powdered gnome nose and sulfur
Werewolves	Predacious Growler blood
Pseudo-Vampires	Pseudo-Vampire blood

Note that casting a Circle of Protection Against Good is an evil act, and vice versa.

Command Element (Alteration)

Level: 7
Range: 10 feet/level
Duration: 1 round/level
Area of Effect: 1,000 cu. ft./level
Components: V, S
Casting Time: 7 segments
Saving Throw: None

Each element requires a separate version of this spell, and the caster must specifically memorize each.

This spell forces the elements themselves to do the caster's bidding. Rocks will part or rise, flame lower and die, river waters creep onto shore, winds fill a ship's sails. However, the spell does not empower the caster to make direct attacks with these elements.

The elemental material can be moved, shaped, parted or sculpted. With Command Air, wind patterns can be changed, gases scattered, mines ventilated or a vacuum-like effect created. With Command Earth, ores may be separated or tunnels, ditches and dikes constructed. Command Water allows the caster to remove salt from fresh water, irrigate fields, or lower floods. With Command Flame, fires can be lowered, started or sent in new directions. None of these actions can directly affect creatures in the area of effect.

Copy (Evocation)

Level: 1
Range: Special
Duration: Instantaneous
Area of Effect: One object
Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Copy enables the caster to make a perfect copy of a map, letter or any other written or drawn document. He must have a blank parchment or a book with blank pages of sufficient size to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is a perfect duplicate of the original, but it only lasts 1d4 weeks. At the end of that time it fades over a period of several minutes.

The caster can only copy one page per experience level per day. Copy cannot be used to copy spells directly into the caster's spell book, nor can a spell transcribed by Copy be read as a scroll or used for memorization (the magical copying does not transfer magical properties). Though the Copy spell can be used to copy the text of magical writing that has been translated (via a Read Magic spell), the magic-user must scribe the spell by hand into his own book to learn it normally. Adventuring casters can use this spell to copy ancient writings in isolated tombs (either on crumbling paper or inscribed on stone walls) before returning to a safer locale for study.

The caster must succeed at a save vs. spells to copy writing that has magical protections upon it (as defined by the GM), for example sacred writings or text warded by a Permanency spell.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink.

Corpse Visage (Illusion, Necromancy)

Level: 1
Range: Touch
Duration: 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 round
Saving Throw: Negates

This spell transforms the face of the caster or any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling to most living creatures that when viewed by opponents, the recipient's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 Hit Die or level (or less) must make a successful saving throw when first viewing the Corpse Visage or flee in terror for 1-4 rounds. Those above 1 level or Hit Die (or below 5 Intelligence) can more easily compose themselves (or just do not understand that corpses shouldn't be walking around).

Corpse Visage does not distinguish between friend and foe, and all those who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim can avoid the effect with a successful saving throw versus spells.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Create Blood Golem (Necromancy) [Vengeance]

Level: 7
Range: 10 yards
Duration: Special
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By means of this spell, the blood mage creates a Blood Golem (see the Hacklopedia of Beast, Volume III, page 84).

The material component of this spell is two gallons of fresh blood (either magically preserved or out of a living creature within the last 24 hours.

Create Shade (Alteration)

Level: 7
Range: 10 yards/level
Duration: 1 turn/level + 2d4 turns
Area of Effect: 10-ft. cube/level
Components: V, S
Casting Time: 7 segments
Saving Throw: None

This magic creates a cool, shaded patch of ground for the comfort, rest and survival of creatures stranded in a hot desert or other sun-baked place. The area is clearly delineated by a patch of dark shade on the ground, though there is no object to cast such a shadow. Those within the area of effect require less water, just like individuals in natural shade.

The spell does not otherwise modify temperature. Provided all can fit in the shaded area, any number of creatures can enjoy these benefits. In fact, this spell often attracts a large number of unwanted life forms (such as insects). Other spells can be cast within the shaded area – for example, to eliminate unwanted intruders – without destroying the shade. Of course, a successful Dispel Magic causes the magical shade to disappear immediately. The caster does not have to concentrate to maintain the spell. He's free to sleep, study spells or undertake intricate activities within the shade, without risking its loss. He can end the Create Shade spell instantly by an act of will.

There is no material component for the Create Shade spell, but it must be cast on sand or solid, natural ground. If cast on the roof or on the deck of a ship, it fails. Once cast, the shade cannot be moved. It remains in place regardless of the sun's position.

Cytogenesis (Alteration/Necromancy)

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates

Cytogenesis causes a small part of one creature to become a creature of that type. For example, the tusk of an elephant could be transformed into an elephant or the hair of a Nymph could be transformed into a Nymph. There is only a 5% chance per casting that the intended result is identical to the creature whose part was used. The end creature will be of the same species as the donor material, but 95% of the time it bears no more resemblance to the original creature than any other creature of the same species would. The spell components for this spell are the part of a donor no smaller than a lock of hair, the wings of a Pixie, and a moth cocoon.

Dancing Shadows (Illusion/Phantasm)

Level: 2
Range: 30 yards
Duration: 2 rounds/level
Area of Effect: 30-foot cube
Components: V, S
Casting Time: 2 segments
Saving Throw: Negates

Upon casting this spell, the magic-user creates a dancing pattern of flickering lights and shadows in the area of effect. All creatures in the area must save versus spell or be disoriented while there and for two rounds after leaving the area. Disoriented creatures suffer a -2 penalty to all attack rolls, saving throws and a –10% penalty to all skill checks. Missile attacks made into or through the area are also penalized. Those with the blind-fighting talent suffer half the penalty, while creatures that do not rely on vision ignore the Dancing Shadows completely.

A thief who successfully saves gains a +20% bonus to his hide in shadows ability while in the area of the Dancing Shadows, to a maximum of 99%.

Dead Man's Eyes (Necromancy)

Level: 6
Range: Special
Components: S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within three feet of the caster and meets his gaze. Victims are affected as follows:

Victims with 2 or fewer Hit Dice (or victims of second or lower level) instantly die. No saving throw is allowed.

Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save versus death magic at a -2 penalty. Those who succeed at their saving throws suffer 2-12 points of damage.

Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 points of damage unless they successfully save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5% chance that the caster becomes blind for the next 5-10 (1d6 +4) hours.

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes.

Death Chain (Necromancy)

Level: 8
Range: 5 yards per level
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 round
Area of Effect: 20 ft. radius sphere
Saving Throw: Negates

This spell creates an area in which death can become infectious. Any time a creature in the area of effect dies, all creatures that are of the same size category or smaller must make a saving throw or die themselves. This can rapidly create a domino effect because if one person in the area of effect fails his saving throw and dies, all others in the area who are of the same size category or less will be required to make another saving throw and so on. The material component is a dead canary.

Death Recall (Necromancy, Divination)

Level: 2
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

This spell enables the caster to see the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over. The caster can see only what the subject actually saw, and the vision includes no other senses (sound, smell, taste), nor does the vision provide any knowledge not contained within the images themselves. For example, the caster may see a man stabbing the subject, but he will not automatically know who the killer is (even if the subject did).

The material component for this spell is a fragment from a shattered mirror.

Deepen Shadows (Illusion)

Level: 2
Range: 0 or 6 yards (see below)
Components: S
Duration: 1 hour/level
Casting Time: 5 rounds
Area of Effect: 10 x 10 ft. area/level
Saving Throw: None

This spell slowly and inconspicuously darkens the room where the caster is. The gradual change takes five rounds.

With a successful saving throw versus spell at a -4 penalty, someone inside the room may notice that it is getting darker, but this observation does not affect the spell's progress. Even those who notice the effect do not automatically recognize the cause.

When the spell is completed, the room is as full of shadow and darkness as is possible without arousing suspicion. If it is daylight outside, it will seem that a dark cloud has passed over the sun. If it is nighttime, the candles and fire seem to have burned low. The dimming of the light does not appear at all menacing to people in the area, though a Detect Magic reveals the magical aura of the Deepen Shadows spell.

A character in the area receive a +2% bonus per the caster's experience level to his hide in shadows roll within the effect of the Deepen Shadows spell. The caster receives a +5% bonus per experience level to hide in shadows, because only he has complete understanding of the way the shadows fall.

This spell is useful to characters that cannot use their ability to hide in shadows because the area is too bright. The shadows created by this spell can help someone escape, to infiltrate, to pull sleight-of-hand switches, etc. A caster in a portal or doorway between rooms can choose which room is darkened by this spell.

A caster of sufficient level to cover more than the area of the room occupied loses the excess area unless there is an open portal between the caster's room and an adjacent room, and the caster affect enough area to cover both rooms completely.

If the caster is not of sufficient level to affect the entire area of a room, the spell automatically fails.

Example: A 3rd level spell caster can cover a 10-foot by 20-foot area and one adjacent 10-foot by 10-foot with his Deepen Shadows spell. However, if he is standing in a 20-foot by 20-foot room the spell will fail. Someone needs another level!

Defoliate (Necromancy)

Level: 8
Range: 30 yards
Components: S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 50-foot square/level
Saving Throw: None

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as Treants, is likewise destroyed. Only a Wish or its equivalent can restore the destroyed vegetation; otherwise, nothing can grow in the defoliated area for a full year. Note that since Defoliate causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Deirdra's Reckless Dweomer (Invocation/Evocation) [Wild]

Level: 1
Range: Special
Components: V, S
Duration: Special
Casting Time: 5 segments
Area of Effect: Special
Saving Throw: Special

Deirdra, apprentice to the pioneering wild mage Sanboreg, developed this ultimate last resort spell. With it, the caster releases raw chaotic, mystical forces that the wild mage desperately hopes to shape and control at the last second. Usually the caster fails to produce the desired effect, but most of the time *something* happens.

Before casting the spell, the wild mage announces the spell effect he wishes to create. The wild mage must know the spell and be able to cast it (i.e. it must be in his spell books), but need not have it memorized. After announcing the target and any other conditions required by the intended spell, the wild mage casts Deirdra's Reckless Dweomer. This releases the raw magic energy that the caster hopes to manipulate into the intended spell.

Because the release of energy is planned, it tends to be more powerful, so the caster adds his true level to his roll on **Table 4J: Wild Mage Level Variation**. Note that it is possible to get a "double wild surge", with two separate effects. The intended spell is used as the base for the surge. More often than not, the actual effects are something completely unexpected. This is the risk wild mages take when casting Deirdra's Reckless Dweomer.

Delay Death (Enchantment, Necromancy)

Level: 3
Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell enables one person or creature to postpone death. If Delay Death is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the

affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and Delay Death is no longer in effect. Note that the spell has a limited duration. Also, if the spell expires after the affected subject has reached -4 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of Delay Death can be raised normally by Raise Dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

Delayed Magic Missile (Evocation)

Level: 4
Range: 80 yds. + 10 yds./lvl
Components: V, S
Duration: 1 round/level
Casting Time: 1 segment
Area of Effect: One creature
Saving Throw: Special

Visually, this spell is nearly identical to the 1st level Magic Missile spell; however, it has several differences: Delayed Magic Missile deals more damage, staggered over a longer time; second and subsequent attacks do not automatically hit; a Magic Shield spell does not block the attack.

When a magic-user casts a Delayed Magic Missile, darts of magical energy shoot from all of the caster's fingertips, collecting into one missile just before striking the target creature, which must be at least partially in sight at the time of casting. The missile causes 1d6 points of damage for every three levels of the caster (for example, a 12th-level caster deals a total of 4d6 points of damage).

The initial impact deals 1d6 points of damage to the target, and another 1d6 damage strikes each round thereafter until the duration is reached. On each round after the first, the target can attempt a saving throw versus spell at a –2 penalty to completely dodge damage for that round. If successful, the creature can act normally; failure means that the target takes 1d6 points of damage for that round. The staggered attacks can prevent a targeted spell caster from concentrating on a spell (he must succeed at a saving throw versus breath weapon to successfully complete a spell on that round).

Regardless of previous saving throws, the magic remains potent until the duration runs out. For example, an opponent making 11 successful saving throws against this spell as thrown by a 12th level magic-user takes only the initial 1d6 points of damage. If he fails a saving throw on that last round, he takes a staggered 1d6 points of damage.

While originally created over a century ago by Kheelsun Baruun, this spell has become more widely used in more recent years. Originally kept within the Circle of Sequestered Magicks, knowledge of this spell fell into the hands spell pirates and has spread far and wide. While still not common, it can be found anywhere.

Detect All (Divination)

Level: 9
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 9 segments
Area of Effect: 10-foot x 90-foot path
Saving Throw: 1/2

Detect All allows the caster to detect balance, charm, evil, good, invisibility, lies, magic, poison, scrying, snares & pits, ulterior motives or undead. The caster can detect these things in a path 10 feet wide and 90 feet long, in the direction he is facing. (The exception is scrying, which he becomes aware of no matter where the scryer may be.) He can detect any and all of these characteristics all at once, and knows instantly which object has which aura. He also knows the strengths of each aura (dim, faint, moderate, strong, overwhelming) and has a 90% chance to detect the school of magic for any magic items. Furthermore, he has a 2% chance per level of actually identifying any magic items, though it takes one round to determine each power and if he fails he cannot delve further into that particular item's abilities.

Detect Charm (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 1 segment
Area of Effect: 1 creature/rd.
Saving Throw: Negates

Except as noted this spell is identical to the second level cleric spell in the Player's Handbook. It is restricted to divination specialists and detective sole practitioners. The material component is a small silver mirror.

Detect Disease (Divination)

Level: 1
Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 segment
Area of Effect: 1 creature or object
Saving Throw: None

Detect Disease reveals to the caster whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10% chance per level of the caster that he is able to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree.

Detect Illusion (Divination)

Level: 1
Range: Touch
Components: V, S, M
Duration: 3 rds. + 2 rds./lvl
Casting Time: 1 segment
Area of Effect: 10-ft. x 10-ft. path/level
Saving Throw: None

By means of this spell, the caster can see an illusion and know it for exactly that. Others can be enabled to see illusions as unreal if the caster touches the creature with both hands while the creature looks at the illusion.

The material component is a piece of yellow-tinted crystal, glass or mica.

Detect Lie (Divination)

Level: 4
Range: 10 feet/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 2 segments
Area of Effect: One creature
Saving Throw: None

This spell is identical to the fourth level cleric spell in the Player's Handbook. It is restricted to divination specialists and detective sole practitioners.

Detect Life (Divination)

Level: 2
Range: 10 feet/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 2 segments
Area of Effect: One creature
Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of Feign Death. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Detect Phase (Divination)

Level: 1
Range: 0
Components: V, S
Duration: 2 rds./level
Casting Time: 1 segment
Area of Effect: 10 x 60 ft. path
Saving Throw: None

Creatures or objects that are out of phase (or in the Border Ethereal Plane) can be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, glowing blue outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include Phase Spiders, Ghosts in their ethereal state, characters and creatures employing Oil of Etherealness, psionic etherealness or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

Detect Phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster does not necessarily give the caster the ability to attack it, but creatures such as Phase Spiders lose any special surprise and initiative bonuses they normally receive (because they cannot be detected) if detected with this spell.

Detect Ulterior Motives (Divination)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: 10 ft./level
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Except as noted this spell is identical to the fifth level cleric spell in the Player's Handbook. It is restricted to divination specialists and detective sole practitioners. The material component of the spell is a nose or snout from an animal with a keen sense of smell such as a dog.

Disable Foot (Necromancy)

Level: 2
Range: 10 yards
Duration: special
Area of Effect: 1 foot
Components: V, S, M
Casting Time: 2 segment
Saving Throw: Negates

This spell enables the caster to effectively disable the foot or foot-like appendage (e.g. hoof) of one creature. The creature takes an amount of damage equal to 10% of its normal hit point total if it has two legs. The damage is reduced by 3% for every extra leg the creature has down to a minimum of 1% of the creature's hit points. The injured foot or appendage will remain useless until the damage associated with the spell is fully healed by normal or magical means. Furthermore, the victim suffers the M5 Movement Modifier as described on page 118 of the GMG if it has two legs. For every additional leg the creature has, reduce the Movement Modifier by one. These modifiers remain in effect for the duration specified in the GMG or until the damage associated with the spell has been healed, which ever is shorter. The material component of the spell is a wet noodle.

Disable Hand (Necromancy)

Level: 1
Range: 10 yards
Duration: special
Area of Effect: 1 hand
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Negates

This spell enables the caster to effectively disable the hand or hand-like appendage (e.g. claw) of one creature. The creature takes an amount of damage equal to 10% of its normal hit point total. The injured hand or appendage will remain useless until the damage associated with the spell is fully healed by normal or magical means. A person with a disabled hand may still use a medium or smaller shield provided he securely fastens it to his arm prior to use. The material component of the spell is a wet noodle.

Dispel Enchantment (Abjuration)

Level: 8
Range: 0 or touched
Duration: 1 rd./level or 1 turn/level
Area of Effect: 120-ft. radius or item touched
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

This spell is a more potent version of Dispel Magic. It can be cast in one of two ways: first, it can create a persistent negation field that negates spells cast within the area of effect; second, it can temporarily neutralize magic items. The caster must choose which version is desired when the spell is cast. The Dispel Enchantment spell cannot affect dweomers that a Dispel Magic spell cannot affect.

A.) **Spell Negation Field.** In this use, Dispel Enchantment immediately and permanently dispels all spells within the area of effect that are in force at the moment of casting. The spell lingers for 1 round per caster level, possibly negating spells cast into or through the area, or operating on creatures entering the area. Each potion must save versus spell as a 12th level magic-user or be destroyed. Spell effects receive a dispel check to see if they are negated. The base chance that a spell is negated is an 11 or higher on a d20, +/- 1 per level of difference between the caster of the Dispel Enchantment and the spell caster who created the effect that may be negated. For example, a 16th level caster negates the Fireball of a 9th level invoker on a roll of 4 or higher.

The negation field is immobile; it cannot be moved. Unlike a standard Dispel Magic spell, the caster's magic is only 50% likely to be dispelled by the field. The caster is free to leave the field and can dismiss it at will.

B.) **Neutralize Item.** The caster must touch the item to be affected. In a combat situation, this requires an attack roll if an alert enemy wears or carries the object. The item in question is rendered inert and useless for a period of 1 turn per level of the caster, with no saving throw allowed. Potions, scrolls and ointments or powders with a limited number of applications are destroyed by this spell. Only artifacts, relics and weapons of +5 enchantment or better resist neutralization.

The material component is a token of special meteoric iron, worth at least 1,000 gp, which is expended in the casting of the spell.

Dispel Silence (Abjuration/Alteration)

Level: 3
Range: 0
Duration: 1 rd./level
Area of Effect: 10-ft. radius sphere/level
Components: S, M
Casting Time: 3 segments
Saving Throw: None

This spell negates the effect of any type of magical silence within the area of effect. After a Dispel Silence is cast, speaking, spell casting and vocal actions can proceed normally. For the duration of the Dispel Silence, even newly cast spells that cause silence are ineffective within its sphere. Note that silence-causing spells of 4th level or higher will function in the area, but if one was in place before the Dispel, its effects are negated. The area of the Dispel is immobile – it does not move with the caster.

The material component of this spell is a pinch of powdered diamond worth no less than 50 gp, which is flung into the air in the casting.

Divination Enhancement (Evocation, Divination)

Level: 4
Range: 0
Duration: 2 turns +2 rounds/level
Area of Effect: The caster
Components: V, S
Casting Time: 4 segments
Saving Throw: None

This spell allows a magic-user to extend both the duration and range of the Wizard Eye spell and any divination spells of 1st to 4th level. Duration and range are both increased by 50% for the length of the divination enhancement. All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement ends all divination spells in effect.

Diviner's Insight (Divination)

Level: 8
Range: Touch
Duration: 2 turns/level
Area of Effect: One character
Components: V, S
Casting Time: 8 segments
Saving Throw: None

The Diviner's Insight spell gives the caster a specially enhanced mastery of primarily mental tasks that involve knowing and processing information. Because the recipient's brain functions so much more efficiently, he gains a significant bonus to any Intelligence-based skill (+60%). If a skill is based on Intelligence and one other Ability Score (such as basic anatomy, which is based on (Int + Wis)/2), the bonus is +30%. If a skill has three base Ability Scores (such as military leadership (Int + Wis +Cha)/3), the bonus is +20%.

Additionally, the magic-user can choose one Int-based skill per five caster levels in which to become a master (125% skill rating). The spell can aid magical research, increasing the caster's chances of success in researching a new spell to 95%. The cost of such research, and of constructing scrolls or other magic items, is reduced to 50% of what it would otherwise cost.

Casters often use this spell to tackle especially difficult problems, to get past mental blocks and to impress magic groupies. The spell has supposedly contributed to many research breakthroughs. There is a small contingent of magic-users that maintain that these breakthroughs are somehow tainted by the use of the spell and lobby for banning "doping through magical insight" as a means of spell research.

Divining Rod (Divination, Enchantment)

Level: 1
Range: 60 yards
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike Locate Object, the caster does not need to have an extremely specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, a lost wedding ring or fresh water. However, Divining Rod cannot locate invisible or magical items, nor will it locate items protected by Obscure Item or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item, gently pulling towards the object. Neither lead nor any other substance blocks the spell. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search. (Sometimes, the branch will point in various directions, leading the caster on a merry chase. Sometimes, the object being sought is moving, though, so don't let the GM jerk you around!)

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

Dragon Breath (Evocation)

Level: 7
Range: Varies
Duration: 3 rounds
Area of Effect: Varies
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

This spell actually represents a whole family of spells, as a different spell exists for each type of dragon. Each must be found or researched separately. Further, each requires the tooth of its type of dragon, from a specimen of at least the adult stage, before the spell can be researched or cast.

The spell enables the caster to unleash a breath weapon up to three times as if the he were a dragon of the same sort as once possessed the tooth (once per round, with no actions other than movement allowed). The caster must have the proper incantation for the type of dragon chosen; different wordings exist for each different dragon type, the most widely known being white, black, green and blue. The incantations for Red and Copper Dragons are hard to find and the incantations for other dragon types are quite rare indeed.

The precise effects of each breath weapon – range, area of effect, and saving throw details – are as described in the Hacklopedia entry. The "age" of the dragon is determined by the caster's experience level (see the table below). For example, a 14th level magic-user (the lowest level at which a magic-user can use this spell) spitting acid as a Black Dragon inflicts 8d4+4 points of damage, as if he were a juvenile dragon (age category 4).

Caster Level	Dragon Age
14	4 (juvenile)
15-17	5 (young adult)
18-20	6 (adult)
21-23	7 (mature adult)
24+	8 (old)

Drifting Polymorph (Alteration) [Wild]

Level: 4
Range: 5 yards/level
Duration: Special
Area of Effect: One creature
Components: V
Casting Time: 4 segments
Saving Throw: Negates

This spell causes the target to become a creature of the caster's choice, but the effects are erratic. Every day there is a 20% chance that the shape of the target drifts back (20%) towards its original form. There is also a 10% daily chance that the current form of the spell's recipient becomes permanent. Clothing and equipment is unaffected by the spell and can rip and tear if the target's form changes too drastically. A 10% change in height and weight can transpire within the course of a day. Hair color and length, skin color and minor features can also change in a day. A human changed into a dawg slowly transforms back into a human unless the form becomes locked in a transitory shape. Fully returning to the original form takes a minimum of ten days.

Duplicate (Conjuration)

Level: 4
Range: Touch
Duration: 1 hour/level
Area of Effect: One object
Components: S, M
Casting Time: 1 round
Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The duplicated item is identical to the original in every way-for instance, a duplicated sword can be wielded to inflict damage as a normal sword-but a Detect Magic can reveal its true nature and a Dispel Magic can cause it to disappear. The duplicated object exists for one hour/level of the caster, at which time it vanishes. Permanency does not affect duplicated items.

The material component for this spell is a pinch of coal dust or a piece of Doppelganger or DoppelEwe flesh.

Elemental Aura (Abjuration, Evocation)

Level: 9
Range: 0
Duration: 1 hour/level
Area of Effect: The caster
Component: V
Casting Time: 1 round
Saving Throw: None

This spell has four very different effects depending on the type (air, earth, fire, water) of Elemental Aura cast. Only the caster may receive an Elemental Aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull gray, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the Elemental Plane of Air
- ability to cast Fly and Protection from Normal Missiles once each

Earth

- immunity to attacks from nonmagical weapons made of stone or metal
- immunity to physical attacks by creatures of the Elemental Plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast Wall of Stone once

Fire

- immunity to normal and magical fire
- total protection from physical attacks by creatures of the Elemental Plane of Fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling the Elemental Plane of Fire
- ability to cast Wall of Fire once

Water

- immunity to water- and cold-based attacks
- total protection from physical attacks by creatures of the Elemental Plane of Water
- ability to breathe and move at full movement rate within the element of water
- ability to cast Wall of Ice once

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

Elenwyd's Majestic Bosom (Alteration)

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: One female biped
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Negates

When cast once and only once on a female (human, demi-human or humanoid), this spell increases her Comeliness by 1d4. Clothing is unaffected unless the necessary body modification causes laces to break or fabric to rip. If this spell is ever used on a male he will automatically lose 25% of his Honor. The material components for this spell are several ground soybeans and the seed of a melon.

Empathic Link (Enchantment/Charm)

Level: 3
Range: 10 yds./level
Duration: 5 rds./level
Area of Effect: One creature
Components: V, S
Casting Time: 3 segments
Saving Throw: Special

This spell allows the caster to make empathic contact with a creature and use its sensory abilities by concentrating on them. The caster can use this spell to see through another's eyes, hear through his ears, and so on. No saving throw is allowed for creatures of animal Intelligence, but unwilling creature of semi-Intelligence or greater receive a saving throw versus spell. Non-intelligent and unratable creatures are immune, as are creatures warded by Protection from Evil (or its reverse, Protection from Good). Elves and other creatures with immunity to charm spells are affected by this spell normally.

Once per round, the caster can try, if desired, to control the actions of a linked subject by concentrating upon the link to the exclusion of all other activities. The subject receives a saving throw versus spell to fight off the caster's influence. Failure means that the caster can command the subject to perform a specific, short action. If the subject succeeds, the Empathic Link remains in effect, but the desired action is not carried out. A third failure to force control in this way breaks the entire spell.

A caster who establishes control can direct the subject within certain limits. The subject cannot be ordered to act against its nature or to engage in self-destruction; any such orders are ignored, and the creature immediately gains a new saving throw to break the entire spell with a +4 bonus.

The link lasts five rounds per level of the caster, although the caster can end it earlier if desired. Once established, the link has unlimited range. The caster cannot cast new spells or attack while the link exists.

The Empathic Link is somewhat dangerous, as the magic-user takes 25% of any damage suffered by the subject due to empathic shock (round down). A caster who is using the subject's sensory abilities can be affected by special visual, auditory or olfactory attacks against the subject, such as a Basilisk's gaze, a Banshee's wail or Ghast's stench.

Evaporate (Alteration)

Level: 1
Range: 30 yards
Duration: Instantaneous
Area of Effect: 5 cu. ft./level
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None (negates)

This spell causes a volume of water (or liquid mostly composed of water) to evaporate into the atmosphere. The magic accelerates the natural process and can be used to dry clothes, people or large puddles. Abraxis, the self-proclaimed greatest metamorphosist in the Wurld, called this spell an "overblown cantrip", but more creative magic-users can find a use for it. For example, the spell can be used against water-based creatures, inflicting 1d4-1 points of damage per caster level if the target fails a save versus spell. The material component is a pinch of dust.



Exploding Glyph (Abjuration, Evocation)

Level: 4
Range: Touch
Duration: Until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: 1/2

A Exploding Glyph functions as the third level cleric spell Glyph of Warding: the maximum area is the square of the caster's level in feet and it takes 1 round to trace the Glyph for every 5 square feet to be protected. The caster sets the Glyph according to physical characteristics and/or with respect to good or evil (but not with respect to specific religions).

When discharged, the Glyph inflicts 1d4 points of damage for every two levels of the caster to every creature directly in front of the Glyph and within 10 feet of it.

The magic-user traces the Exploding Glyph with a concoction of octopus ink and large-grain dust. If the Glyph covers an area exceeding 40 feet, he must also mix in at least 500 gp worth of powdered diamond.

Exterminate (Necromancy)

Level: 1
Range: 10 feet
Duration: Instantaneous
Area of Effect: 1 small creature or 1 cubic foot/level (up to 10 creatures or 10 cubic feet max)
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

In the hands of a novice spell caster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with 1-3 hp per level of the caster (15 hp maximum) and animal intelligence can be exterminated. More powerful magic-users can thus affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (3 hp or less), then an area up to 1 cubic foot per level (10 cubic feet maximum) can be cleansed of pests.

This spell is well suited to indoor or outdoor applications and is a favorite among necromancers who live among pestilence. Occasionally, cruel mages have been known to Exterminate benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low zzzt sound. The material components are a pinch of lavender and dried garlic.

Extract Truth (Necromancy) [Vengeance]

Level: 3
Range: 1 yard/level
Duration: 1 round/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell allows the blood mage to gain truthful information from a subject by essentially squeezing the victim's life force until he has no choice but to speak. The target of this spell is completely unable to speak any kind of lie, even a lie of omission, and cannot even attempt misguiding half-truths (or full truths), white lies, black lies or any other color of lie. Target creatures answer any questions exactly as asked.

The material component of this spell is a sharpened scalpel.

Fandango's Fiery Constrictor (Conjuration/Summoning)

Level: 6
Range: 10 yards/level
Duration: 1 round/level
Area of Effect: 1 fire source
Components: V, S, M
Casting Time: 6
Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better enchantment, and has hit points equal to double the caster's level (24 hit points for a 12th-level caster). Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw vs. spell. If successful, the subject only suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires. If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor can exist is cut in half.

The material components are flakes from a Fire Drake's hide.

Fihrsid's Horrid Armor (Necromancy)

Level: 2
Range: Special
Duration: 1d6 days/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell reanimates 6d20 dead Rot Grubs and forces them to form into undead armor. The armor is a hideous crawling mass that inspires a –2 morale penalty to anyone other than the caster trying to actually touch it. The Rot Grub carcasses squirm and writhe in such a manner that looking at the armor for more than 1d4 rounds causes an opponent to retch uncontrollably for one round. Trolls and other creatures that eat Rot Grubs ignore this effect, as do many monsters accustomed to grotesque displays (GM's call) and all undead. The Armor Class of this horrid armor is only 6 but most casters seek to impress others with its sheer hideousness. The material components for this spell are 120 Rot Grub bodies and the blood of a Troll. After the duration expires, the armor melts into a puddle of foul smelling filth regardless of where it is. The hit point absorption regression is equivalent to 1/2 of hide armor (rounded down).

Filter (Abjuration)

Level: 2
Range: Touch
Duration: 1 turn/level
Area of Effect: 10-foot radius sphere around creature touched
Components: V, M
Casting Time: 2 segments
Saving Throw: None

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors. Therefore, a creature protected by Filter takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as Stinking Cloud). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by Filter suffers half damage if he fails to save against the breath weapon and one quarter damage if he successfully saves.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square.

Find The Path (Divination)

Level: 7
Range: Touch
Duration: 1 turn/level
Area of Effect: Caster + 1-2 others
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Except as noted this spell is identical to the sixth level cleric spell in the Player's Handbook. It is restricted to divination specialists and detective sole practitioners.

Find Traps (Divination)

Level: 2
Range: 0
Duration: 3 turns
Area of Effect: 10 ft. x 30 yds.
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Except as noted this spell is identical to the second level cleric spell in the Player's Handbook. It is restricted to divination specialists and seer sole practitioners. The material component is a hand broom.

Find Treasure (Divination)

Level: 4
Range: 60 yds.+ 10 yds./lvl
Duration: 2 rds./lvl
Area of Effect: 10-ft. wide path
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

This spell determines the direction of the nearest large mass of treasure (at least 5,000 coins or 50 gems) within range, but not its distance, exact composition or actual value. Only valuable metals, gems and jewelry can be located. Worthless metals and those magical items with no precious metals or gems in their construction are ignored. The caster can scan one 10-foot wide path to the limit of his effective range each round, so by standing still and turning in a slow circle over several rounds he can discover if there is any treasure within the spell's range.

The spell ignores all obstacles between the caster and treasure, even solid stone or iron, but the divination can be blocked by a thin coating of lead or by any magical ward effective against divination spells.

The material component is three hairs from a hunting dawg.

Fireflow (Alteration)

Level: 3
Range: 40 yards
Duration: 2 round/level
Area of Effect: One fire source
Components: V, S, M
Casting Time: 1 segments
Saving Throw: None

This spell allows the caster to control natural fires by manipulating the entropy of the universe and adjusting the underlying forces to cause them to take new shapes in any direction he desires. After casting the spell, the magic-user points at any single fire within range. He can cause that fire to move in any direction he wishes within the spell's range, so long as the flames continue to contact a solid surface. Unlike Fire Telekinesis, he cannot raise a whole fire through the air.

The caster must maintain concentration or the spell ends. The flames can spread at up to the rate of 50 square feet per turn. Thus, if a caster affects a campfire, he could create a flaming line one foot wide and 50 feet long or fill a 5-foot by 10-foot square in a single round.

The flames are not limited by a lack of flammable material; they can spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a small candle suffers only minor damage (regardless of the size of the altered fire), while a character caught in a flame created from a bonfire suffers major burns.

The material components of this spell are a small paint brush and a small pot of pitch.

Pyromancers are able to approach this spell from their own perspective, thus they may learn and cast it.

Flame Chase (Evocation)

Level: 7
Range: 30 yds. + 10 yds./lvl
Duration: 2 rds. + 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: 1/2

Upon casting this spell, the magic-user causes several flame paths to form on the ground, which then pursue target creatures chosen by the caster. Those caught will be engulfed either in a flame column or a flame burst, as described below. This spell is likely to cause many small, incidental fires. These are normal, non-magical fires that can be extinguished by normal means or allowed to burn out. Crop lands, dry forests, grasslands, and similar areas might begin to burn uncontrollably.

Flame Path: The spell creates one flame path for every two levels of the caster, to a maximum of six paths at 12th level. The three-foot-wide paths begin three feet from the caster and each travels straight toward one target creature. To target a creature, the magic-user must be aware of it, it must be in range and it must be in contact with the ground when the spell is cast. A flame path cannot be sent against an object.

Each flame path travels at a rate of 24". The fire does not require combustible material such as wood, grass or weeds; it can travel over bare outdoor or indoor surfaces. It can travel across any surface except water, snow, ice and other wet surfaces. A flame path is able to climb a vertical surface of less than 45 degrees, as long as the surface is wide enough (three feet; a rope, for example, is not wide enough).

Combustible items in the flame's path must save versus magical fire or be set ablaze. The flame path continues to follow the target creature until the creature is caught, the spell ends, or it is dispelled, or until the creature crosses a surface where the path cannot follow. Non-targeted creatures caught in the flame's way are burned for 1d6 points of damage (save for half damage).

Flame Column: When a path catches its target, the creature is engulfed in a flame column and takes 3d6 points of fire damage immediately, plus 1d6 points per round for the remaining duration of the spell. The flame column stays with the creature until it burns out or is dispelled. Items engulfed in the column must save versus magical fire or be destroyed.

Flame Blast: Those outdistancing the pursuing flames or who evade the flame column by crossing a wet surface face one more danger. If a target creature is within 10 feet of the endpoint of the flame path after the flames have moved for the round, and if the flames are unable to close the distance due to the creature's speed or an obstruction, then the flames leap to the creature instead. This flame blast causes double the normal flame column damage (6d6 points) in a burst, expending the path's remaining power immediately. Creature's and items caught in the flame blast save versus spell (items save versus magical fire) at a -2 penalty.

At the GM's option, separate initiative rolls can be made for each flame path to determine when it moves during the round. A flame blast always occurs at the end of a round, after all other attacks and movements have been made.

The material components for this spell are a small pouch filled equally with sulfur and coal dust, a live caterpillar and a live firefly. All are expended in the casting.

Flying Familiar (Alteration)

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: One familiar
Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None

This spell bestows 1-3 pairs of wings to a familiar, granting it the ability to fly. The type of wings is up to the caster and is merely cosmetic. Despite the style of the wings the familiar gains the ability to fly at a speed of 18" and maneuverability class A. The material component for this spell is the wing of a Shrill Lancer.

Fool's Speech (Alteration) [Wild]

Level: 3
Range: Touch
Duration: 1 hour/level
Area of Effect: Caster +1 creature/level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell empowers the caster and others of his choosing with the ability to speak a special, secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the magic-user casts the spell.

Those affected can choose whether to speak normally or in their secret tongue. They can speak and understand the enigmatic language fluently. The language of any individual casting of Fool's Speech is not recognizable as any known tongue, nor is it the same as any other casting of the spell. It cannot be translated by Comprehend Languages or Tongues. A character wearing a Helm of Comprehending Languages and Reading Magic can understand it (at the standard chance for success).

The material component of this is a small whistle made of bones. Mind masters can approach this spell from their own perspective well enough to learn and cast it.

Force Grenade (Evocation)

Level: 4
Range: Touch
Duration: 1 rd./level
Area of Effect: One stone
Components: V, S, M
Casting Time: 1 segment
Saving Throw: 1/2

This spell charges one stone (up to about fist size) with kinetic energy that explodes when the rock strikes an opponent or the duration runs out. The blast does 4d6 points of damage in a 10-foot radius around the point of impact. If the stone is still being held when the duration expires it explodes as if it struck an opponent. The material component for this spell is one stone that has not been previously enchanted. The rock is destroyed when it explodes.

Force Hammer (Invocation)

Level: 3
Range: 10 yards/level
Duration: 5 rds. + 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Except as noted this spell is similar to the second level cleric spell Spiritual Hammer described in the Player's Handbook. However, the energy is derived from natural extra-dimensional arcane sources, not divine power. It is restricted to invoker specialists and demolitionist sole practitioners.

Force Shapechange (Necromancy)

Level: 5
Range: 10 yards/level
Duration: Instantaneous
Area of Effect: One creature/level
Components: V, S, M
Casting Time: 5 segments
Saving Throw: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a shape changing spell to instantly revert to his true (or most commonly used) form. To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw versus spell or immediately revert to their true form and suffer 3-30 (3d10) points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Freeze (Invocation)

Level: 8
Range: variable
Duration: Instantaneous
Area of Effect: 10^{10} joules/level
Components: V, M
Casting Time: 1 segment
Saving Throw: none

This spell allows the caster to remove massive amounts of heat from any contiguous mass of liquid material (be it magma, molten iron or simply water.) The intent of the dweomer is to solidify the target but sheer mass of said target might prevent that.

Example: Carnaq (an 18th level MU) casts Freeze on an underground stream so as to create an ice bridge. Given the physical properties of water (see table), Carnaq determines the quantity of ice which he can create (the GM kindly informs him that the stream is a brisk 59° Fahrenheit.)

Physical Properties of H_2O*

Molar Mass: 18.02
Specific Gravity (*l*): 1.00 gram/ml
Specific Gravity (*s*): 0.916 gram/ml
Specific Heat: 75.31 J/mol
Heat of Fusion: 5.95 kJ/mol
Freezing Point: 32°F (0°C)

*The physical properties of other liquids that the spellcaster may which to freeze can be found in any number of scientific reference publications. We suggest the Handbook of Chemistry and Physics as a starting point. (And you thought you'd never have use of that handy book except as a paperweight!)

Energy required

= ((75.31 J/mol) x (Δ°F) x (5°C/9°F))+ 5.98 kJ/mol (fusion)

=(75.31 J/mol x 27°F x 5°C/9°F) + 5.98 kJ/mol (fusion)

= 7.110 kJ/mol (x mol/18.02 g) (x 1g/1 ml)

= 395 J/ml

Given that he can remove $1.8x10^{11}$ J, this yields $4.557x10^{8}$ ml or, translated to Imperial units (1 ft^3 = $2.832x10^{4}$ ml), $1.61x10^{4}$ ft^3. However, since H_2O acquires a lower specific density upon freezing, this figure must be adjusted by dividing by 0.916 to arrive at a final volume of 1.77 $x10^{4}$ ft^3. If the stream were 30 feet wide and 10 feet deep, he could freeze a pathway 58.6 feet in width.

At a later date, Carnaq casts Freeze on a body of water approximately the size of Lake Michigan. This lake contains 1180 $miles^3$ of water or, in more useful terms, $4.168x10^{12}$ liters. Again, he removes $1.8x10^{11}$ joules of energy from the lake but insists on freezing the whole lake instead of a small localized area. The GM consults his climatic charts and determines that the initial lake water temperature is 59 degrees Fahrenheit. The temperature drop is computed thusly:

$-1.8x10^{11}$J x (g °C/4.81 J) x (9°F/5°C) x (1/ 4.168×10^{12} *l*) x (1*l*/1000 g)= $-1.62x10^{-5}$ F.

No ice is formed and the temperature change is imperceptible.

The material component is any crystalline structure (e.g. a chunk of quartz) which the spellcaster must toss into the target while yelling "Freeze!"

Fustis's Mnemonic Enhancer (Alteration, Enchantment/Charm)

Level: 2
Range: 0
Duration: 1 day
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

The spell was created by a non-specialist magic-user fed up with his limited choices when it came to memorization. It enhances the caster's ability to memorize spells the day following its casting, but it does not allow him to cast more spells than he normally could. After casting the Enhancer (usually at night), the caster must rest normally. The next day he can memorize up to his caster level in additional spell levels. Thus, at 3rd level he could memorize up to three additional spell levels (three 1st level spells, a 1st and a 2nd, or one 3rd level spell). Normal memorization times apply. The caster can only use the number of spell slots he is allotted per day, but he has more prepared spells from which to choose.

For example, each day a 5th level magic-user can cast six 1st level spells, two 2nd level spells and one 3rd level spell. After casting the Enhancer, he could memorize 11/2/1 or 8/2/2 or 6/3/2, etc. No matter what combination of those five extra spell levels he chooses, however, he can only actually CAST 6/2/1.

The Enhancer adds no other spell casting abilities. If the magic-user prepares eleven different 1st level spells, he can only use each once. If he wants two Magic Missiles, he must still memorize it twice.

The material components of this spell are three edible mushrooms (that the caster eats), a piece of brain from an Intellect Devourer and a piece of paper, parchment or vellum that is burned in the casting.



Galinor's Gender Reversal (Alteration)

Level: 2
Range: 5 feet/level
Duration: Permanent
Area of Effect: One creature
Components: V, M
Casting Time: 3 segments
Saving Throw: Negates

When this spell is cast it turns any one creature into a member of the opposite gender. The victim retains its original Intelligence and memories but must survive a system shock roll in order to survive the change. This spell is permanent until ended by a successful Dispel Magic, Remove Curse or similar magic. The material components for this spell are a lock of hair from a male elf and a lock of hair from a female dwarf woven together in a braid.

Gauntlet of Teeth (Evocation)

Level: 6
Range: 10 feet/level
Duration: 6 rounds
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: 1/2

This rare spell creates a whirling oval of disembodied teeth in midair. The countless teeth all face one way, spinning around each other in random arcs within an oval area eight feet long or tall and four feet across at its widest extent. The caster can, in any round in which he does no other spell casting, mentally direct the gauntlet to fly about at up to a movement rate of 9" (MC: A), tilting it as desired (its orientation is vertical when it first appears.) If the magic-user undertakes any other spell casting, the teeth of the gauntlet whirl about in a stationary location until control is resumed. The gauntlet can form about a target creature, and it compresses to fit through any opening at least as large as the caster's head.

The teeth are constructs of force and can penetrate any non-magical armor (armor points still apply, of course). They cause any creature 6d4 points of damage on contact (or per round of continued contact with immobile creatures). They do not damage objects. If a Gauntlet of Teeth can pass through a target creature (that is, move up to, envelop, and continue beyond it) an additional 2d4 points of damage is inflicted. If circumstances permit (for example, a Gauntlet of Teeth moving down a narrow passage occupied by a file of beings), the dweomer can harm up to 12 beings per round, but it deals the specified damage to each only once. (In most cases, the spell can only affect one or two victims in a round.)

Magical armor of any sort (not bracers or rings) provides some protection from the gauntlet. Its damage is reduced by two points for each magical plus of the armor worn (Leather Armor +2 would reduce the damage by 4 points, beyond the 6 points for 6 dice of damage). The minimum damage caused by the gauntlet is 2 points.

The material components of this spell are at least seven teeth. They are consumed by the spell.

Ghoul Touch (Necromancy)

Level: 2
Range: 0
Duration: 1 round/level
Area of Effect: One person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human or demihuman to become rigid for 3-8 (1d6 +2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison suffer a - 2 penalty on all attack rolls until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a Ghoul or a pinch of earth from a Ghoul's lair.

Glyph of Divination (Divination)

Level: 9
Range: Touch
Duration: Until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: None

The caster places a Glyph that confers a specific type of divination power on those affected by it. The precise conditions that activate the Glyph must be set by the caster and can include creatures passing by it, opening a door, attempting to read it, etc. Creatures get no save against the Glyph (though magic resistance does apply). As with a Glyph of Warding, a Glyph of Divination can be set according to physical characteristics including (but not limited to) type, size and weight, but not class, Hit Dice or level. For every five feet of area to be covered by the Glyph, the caster requires one full round to trace the symbols. The maximum total area a Glyph can cover is the caster's level squared, in square feet (324 square feet for an 18th level caster).

After the spell is completed, the lines of the Glyph fade to invisibility. If the total area exceeds 100 square feet, the caster must sprinkle a minimum of 3,000 gp worth of diamond dust over the area.

Once the Glyph is triggered, the divination conferred by the Glyph affects 2 Hit Dice per caster level (36 HD of creatures for an 18th level caster). Affected creatures gain the appropriate divination ability for 1 round per caster level. This could be Detect Evil, Detect Magic, or a similar sort of spell. Only one type of divination can be placed with one Glyph of Divination, so recipients could not gain Detect Evil and Detect Magic unless they saw two different Glyphs.

The material components of the spell are enough specially prepared ink to draw the Glyph (one vial per five square feet) costing no less than 500 gp per vial and a quill worth at least 5 gp. Both are consumed when the Glyph of Divination is cast. The caster must have access to the divination being placed in the Glyph; this could mean using the spell from memory, from an item, from a scroll, or possibly even from another caster.

Glyph of Ice (Abjuration, Evocation)

Level: 3
Range: Touch
Duration: Until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: Special

A Glyph of Ice functions as the third level cleric spell Glyph of Warding: the maximum area is the square of the caster's level in feet and it takes 1 round to trace the Glyph for every 5 square feet to be protected. The caster sets the Glyph according to physical characteristics and/or with respect to good or evil (but not with respect to specific religions).

When discharged, a Glyph of Ice releases a freezing blast that affects any creature directly in front of the writing and within 5 feet. This blast inflicts 1d6 points of damage +1 for every level of the caster. It can also freeze victims in place for 1d4 rounds. Affected creatures must save versus spells. Those who fail suffer full damage and are frozen in place. Those who succeed are not frozen at all, but still suffer half damage from the cold blast.

The magic-user traces the Glyph of Ice with a concoction of octopus ink diluted with dust and water. If the Glyph covers an area exceeding 40 square feet, he must also mix in at least 500 gp worth of powdered diamond. If he can mix in at least one half pint of White Dragon blood, affected creatures suffer a –6 penalty to saving throws. It is restricted to evocation and abjuration specialists or icer sole practitioners.

Glyph of Sniping (Abjuration, Evocation)

Level: 3
Range: Touch
Duration: Until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: 1/2

A Glyph of Sniping functions as the third level cleric spell Glyph of Warding: the maximum area is the square of the caster's level in feet and it takes 1 round to trace the Glyph for every 5 square feet to be protected. The caster sets the Glyph according to physical characteristics and/or with respect to good or evil (but not with respect to specific religion).

When discharged, a Glyph of Sniping releases a single bolt of force at the first creature to disturb it. This bolt strikes as a magic-user of the level of the caster of the Glyph (with no proficiency penalties but with appropriate Dexterity and ranged weapon modifiers). If it hits, it inflicts 3d6 points of damage +1 point for every two levels of the caster. Also, it inflicts a critical hit (as a Small creature and a puncturing weapon) on a natural 19 or 20. On a natural 1, the bolt simply dissipates before striking.

The magic-user traces the Glyph of Sniping with a concoction of octopus ink and a powdered lead. If the Glyph covers an area exceeding 40 feet, he must also mix in at least 200 gp worth of powdered diamond. It is restricted to evocation and abjuration specialists or sniper sole practitioners.

Greater Divination Enhancement (Divination)

Level: 9
Range: 0
Duration: 2 turns + 3 rds./level
Area of Effect: The caster
Components: V, S
Casting Time: 6 segments
Saving Throw: None

This spell allows the wizards to dramatically increase the effectiveness of any divination spell he later casts. The effects of the enhanced spells are doubled in all quantifiable ways (range, duration, area of effect, percentage chance to glean extra information, etc.). Any divination spells in effect when the Greater Divination enhancement expires are also ended.

Harm (Necromancy)

Level: 7
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Components: V, S
Casting Time: 7 segments
Saving Throw: None

The Harm spell corrupts the victim's life energies, causing the loss of all but 1d4 hit points. Non-corporeal, non-living and extraplanar creatures are not affected by the spell. The caster must touch the victim. Armor does not count for the target's AC, only Dexterity and magical effects, and the caster has a +4 bonus to the attack roll. The damage must be healed naturally or cured with magic. Unlike the 6th level cleric spell Cure-All this spell is not reversible. Casting Harm is downright mean. Good characters suffer at least 3 AIPs for using this spell, neutral casters suffer at least 1 AIP.

Haarpang's Orb Of Containment (Evocation)

Level: 6
Range: 30 yds.
Duration: Special
Area of Effect: 6 in. sphere
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell is used to create a useful container for dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal orb surrounds the object (or part of a semi-liquid substance) and holds it securely; it will not form around an object that it cannot wholly contain. The interior surface of the orb is as inert as teflon, so that even the most volatile or corrosive substance can be safely held. Time within the orb is frozen, so the substance held will not decay.

The orb cannot be shattered by physical force or most magical attacks, although a Dispel Magic or Disintegrate spell can destroy the orb and free its contents.

The Orb of Containment exists for one day. After this, it fades out, freeing the contents. If the spell is cast again before the orb fades, the spell is renewed and continues for another day without disturbing the contents.

The material components are a diamond worth 1,000 gp encased in glass, both of which shatter when the spell is cast. Only a shard of glass is required to renew the spell.

Haarpang's Polar Screen (Evocation)

Level: 5
Range: 5 yds/lvl
Duration: 5 rds/lvl
Area of Effect: 20-ft. square
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Special

This spell creates an immobile misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere. Any creature passing through the Polar Screen is affected as if the creature suddenly passed through a freezing blizzard. Any creature failing a saving throw versus spell is coated with ice crystals for 1d4+1 rounds (until the crystals melt away), during which time the creature suffers one point of cold damage per level of the caster.

The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature making its saving throw is affected by the ice crystals for only one round. A Melt spell rids a creature of the ice crystals immediately, while a Fireball, but no other flame, can destroy the polar screen itself.

The material components are a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which vanish after the spell is cast.

Hiamohr's Unfortunate Incident (Alteration)

Level: 5
Range: Line of sight
Duration: Permanent
Area of Effect: Cone 30 yds. + 10 yds./level
Component: V, S, M
Casting Time: 4 segments
Saving Throw: Negates

Hiamohr was a spell caster who suffered a freak accident in his researches that inspired the creation of this spell. Anyone caught within the area of effect must save versus polymorph or be transformed into a person of the opposite gender. Clothing and equipment must also make a save versus spell or be transformed to match the new form.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change to match the new form. For each point of the victim's Intelligence subtract 5% from the base chance. The chance for assumption of the personality and mentality of the new form are checked daily until the change takes place. A subject acquiring the personality and mentality is effectively a member of the new gender and insists that his current gender is the proper state of affairs. The material components for this spell are a silk cocoon, a lock of Dryad hair, and an Octogorgon's tentacle.

Hornet's Nest (Invocation/Evocation)

Level: 8
Range: 100 yards + 10 yards/level
Duration: 5 rounds
Area of Effect: 80-foot radius
Components: V, S
Casting Time: 9 segments
Saving Throw: 1/2

The Hornet's Nest creates a multitude of buzzing, flying beads of force that pound every creature within the area of effect. Creatures can put up their arms, fold their wings, etc. but the Hornet's Nest continues to pummel them mercilessly. Any creature suffers 1-2 points of damage per round and cannot concentrate well enough to cast a spell (or similar ability) or maintain concentration on a spell already cast. Those caught in the area cannot make called shots, as these require more concentration than they can manage. Each round, affected creatures can make a saving throw versus spell to halve the total damage, but only creatures with magic resistance can avoid the effect completely. Note that penetration damage rules apply.

Horvath's Guess (Divination) [Wild]

Level: 1
Range: 300 yards
Components: V
Duration: Instantaneous
Casting Time: 2 segments
Area of Effect: Special
Saving Throw: None

One of the leading magic-users in the field of wild magic (before his mysterious disappearance, supposedly when experimenting with the Wildwind spell), Horvath developed this spell because he often grew impatient when counting large numbers of creatures or objects but without the need for extreme accuracy. The spell gives the caster an instant and reliable estimate of that number.

The spell's area of effect is one group of a general class of objects (swords, coins, soldiers, etc.). To be counted, all objects to be counted must be visible to the caster and within the range of the spell. The caster need not see every individual in the group, merely the general limits of the group's size and area. For example, the caster can include soldiers hidden by a tent in his count. He could not get an estimate of the number of invisible Orc Vampires currently moving in to assault the encampment, however.

The estimate is accurate and rounded within the largest factor of ten. If the caster uses Horvath's Guess on a pile of coins with 1,289 gold pieces and 17,890 silver pieces, he would count either 1,000 gp or 20,000 sp. If he simply counts all coins, he would still get 20,000. If he was counting an encampment with 432 soldiers, he would get a result of 400. If counting the 28 horses near the soldiers, he would get a result of 30 horses. Given its primary uses (estimating the total numbers of treasure hoards or enemy armies), the spell is a favorite with moneylenders and generals.

Loremasters are able to comprehend the specialized divinatory nature of this spell well enough to learn and cast it.

Hovering Skull (Necromancy)

Level: 3
Range: Special
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 4 segments
Area of Effect: Special
Saving Throw: None

This spell creates an image of a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; moving along with him. If the caster stops moving and concentrates, he can mentally command the hovering skull to move in any direction within a range of 30 feet.

The caster can see through the skull's eyes as if they were his own. For instance, the Hovering Skull could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the Hovering Skull to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but takes no damage). If the caster resumes concentration, he can continue to command the skull.

The Hovering Skull has the same statistics as the caster (Movement, current AC), except the skull has 3 hit points and inflicts 1-6 points of damage with its bite (1 attack per round). Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

The material component for this spell is the tooth from a human skull.

Hullman's Baneful Deflector (Abjuration) [Wild]

Level: 2
Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2 segments
Area of Effect: One creature
Saving Throw: None

This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is partially opaque and moves with the subject, forming a shell about one foot away from his body. This magical shield protects against all forms of individually targeted missile attacks (including Magic Missiles and other spells). The caster decides the exact position of the shell (front, rear, side or top of the recipient). The Deflector does not protect against area effect spells or other attacks that strike several creatures at once, nor does it protect against attacks from other angles.

Whenever an individual missile attack is directed at the protected creature, the Baneful Deflector takes effect. Instead of striking the creature, the missile's target is randomly determined among all creatures within a 15-foot radius centered on the target. The creature protected by the Deflector IS included in that determination, so it may be struck anyway. Once the new target is determined, the missile then changes course to proceed against that target with normal chances to hit (at whatever range penalties it had to strike its intended target). If the missile does hit the protected creature, the Baneful Deflector spell fails and collapses. If Baneful Deflectors protect several creatures, the missile can change course many times.

The material component is a small prism that shatters when the spell is cast.

Warders are able to comprehend the specialized protective nature of this spell well enough to learn and cast it.

Ice Juggernaut (Evocation)

Level: 9
Range: 10 ft./level
Components: V, S, M
Duration: 1 round/level
Casting Time: 9 segments
Area of Effect: Special
Saving Throw: None

This spell calls into being a large, mobile humanoid ice sculpture similar to a featureless, genderless, naked human. The caster must carve a miniature version of the creature and when casting the spell he tosses the carving on the ground in front of him where it rapidly grows to enormous proportions.

An Ice Juggernaut typically looks like a bald human with no recognizable features except a mouth. It stands up to 100 feet tall and can reach up to 80 feet. It can roar out, as often as desired, a word or phrase of up to six words; these are whispered by the caster during the spell's casting. The words cannot be a spell incantation, and they do not issue forth if they are command words that trigger or activate any type of magic.

An Ice Juggernaut within 60 feet of its caster draws into itself all magical attacks specifically meant for the caster, such as Magic Missile, Feeblemind spells and so on. These spells affect the Juggernaut, not the caster. Spells that normally rebound from solid forms or bursts, such as Fireball and Lightning Bolt, are drawn into the Juggernaut's body so that they do no harm to the surroundings.

The caster silently wills the Juggernaut to attack chosen foes with its fists. It can strike once with each fist in a round, attacking as its creator with a +2 to hit. Each blow deals 8d8 points of damage if successful. It can grab and carry items, including foes. It can inflict 6d8 points of damage with its grab, and squeeze a victim for 5d8 points of damage per round thereafter, until the foe makes a successful Dexterity, Constitution, and Strength ability checks all in the same round (check all three each round).

A fall from a Juggernaut's hand results in normal falling damage of 1d6 points per 10 feet fallen. A being thrown by a Juggernaut suffers double falling damage on impact and receives no saving throw (unless the thrown being can fly or use magic to slow his flight). A Juggernaut cannot wield magic of any kind, including devices or worn items such as magical rings. The caster cannot cast spells through the Juggernaut's body.

When the spell expires or the Juggernaut is destroyed by accrued damage, it simply crumbles away.

The material components of this spell are a block of ice that fills the caster's palm; a chisel, wire or natural fiber; and a gem of any type worth at least 500 gp.

Juggernaut: HF 59, EP 19,000, Int 0 (inherently), AL as caster, AC –4, MV 6", HD 10+2, HP 99, SZ G (100' tall), #AT 2; D 8d8/8d8; SA Grab (6d8), constrict (5d8), throw (2x falling damage, no save); SD Absorbs magic, Lang None (up to six words), Hon: Ave, ML 20, TOP None, Crit BSL: Def AC +3, FF None.

Ice Knife (Evocation)

Level: 2
Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Negates

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the ice knife has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2-8 (2d4) hit points of damage. If the Ice Knife misses its target, consult the rules for grenade-like missiles on pages 99 of the HackMaster GameMaster's Guide to determine where it lands.

When an Ice Knife strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralyzation or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and suffer a –2 penalty on attack rolls. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An Ice Knife that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If anyone touches the Ice Knife, it instantly shatters, releasing its wave of cold as described above. If a lost Ice Knife is not touched, it melts away in a pool of water one round after it comes to rest. This melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.



Icy Sphere (Evocation)

Level: 1
Range: 10 yds./level
Duration: 1 round/level
Area of Effect: 10 yards
Components: V, S, M
Casting Time: 1 segment
Saving Throw: 1/2

This spell creates an icy sphere of blue energy within 10 yards of the caster. The caster can then direct the Icy Sphere to travel in a straight line from its point of creation. This sphere deals 1d4 points of freezing damage per level. All water in the path of the ball is frozen solid and liquid-based creatures (such as Water Elementals) suffer double damage from the cold. The material component for this spell is saliva from a common penguin.

Imaginary Friend (Illusion/Phantasm)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

This spell creates the illusion of someone for the caster to talk to so that he can get a second perspective. Through discussion with the Imaginary Friend the magic-user can gain a second chance to recall information, gain bonuses to saving throws that affect the mind and possibly even resist insanity. The caster of Imaginary Friend gains a +4 on any Wisdom save, or any saving throw the GM designates as primarily mental. He also gains a +4 bonus on his save versus spell to disbelieve an illusion.

Any time a caster with an Imaginary Friend makes a roll to avoid insanity, he can make two rolls and choose which to use. The caster can also hold apparently one-sided conversations, making statements to which he believes his Imaginary Friend responds. No one but the caster can see, hear or benefit from the effects of his so-called "friend". Ironically, use of this spell will often cause others to call the sanity of the caster into question. Any caster of young adult age or older suffers 1 point of temporal Honor loss for every creature that observes his one-sided conversation, in addition to taunting and ridicule.

The material component of this spell is a small piece of glass.

Immunity to Undeath (Abjuration, Necromancy)

Level: 9
Range: 0
Duration: 1 rd./level
Area of Effect:40 ft.-radius
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can pass freely in and out of the globe.

Within the globe, all beings are rendered immune to undead energy draining attacks, Strength draining attacks, mental control, and all undead powers that cause fear, paralyzation, aging or, death (such as Banshee Wail). The undead can be turned as usual.

A creature leaving the globe becomes normally vulnerable to undead attacks while it is outside the area. A being on the perimeter is protected as long as any part of its body is in contact with the globe.

Within the globe, physical attacks by undead creatures inflict normal physical damage. Undead cannot voluntarily change form (for example a Vampire cannot turn from gaseous to solid form or vice versa), nor can undead creatures such as Zombies be animated. Shadows and other hard to discern undead are clearly outlined at all times while within the globe and are vulnerable to all weapons.

The caster cannot end the spell's effects before the spell expires. A successful Dispel Magic spell destroys the globe. Spellcasting may be freely undertaken within the globe by any caster.

The material components of this spell are a drop of caster's blood, a seed from any plant, and a drop of holy water.

Invulnerability to Magical Weapons (Abjuration)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: 5-foot radius
Components: V, M
Casting Time: 3
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical crushing, hacking or puncturing weapons. All such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a Medusa). The sphere offers no protection against spells such as Magic Missile, or spells that simulate the effects of weapons.

The caster can use magical weapons from inside the sphere to attack opponents normally. Mundane weapons can be used within the sphere normally. Spells can also be cast through the sphere. The sphere can be negated by Dispel Magic.

The material component for this spell is a piece of a broken magical weapon.

Jack Punch (Evocation)

Level: 1
Range: 5 yards/level
Duration: Instantaneous
Area of Effect: One creature
Components: V, S
Casting Time: 1 segment
Saving Throw: None

This spell causes a wave of force to extend from the caster's fist. The wave is only as big as the caster's fist and only does one point of damage per caster level. The caster must make an attack roll to strike an opponent, ignoring armor and shields but counting Dexterity and magical bonuses to Armor Class.

Jonid's Jewel (Divination,Conjuartion)

Level: 8
Range: 0
Duration: 24 hours
Area of Effect: 1 gem
Components: S, M
Casting Time: 7 segments
Saving Throw: None

By casting this spell upon a gem worth at least 400 gp, a magic-user imbues the jewel with several properties, each usable once during a 24-hour period. The enchanted gem can allow the bearer to (using the caster's level to determine any variable effects) Know Alignment, operate as an Arrow of Direction, Detect Lie (as the 4th level cleric spell) and accurately make one prediction of an event that will happen during the next 10 minutes (one non-combat turn) if no action is taken on the foreknowledge the gem provides. The gem is destroyed when all of the spell-like functions are used up or the 24 hours pass.

Jorel's Private Sanctum (Alteration, Abjuration)

Level: 5
Range: 0
Duration: 1 hour/level
Area of Effect: One room
Components: V, S, M
Casting Time: 2 turns
Saving Throw: None

With this spell, privacy is ensured in a room of up to 1,600 square feet (40 feet x 40 feet, or the equivalent). From the outside, all the windows of the room appear to be dark and cloudy, preventing anyone from seeing inside (even with infravision or ultravision). Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as ESP, Clairaudience, Clairvoyance and Crystal Balls cannot penetrate the room, and a Wizard Eye cannot enter. The caster can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Jebidiah's Ultimate Circle (Abjuration)

Level: 9
Range: 0
Duration: 1 turn/level
Area of Effect: Circle, up to 40 ft. in diameter
Components: V, S, M
Casting Time: 9 rds.
Saving Throw: None

Jebidiah's Ultimate Circle is completely invulnerable, yet cannot be used to protect a creature attacking another. To cast the spell, the caster makes a circle of gold dust. While preparing the circle, the caster decides if it protects against the inside or the outside. If the circle faces inward, nothing within can escape or attack through the barrier by any means until the spell expires or is broken from the outside. If the circle is broken from the outside, anything inside the circle cannot be harmed by any attack from outside.

In all cases, any force or attack brought to bear against the invulnerable side of Jebidiah's ultimate circle is reflected back against the initiator of the force. However, if a creature moves or attacks through the protected (non-vulnerable) side, the spell is broken. Thus, a protected creature, completely safe inside the circle, destroys the protection upon leaving or attacking from the sanctuary.

The caster can, by a supreme act of will, open the circle to allow teleportation or plane shifting- just long enough to trap a creature inside or bring someone through the barrier. This is the only way a creature can pass through the wall without being bounced back or breaking the spell.

The caster can make the circle permanent with a Permanency spell, though someone walking through the opposite side can still brake it.

The material component is the 10,000 GP of gold dust to form the initial circle.

Kachirut's Exploding Palm (Evocation)

Level: 1
Range: Touch
Duration: Instantaneous
Area of Effect: One target
Components: V, S
Casting Time: 1 segment
Saving Throw: 1/2

This spell causes the caster's hand to carry a concussive blast. When the caster's palm touches a target, the spell explodes dealing 1d4 points of damage per caster level to the target. The explosion can knock back Man-sized creatures (one foot per caster level) and send smaller opponents flying (five feet per caster level).

Kachirut's Kinetic Strike (Evocation)

Level: 2
Range: 3 yards/level
Duration: Instantaneous
Area of Effect: One target
Components: V, S
Casting Time: 2 segments
Saving Throw: 1/2

This spell creates a beam of kinetic energy that lashes out from the caster's palm, inflicting 1d4 points of damage, +1 per caster level. The caster must make a to-hit roll against the target, ignoring all armor and shields but counting Dexterity modifiers, Rings of Protection, etc. On a roll of a natural 20 the blast knocks an opponent of his feet as well as inflicting double damage.

Kachirut's White Lance (Evocation)

Level: 9
Range: 70 yds. +20 yds./level
Duration: Instantaneous
Area of Effect: Special
Components: V,S,M
Casting Time: 10 segments
Saving Throw: Half (none)

Kachirut's White Lance is a stream of white-hot energy 20 feet across and over 70 feet long. Anything caught in the path of the lance is incinerated with no saving throw doing 4d12 points of damage. One round after the initial blast a shockwave 50 feet wide follows the path, doing 2d8 points of damage saving for half damage on a save versus spell. The sound from the shockwave is so intense that anyone within 500 feet must save versus paralyzation or be rendered unconscious for 1d4 rounds. The spell component for this spell is a diamond worth no less than 10,000 gold pieces that has been soaked in the blood of an Igneous Walker. The diamond is incinerated into ash during the first segment of casting. The verbal and somatic components are a low droning chant that builds into a scream and complicated hand gestures that end with both arms fully extended, touching at the wrists. The Lance bursts forth from the palms, which must be held vertically for the spell to work.

Life Creation (Alteration)

Level: 7
Range: 10 yards
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 4 turns
Saving Throw: None

This spell allows the caster to create a primordial soup that can be fashioned into a unique life form with one hit die. The caster can assign a number of attribute points equal to three times his level, but no single attribute can be greater than his level. The created creature cannot exceed Huge size and cannot have a lifespan greater than half the caster's natural maximum age. Each size category beyond tiny requires the expenditure of one attribute point from the pool to be assigned. One spell for every 4 caster levels can be added to the creation as special abilities that can be used once a day and one spell for every 10 caster levels can be used once per round, at the expense of one attribute point each. Any natural movement rates can be assigned but cannot exceed a speed of



2" per caster level with each 2" of movement generated at the expense of one attribute point from the pool. Natural weaponry such as horns and fangs can be assigned freely and inflict damage up to the following amounts:

Size	Max. Damage for "Natural Attack" Mode (horns, fangs, claws)
Tiny	1d4-1
Small	1d4
Man-sized	1d8
Large	2d6
Huge	2d8
Gargantuan	5d4

Beyond these rules for assigning attributes to the creature, the caster may use the quirks and flaws system for generating building points and use those to further increase ability scores or buy skills, talents or proficiencies as described for player characters in the Player's Handbook.

The material components for this spell are a leaf from a Malicious Pod Plant, a piece of a Black Pudding, a fang from a Deepspawn and a splash of the caster's own blood. The components form the bubbling mass that is then shaped into a living thing. Creatures created in this manner can reproduce but the caster must choose in which manner this can be accomplished. It may be necessary to create a similar creature if the intended beast has two genders but the creation can also be hermaphroditic if the caster chooses.

Casting this spell requires the caster to expend 5% of his experience point total. He may not expend those points if it would reduce him a level.

Life Drain (Necromancy) [Vengeance]

Level: 8
Range: 5 yards/level **Components:** V, S, M
Duration: Permanent **Casting Time:** 8 segments
Area of Effect: One creature **Saving Throw:** None

This spell drains the life force of a creature, causing the loss of 3 Hit Dice (for monsters) or 3 levels (for characters). All abilities and bonuses that go with those levels or Hit Dice are also lost (spells, attack bonuses, special abilities, etc.). Life Drain works much like the 9th level magic-user spell Energy Drain, except that victims do not become undead. Instead, a victim's body rots and decays quickly, leaving an ancient-seeming skeleton in about one day.

The material component of this spell is a black pearl and a pinch of dust from a destroyed Vampire.

Magic Missile, Sidewinder (Evocation)

Level: 2
Range: 60 yards +10 yards/level **Components:** V, S
Duration: Instantaneous **Casting Time:** 2 segments
Area of Effect: 1-8 targets in a 50-ft. square **Saving Throw:** None

This spell functions much like the first level Magic Missile, except that these missiles can go around corners and hit multiple targets spread as far as 50 feet apart. Also, the caster can eventually fire up to 8 missiles (two at 3rd level, three at 5th level, four at 7th, etc.). The missiles automatically hit any targets in sight, but they can also pursue targets around corners, behind barriers, through obstructing clouds and the like (so long as there is some space allowing them to physically reach the target). The caster can target a creature he has seen as recently as two rounds before targeting it. However, if the creature is out of sight at the time of the casting, he must roll successfully to-hit or else the missiles dissolve harmlessly.

Like first level Magic Missiles, these missiles cannot harm inanimate objects. Each inflicts 1d6 points of damage to a creature.

Magic Missile Reflection (Abjuration, Alteration)

Level: 2
Range: Touch **Components:** V, S, M
Duration: 2 rds.+1 rd./level **Casting Time:** 2 segments
Area of Effect: Creature touched **Saving Throw:** None

This rare dweomer weaves an invisible field around the body of the recipient that reflects Magic Missiles (and similar spells of 3rd or lower level) entirely back at their source, so that the protected creature takes no harm. The missiles are reflected for full damage unless the source is protected against them.

The protected being can transfer the spell can be transferred to another creature by willing the magic to move and speaking the one-word initial incantation while touching the new recipient. The incantation is made initially by the caster as she touches a spell recipient, who probably hears it well enough to repeat it. The being so bestowing the spell need not be a spellcaster. These transfers can be done as often as desired, but only once per round, and only one creature can be protected at any given time. The spell duration is not extended or shortened by transfers.

This spell was once known as *Hyndrana's Kiss* because the beautiful long-ago sorceress bestowed its protection on companions in the adventuring band she led by means of a kiss, or so some modern male storytellers say.

The material component of the spell is a drop of the caster's saliva.

Magic Staff (Enchantment/Charm)

Level: 5
Range: Touch **Components:** V, S, M
Duration: Special **Casting Time:** Special
Area of Effect: The magic-user's staff **Saving Throw:** None

This spell allows a magic-user's staff to store one spell level for every three levels of the caster. Thus, a 9th-level magic-user can store three spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the magic-user. The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus one round. The spell is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within 1 turn.

All stored spells have a casting time of 1 segment.

Spells remain in the staff until cast or dispelled, or up to 1 hour per level of the caster. After this time, all stored spells fade away.

Only magic-users that know the Magic Staff spell can cast spells from another magic-user's staff. This applies to magic-users that have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word that must be known by anyone wishing to use the staff.



The material component for this spell is a staff cut from an ash tree. For each spell level the magic-user intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

Magic Stone (Enchantment)

Level: 1
Range: Touch
Duration: Special
Area of Effect: 3 pebbles
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Except as noted this spell is identical to the first level cleric spell in the Player's Handbook. The material components are a bottle of polishing oil, a polishing cloth and three small pebbles, unworked by tools or magic of any type.

Mass Domination (Enchantment/Charm)

Level: 9
Range: 60 yds.
Duration: Special
Area of Effect: 30 ft. cube
Components: V, S
Casting Time: 9 segments
Saving Throw: Special

This powerful domination spell affects any non-mindless creature. The spell controls up to 2 hit dice or levels of creature per caster level. The creatures are allowed a saving throw vs. spell, but at a -4 penalty. Language or species is no barrier to the caster's control.

The caster can, at will, exercise an Empathic Link (as the third level spell, but without empathic shock damage) or Domination (as the fifth level spell) over any creature that is affected by this spell, provided both of them are on the same plane. The caster cannot perform other actions while exercising one of these effects.

Except when exercising an Empathic Link or the 5th level Domination, the caster retains his abilities the caster retains his full movement, combat, and spellcasting capabilities. As with the Major Domination spell, the dominated creatures gain periodic saving throws based on the most favorable of Intelligence, hit dice or level to shake off the spells effects. In addition, extremely distasteful or self-destructive orders immediately grant a new saving throw at a +1 to +4 bonus to break the caster's control.

Once established, the link remains in place no matter how far apart the caster and subject are, but orders cannot be transmitted to subjects on a different plane. The caster can release individual creatures from Mass Domination with a single command.

Dominating several creatures at once can be fatiguing to the caster. For every 4 hit dice (or levels) per caster level dominated through multiple castings of this spell, the caster's Constitution score is temporarily reduced by 1 point. For example, an 18th level caster dominating 75 hit dice creatures suffers a five point reduction to his Constitution score (75 / 18 = 4.16, rounded up to five). The spell ends when the caster is destroyed, the creatures free themselves or the caster voluntarily releases them.

Intelligence	Levels/HD	Time Between Checks
3 or less	1st/less than 2	3 months
4 to 6	2nd/up to 3+2	2 months
7 to 9	3rd/up to 4+4	1 month
10 to 12	4th/up to 6	3 weeks
13 to 14	5th/up to 7+2	2 weeks
15 to 16	6th/up to 8+4	1 week
17	7th/up to 10	3 days
18	8th/up to 12	2 days
19 or more	9th/more than 12	1 day

Major Domination (Enchantment/Charm)

Level: 7
Range: 10 yds./lvl
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 7 segments
Saving Throw: Negates

This spell resembles the 5th-level spell Domination, but the telepathic link between caster and subject is even stronger. When this spell is cast, the subject receives a saving throw versus spell at a -2 penalty. Wisdom adjustments apply, but natural resistance to charm spells doesn't. A creature making its saving throw is Slowed for 1d4 rounds.

The caster can try to dominate a different creature each round subject to two limitations: The magic-user can control only one creature at a time, and the magic-user can try to dominate a specific creature only once in a single casting of this spell. A Protection From Evil effect prevents the caster from exercising active control over a creature, but it does not prevent control from being established.

The magic-user forges a strong telepathic link with the subject. Language and intelligence are no barrier: As long as the subject is not mindless, the caster can force the creature to do as he wishes. While the spell must be cast initially on a creature within range, the magic-user can command the creature from any distance, as long as both are on the same plane.

If a creature strongly resists, the magic-user may have to concentrate (doing nothing else that round) to enforce his control. Extreme acts and those of self-destruction allow an immediate gains a new saving throw with no penalty and a possible +1 to +4 bonus, depending on the circumstances. In any event, the creature also receives periodic saving throws in order to break free of the spell. These vary with the Intelligence score, level, or Hit Dice of the individual, whichever is most favorable.

Manor's Mindsight (Alteration)

Level: 5
Range: 0
Duration: 5 rds./lvl.
Area of Effect: 20 ft. + 5 ft./lvl
Components: V, S, M
Casting Time: 6
Saving Throw: None

By means of this spell, a magic-user gains the ability to concentrate and "see" everything in the spell's area of effect. This happens regardless of intervening objects, but is subject to existing lighting. Everything in the area of effect is perceived simultaneously; the magic-user need not look up or down to see objects out of his normal field of vision while concentrating.

Using the ability granted by the spell requires concentration. A caster concentrating on "seeing" cannot move, cast spells, or engage in any strenuous activities while doing so. If the caster's concentration is broken, the spell is not ruined and the caster can resume viewing after the interruption is resolved.

No actual sensory organs are needed for the Mindsight spell- the caster being blinded or blindfolded does not hinder its use. The Mindsight spell can be used in conjunction with Darksense, Infravision, ultravision, and other sight-enhancing spells of 4th level or less; the enhanced perceptions have the area of effect of the Mindsight spell.

The spell has limitations. It allows no special benefit with respect to illusions, nor distinguishes between magical and nonmagical items, nor allows discovery of alignment. The caster cannot see traps, tricks, pits, magical symbols, or other invisible or magically concealed items or objects unless able to detect such items normally.

However, the Mindsight spell can be combined with other divinations of 4th level or less, provided these are cast first: Detect Invisible, Detect Evil, Detect Magic, etc. The area of effect of the enhanced perceptions is the area of the Mindsight spell.

The spell requires the preserved eye of a blink dog, which is reusable.

Manor's Mind Vision (Divination)

Level: 7
Range: 0
Duration: 2 rd./lvl
Area of Effect: 90 ft. radius
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

Manor's Mind Vision is essentially a more powerful version of Manor's mindsight. It is subject to the same restrictions and bonuses in terms of movement, combat, and concentration, as the Mindsight spell, and has the same area. It has three main differences:

- The Mind Vision spell allows the magic-user to view any area as if it was brightly lit.
- Divinations of 4th level or less can be cast to combine with Mind Vision at any time.
- Any illusions created by 4th level spells or less will be apparent as such, and the true form of any item or object polymorphed or altered by a 4th level spell or less (or an equivalent, such as a Potion of Polymorph Self or a Wand of Illusion) can be easily determined. Invisible objects and creatures can be seen.

The caster's enhanced perceptions operate in his normal field of vision without concentration to a distance of 90 feet.

The basic parameters of the spell follow:

- Everything in the area of effect is perceived simultaneously; the magic-user need not look up or down to see objects out of his normal field of vision while concentrating.
- Using the ability granted by the spell in order to see outside the caster's normal field of vision requires concentration. A caster concentrating on "seeing" cannot move, cast spells, or engage in any strenuous activities while doing so. If the caster's concentration is broken, the spell is not ruined and the caster can resume viewing after the interruption is resolved.
- No actual sensory organs are needed for the Mind Vision spell- the caster being blinded or blindfolded does not hinder its use. The mind vision spell can be used in conjunction with Darksense, Infravision, Ultravision, and other sight-enhancing spells of 4th level or less; the enhanced perceptions have the area of effect of the Mind Vision spell.

- The Mind Vision spell can be combined with other divinations of 4th level or less: Detect Invisible, Detect Evil, Detect Magic, etc. The area of effect of the enhanced perceptions is the area of the Mind Vision spell.

The material component of the spell is two eyes from a being originating on a plane other than the Prime Material plane, immersed in a mixture of a Potion of ESP and a Potion of Gaseous Form. These are destroyed as the spell is cast.

Mass Hypnosis (Enchantment/Charm, Illusion/Phantasm)

Level: 7
Range: 0
Duration: 1 turn/level
Area of Effect: 5 yards + 5 yards/level
Components: V, S
Casting Time: 7 segments
Saving Throw: Negates

Mass Hypnosis works much like the 1st level spell Hypnotism, except that it can affect any creature within range. The hypnosis effect begins with the caster and affects a maximum of 3d6 creatures, plus one for every level of the caster. Affected creatures must be able to see and hear the caster, but if they meet the caster's gaze directly they suffer a –2 penalty on their saves. Exceptionally wary or hostile creatures make their saves with a +1 to +3 bonus. Creatures that succeed at their saving throws are not under hypnotic influence, while those that fail do not realize that they are hypnotized.

Even so, a creature cannot be made to do something totally against its nature. For example, a herbivore could not be made to eat meat. However, a creature might be ordered to do something obviously harmful to itself (such as jumping off a cliff), though such a command triggers an immediate saving throw to break the hypnosis.

When the duration of the spell expires, the creature does not necessarily immediately cease following hypnotic suggestions. It continues behaving as though it had some reason to perform the commanded action, though it is not forced to see the whole endeavor through. Its exact actions at that point depend on its nature. For example, an essentially lazy individual ordered to scale a series of cliff faces might simply stop on the next cliff for an extended rest. Whether he continues climbing or seeks a way down depends on which involves less work.

Master Undead (Necromancy)

Level: 9
Range: 10 yds./lvl
Duration: 5 rds/lvl
Area of Effect: 50-ft. cube
Components: V, S, M
Casting Time: 9 segments
Saving Throw: Negates

This powerful spell allows the caster to control the actions of any type of undead creatures as if they were intelligent creatures under the effect of a *Charm Person* spell. Undead so controlled can perform precise tasks for the caster.

The caster can affect one undead within the area of effect per level. In cases of mixed undead, the weakest are affected first, then those with more Hit Dice. All undead affected must be within a cubic area 50 feet on a side. Undead with more than 3 Hit Dice are permitted a saving throw versus spell to avoid the spell. Liches and undead with 10 or more Hit Dice have a bonus of +4 to this saving throw.

Undead creatures controlled by this spell are mastered for the spell duration, then are restored to their own (often nominal) control. The caster does not need to know any common language with the undead to effect the control. The undead beings can be ordered to perform self-destructive actions-and the caster can even attack them - without the spell being broken.

The material component of this spell is a crushed diamond worth at least 500 gp, which is consumed in casting.

Mericutyn's Grotesquely Distended Nose (Alteration)

Level: 3
Range: 10 feet/level
Duration: Permanent
Area of Effect: One Creature
Components: S, M
Casting Time: 3 segments
Saving Throw: Negates

People always made fun of Mericutyn because of his unusually large nose. He created this spell to get revenge on all those who picked on him. The victim of this spell sneezes and his nose blows up like a balloon. Afflicted victims gain the nearsighted flaw due to their massive nostrils blocking their vision, as well as gaining severe allergies to airborne pollen. The swollen nose also reduces the victim's Comeliness by 2d4 points. The only benefit this spell imparts is that it cures anosmia. The material components for this spell are a pinch of dust from a moth's wing and black pepper

Merrywether's Dramatic Death (Illusion/Phantasm)

Level: 7
Range: 10 yards per level
Duration: 3 rds./lvl
Area of Effect: Special
Components: V, S
Casting Time: 1 segments
Saving Throw: None

This spell creates a programmed illusion of the caster dying a horrible death, while the true caster is cloaked by Improved Invisibility, as the 4th-level magic-user spell. The intent is to get the magic-user's enemy off his trail, giving him time to either escape or launch a counterattack. It can also be quite shocking when cast on others in the presence of their loved ones. A series of different demises are available to the caster, depending on the command word whispered. The words are:

Air: The magic-user appears to gasp for breath, dying of suffocation.

Earth: The magic-user appears to turn to stone.

Fire: The magic-user appears to burst into flames, screaming and dying horribly.

Water: The magic-user seems to flail about in a pool of liquid and drown.

Blade: Wounds appear on the magic-user, as if from a melee weapon.

Bow: The magic-user appears to be killed from a missile weapon, such as an arrow through the heart.

Seizure: A shocked expression appears on the magic-user's face, then he keels over.

Shock: Sparks fly about as the magic-user seems to be electrocuted.

After the death scene ends, a convincing looking illusionary corpse is left behind for the duration of the spell. Viewers attempting to disbelieve must spend one round examining the scene to have a chance at success. The spell also can be cast upon a projected image (see the 6th level spell Project Image) to truly mystify opponents.

The somatic component of the spell requires the caster to clutch at his chest while whispering the command word.

Merrywether's Frost Fist (Evocation)

Level: 7
Range: 0
Duration: 1 round/level
Area of Effect: 1 creature or object
Components: V, S
Casting Time: 1 segment
Saving Throw: Special

When this spell is completed, one of the caster's hands (his choice) becomes surrounded by an aura of frost. The caster suffers no damage from this effect. An opponent touched by the magic-user (an attack roll s required) must attempt a saving throw vs. spell. If successful, the touched creature suffers 1d4+2 points of cold damage and the frost remains on the caster's hand (he can make further attacks with it until the spell duration expires). If the saving throw is failed, the frost leaves the caster's hand to surround the creature's body in an aura of bone-chilling cold. The subcooled aura chills the victim for 1 round, inflicting 1d4 points of damage per level of the caster. Instead of attacking a creature, the caster may chose to touch any single object, which is automatically surrounded by the cooling aura for 1 round and must make a successful item saving throw vs. magical cold or be destroyed. The aura can surround an object up to 5 cubic feet in volume per level of the caster.

Metal Bug (Alteration)

Level: 1
Range: Touch
Duration: 1 hour/level
Area of Effect: Metal touched (4 lbs./level)
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

This spell turns four pounds of metal per caster level into 4d6 insects that follow the caster. These bugs neither attack nor defend themselves and do not eat or sleep. Each bug has 2-8 hit points, but they provide no protection benefit to the caster. If any of the bugs are killed they revert to inert pieces of metal. This spell is quite useful for transporting otherwise bulky metal items. The material components for this spell are a silk cocoon and powdered copper.

Mind Maze (Illusion/phantasm)

Level: 8
Range: 10 yards/level
Duration: Special
Area of Effect: One creature
Components: V, S
Casting Time: 5 segments
Saving Throw: 1/2

Mind Maze creates an effect much like the Maze spell, but only in the mind of the target creature. The victim rests motionlessly, seemingly staring off into space, while

mentally making its way through never-ending turns and shifting tunnels of an imaginary labyrinth that is impossible to escape. This spell does not affect Minotaurs.

Time spent in this state depends on Intelligence:

Intelligence of Trapped Creature	Time Trapped in Mind Maze
Under 3	2d4 days
3-5	1d4 hours
6-8	2d4 turns
9-11	1d4 turns
12-14	3d4 rounds
15-17	2d4 rounds
18-21	1d4 rounds
22+	1d2 rounds

Spells such as Teleport and Dimension Door cannot help the victim escape, as the Maze is actually an illusion. Even Plane Shift will not free the victim.

When the spell ends, the creature simply returns to normal, perhaps believing it has been Teleported back to its original location. After they escape, creatures with a reason to suspect the true nature of the Mind Maze can make a saving throw versus spell modified by their Wisdom bonuses. Success means they realize the Mind Maze was all in their heads, otherwise they persist in believing that they truly were transported to a diabolically complex maze.

Morton's Minute Meteors (Alteration, Evocation)

Level: 3
Range: 70 yards + 10 yards/level
Duration: Special
Area of Effect: 1 target/meteor
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell enables the magic-user to cast small globes of fire (one for each experience level he has attained) each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage on the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the magic-user with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenade-like missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

A) The magic-user discharges five meteors every round. Note that this carries over into at least the following round.

B) The magic-user discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee or device use. Spells requiring concentration force the magic-user to forgo the rest of the missiles to maintain concentration. Also, if the magic-user fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful Dispel Magic spell is thrown upon the caster.

The components necessary for the casting of this spell are nitrate and sulfur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from bronze. The tube costs no less than 100 sp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Important Note: If you think this spell seems similar to Zargosa's Flaming Spheres of Torment, you're not alone. Both claim the copyright and no freeze on use has been successfully enforced. The Mage Advocacy Society currently has the matter under arbitration.

Mulderi's Climbing Claws (Alteration)

Level: 4
Range: 10 feet/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Negates

This spell causes the target's fingernails to grow into one-foot long serrated claws that grant a +25% bonus to climbing. The claws can also allow the target to climb upside down at up to half its normal climbing speed. If the creature targeted did not already have a claw attack, it gains the capability to inflict 1d6-1 points of damage with each set of talons once per round (in place of other attacks). The material component for this spell is the claw from a Spry Gecko.

Mummy Rot (Necromancy)

Level: 5
Range: Touch
Duration: 1 round/level
Area of Effect: One victim
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Special

This spell allows the caster to attack with a rotting touch similar to that of a Mummy. If the caster touches a human, demi-human or humanoid victim, the victim immediately loses 2-12 hit points and is infected with a rotting disease which is fatal in 1-6 months unless the victim receives a Cure Disease spell. For each month the rot progresses, the victim permanently loses 2 points of Comeliness. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

A Regenerate spell restores hit points but does not otherwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a Mummy's cloth wrapping.

Murgander's Gamble (Alteration/Evocation) [Wild]

Level: 4
Range: 2d4 yards/level
Duration: Special
Area of Effect: One creature
Components: S
Casting Time: 2d6 segments
Saving Throw: Negates

This spell channels a blast of chaotic mystical energies toward a target. The spell was intended as an attack spell but its instability makes this a risky effect. The following table determines the effect the spell manifests.

Murgander's Gamble:

1d100	Result
1-5	2d6 points of fire damage
6-10	1d4 points of sonic damage
11-15	Target heals 1d4 points of damage
16-20	3d8 points of electrical damage
21-30	Target polymorphs into a donkey
31-35	Target gains 1d4 points of Strength
36-40	1d8 points of cold damage
41-45	Target changes gender
46-50	Caster receives 5d4 points of wandering damage in increments of 1d4 over the next two days (every 1d10 hours).
51-55	Caster suffers a spell mishap
56-60	Caster changes gender
61-65	Random objects within 30 yards transform into 5d6 butterflies
66-70	Target transforms into 4d6 Large Spiders for 1d4 rounds
71-75	A fly passes in front of the target at just the wrong moment and is struck by the spell instead. Roll again for effect, ignoring this roll.
76-80	Target receives 5d4 points of wandering damage in increments of 1d4 within two days (every 1d10 hours).
81-85	Random target struck (GM chooses target and rolls for effect)
86-87	Target dies
88-90	Caster dies
91-92	Target transforms into a tree and roots
93-94	Caster transforms into a tree and is reincarnated as a Dryad
95-96	Caster draws the attention of a gawd (1-50 good, 51-100 very, very bad)
97-98	Nothing happens
99-100	GM's choice/wild surge

Noonan's Nonsensical Nullifier (Abjuration) [Wild]

Level: 2
Range: Touch
Duration: 1d6 rds. + 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell scrambles the aura of the affected creature, giving random results to such spells as Detect Evil, Detect Lie and Know Alignment used against the recipient.

When such a divination focuses on a protected creature, the results are randomly determined. If two characters separately use the same divination on the same target, the results of each are determined randomly. Also, a new random result is generated each round, so that continued observation of a single creature usually results in several different answers. Use the following table to determine the random alignment results:

D12 Roll	Alignment Result
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good

5	Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Neutral
9	Chaotic Evil
10	Reads as opposite of investigator or roll again for neutral investigator.
11	Reads as blocked (detector realizes target is shielded)
12	Reads as identical to the investigator*

Anti-mages, warders and mind masters can each understand this spell's principles in their own terms well enough to learn and cast it.

Omen (Divination)

Level: 4
Range: 0
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 5 rounds
Saving Throw: None

This spell can forecast general fortunes of a major or minor undertaking. Omen must be cast outdoors, in natural surroundings. The caster learns whether the ultimate results of planned actions are auspicious or not. When casting the spell, the seer receives some sort of sign. Though the physical preparations of casting the Omen itself may be brief (such as a bird falling off a branch), the caster must remain still to observe his surroundings for the full casting time.

The seer uses this to determine the outcome of a journey, battle or notable feat. The spell's outcome is determined by two primary factors. One, the GM must consider all the pertinent information. If the Omen concerns an attack on a Kobold lair, but unbeknownst to the players several Minotaurs and a demon live nearby, the Omen will be ill.

The Omen spell drains the caster and calls on forces from other planes (gawds and nefarians), thus it cannot be used more than once per week.

Omens reflect the most probable futures. Even an ill Omen does not mean that success is impossible, just that the forces of fate are leaning against it.

Unlike an Augury, there is no time limit on the actions concerned, other than the fact that characters must truly be planning to undertake the actions concerned. An Omen can also get more specific. For example, if used to predict the outcome of a sneak attack against enemy forces, the Omen (properly interpreted) may reveal not only that the timing of the assault is bad, but that the enemy has a large hidden reserve or that a major geological disturbance (such as an earthquake) is imminent.

If the GM has no information on which to decide an Omen, he can consult the following table:

D12 Roll	Result
1-2	Ill Omen. The task should not be undertaken for 1-3 days. If the characters persist, each suffers a –1 on attack rolls and saving throws for that 1-3 days. Double the chance of random encounters for that period of time.
3-4	Great danger. Double the chance of random encounters for 1-3 days. Also, adversaries have a +1 on all attack rolls for that period.
5-8	Neutral. No special conditions or modifiers.
9-10	Favorable. Characters travel 1.5 times their movement rate without the Omen for 1-3 days. Opponents suffer a –1 on all attack rolls against the characters for that time.
11-12	Auspicious. As a favorable Omen, plus characters gain a +1 bonus on all saving throws for that period of time.

Pain Touch (Necromancy)

Level: 3
Range: Touch
Duration: 1 round/level
Area of Effect: One creature
Components: V, M
Casting Time: 3 segments
Saving Throw: None

Pain Touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 2-5 rounds, the victim suffers a –2 penalty on his chance to hit and his AC is worsened by 2. Furthermore, he must make a threshold of pain check as described under the trauma rules on page 105 of the GMG. The caster can cast the spell and touch the victim in the same round. Pain Touch is only effective on human, demi-human, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Pathorgian Death Hex (Necromancy) [Vengeance]

Level: 5
Range: 10 yards
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 9 segments
Saving Throw: Negates

By means of this spell the caster may make a touch attack to inflict the victim with a devastating hex. The recipient is entitled to a saving throw but those who fail are subject to the long term effect of this spell. Any damage sustained by the victim of the spell is permanently lost and cannot be recovered through any type of healing, magical or otherwise, short of a Wish spell. If a hexed character manages to go up a level he would still get his additional hit points for that level, but if he is injured and loses these new hit points, they remain gone just like the rest of his hit points.

This hex may not be removed by Dispel Magic or similar effects. It can only be removed by a Break Hex spell. The material component is a body part of a member of the same race as the intended victim of the spell.

Patternweave (Divination) [Wild]

Level: 1
Range: 10 yards
Duration: 1 round
Area of Effect: 10-foot square
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

Patternweave allows the caster to make some sort of sense out of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a legible page, scattered parts in the machine as they should be, or specific trails appearing out of overlapping tracks.

After casting the spell, the wild mage studies the seemingly random elements. These must be physical objects (shreds of paper, shards of glass, etc.), not flashing lights, garbled speech or thoughts of any kind.

The wild mage needs one round to study the random elements, after which the GM secretly makes a save vs. spells for the character. If the roll fails to save, the spell fails. If the save succeeds, the caster gets a vision in his mind of the pattern the objects form. If the items are truly random, the caster sees nothing (but he knows the spell did not fail).

After visualizing the pattern, the caster can attempt to reassemble the parts into their original form. This requires an Intelligence check to see if the wild mage can remember it all well enough to arrange the elements. The length of time required and the quality of the reconstruction depends on the complexity of the pattern. Reassembling a shredded map may be relatively easy, while a broken clock would be significantly more difficult. Rebuilding a shattered mosaic is extremely difficult. In any case, the best the wild mage can do is to make a reasonable copy of the item, not a fully complete reconstruction. He can restore works of art, but they will only be worth a percentage of their original value. If the wild mage has an appropriate art skill, he can make a check. If he is successful, the restored piece is worth a percentage of the original value equal to the amount by which he succeeded on the roll, multiplied by one-half (minimum 1%). Otherwise, the restored piece is worth 0-3% of the original value.

The material component is a small hand lens through which the caster studies the objects in question. The lens is not consumed in the casting.

Loremasters are able to comprehend the specialized divinatory nature of this spell well enough to learn and cast it.

Pixie Wings (Alteration)

Level: 4
Range: 5 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates

Targets of this spell grow two dragonfly-like wings from their backs. These wings allow the target to fly with a speed of 18". As a side effect, the recipient's skin becomes glossy and shimmers in the light. The wings make wearing bulky armor impossible and fairly bulky armor very uncomfortable. The material component for this spell is dander from a pixie fairy.

Poison (Necromancy)

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V, S
Casting Time: 4 segments
Saving Throw: Negates

The *Poison* spell must be delivered by a successful touch attack. The creature touched must immediately make a successful saving throw versus poison. Failure means the crea-

ture is incapacitated and will die in one turn unless the deadly poison is magically slowed or neutralized (as by the 2nd- and 4th-level cleric spells, Slow Poison and Neutralize Poison). A Dispel Magic and the various cure wound spells cannot counter the poison. Unlike the cleric's Neutralize Poison spell, this spell is not reversible. The necromancer's Poison spell is often used in combination with the 2nd-level Spectral Hand spell.

Once the victim is poisoned, the caster can stop the action of the poison at will, or slow its effects to a maximum of 1 day per caster level before final incapacitation. If the caster stops the poison, then the afflicted creature is free of it. Casting the *Poison* spell is an evil act.

Polymorph Plant to Mammal (Alteration)

Level: 5
Range: Touch
Duration: Permanent
Area of Effect: One plant
Components: V, S, M
Casting Time: 8 segments
Saving Throw: Negates

This spell transforms one normal plant into a mammal of the caster's choice. Humanoid forms can be created, but the Intelligence granted to the plant cannot be greater than that of the caster. The plant does not gain any of the new form's special abilities, only receiving gross anatomical abilities such as movement and basic bite or claw attacks. All ability scores other than Intelligence can be set by the caster at the time of casting, but racial minimums and maximums as described on Table 2A of the Player's Handbook (page 23). The new being is a clean slate, having no non-plant memories. The material component for this spell is a fresh maple leaf and a silk cocoon.

Polymorph to Insect (Alteration)

Level: 3
Range: 5 feet/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Negates

This spell turns any one creature into an insect in very much the same way as the Polymorph to Amphibian spell. The victim must successfully pass a system shock roll to survive. If the victim lives it becomes a random insect as determined on the chart below.

Polymorph to Insect

d100	Result
1-7	Ant
8-9	Ant, army
10-11	Ant, red
12-26	Beetle, dung
27-30	Bumblebee
31-40	Cricket
41-45	Dragonfly
46-68	Housefly
69-71	Mosquito
72-75	Praying Mantis
76-84	Stick Insect
85-95	Stink Bug
96-98	Tsetse Fly
99-100	Wasp

The change is permanent until a Dispel Magic, Remove Curse or similar magic is successfully cast to break the spell. The material components for this spell are the antennae of a cricket and a silk cocoon.

Power Word spells

These unique spells are essentially words in the Language of the Gawds, the Tongue of Making and Unmaking. Mortals need to master many finer elements of magic before being able to handle them, so only a select few can even learn the mortal dialect. (No mortal can actually pronounce the pure words that the gawds themselves used, and many have been lost even to them since the great War.) This is reflected by the fact that any caster who is level 6 or lower that attempts to use Power Words must make an Intelligence check in order to avoid a spell mishap. Sole practitioner power speakers gain a +2 bonus to this check. Additionally, the caster gains a +1 bonus per level above first that he has attained. Thus, a sixth level caster would get a +5 bonus to the Intelligence check. Furthermore, casters receive the modifiers as shown on the table below depending on the magnitude of a failed check. This spell mishap check is independent of any other possible factors that might cause a spell mishap and if other contributing factors exist, those should be checked for separately.

Intelligence Check Failed By	Spell Mishap Table Modifier
1	-1000
2	-500
3-5	0
6+	+500

Considering that the few Power Words that became part of the general list of spells are 7th, 8th and 9th level, one realizes the dedication necessary to follow this path.

Power Word spells do not allow targets to make saving throws, though magic resistance does apply. For all Power Words that affect a certain number of hit points, always use current hit point totals (not maximums).

Power Word: Annihilate (Conjuration/Summoning)

Level: 9
Range: 5 yards/2 levels
Duration: Instantaneous
Area of Effect: 1 creature or 15 x 15 x 15 ft. cube
Components: V
Casting Time: 1 segment
Saving Throw: None

This coveted Power Word causes a volume of matter or energy to disappear, utterly destroyed (much as the Disintegrate spell). It can function against Zarba's Grasping Hand and a Globe of Invulnerability, but it does not penetrate an Antimagic Shell. The effect is instant and permanent. Creatures eliminated by the spell cannot be restored by any magic lesser than a Wish spell.

Power Word: Anosmitize (Conjuration/Summoning)

Level: 4
Range: 10 yards/level
Duration: 1 round/level
Area of Effect: 1 or more creatures
Components: V
Casting Time: 1 segment
Saving Throw: None

Power Word: Anosmitize essentially causes one or more creatures within the area of effect to acquire the anosmia flaw (see the PHB p. 93). The speaker chooses one creature as the targeted center, and the effect spreads outward from that creature, affecting creatures with the lowest current hit point totals first. The spell affects up to 120 hit points of creatures. Creatures with more than 100 hit points at that time are immune and do not count against the total.

Creatures with fewer than 30 hit points suffer permanent anosmia (without a magical cure). Creatures with 31 to 60 hit points suffer anosmia for 1d4+1 turns (without a magical cure). Creatures with more than 61 hit points are affected for 1d4+1 rounds. The Power Word does not affect creatures partially; they are either completely affected or not.

Power Word: Attack (Conjuration/Summoning)

Level: 3
Range: 5 yards/ 2 levels
Duration: 1-3 rounds
Area of Effect: 1 creature
Components: V
Casting Time: 1 segment
Saving Throw: None

Victims of this spell attack the nearest living creature, whether friend, foe or brief acquaintance. The spell affects a single creature with up to 50 hit points. Power Word: Attack will not affect creatures with levels or Hit Dice equal to or higher than the caster's level. Targets use melee weapons (or even bare hands) regardless of class and they attack to kill.

Power Word: Banish (Conjuration/Summoning)

Level: 8
Range: 5 yards/level
Duration: Instantaneous
Area of Effect: 1 or more creature
Components: V
Casting Time: 1 segment
Saving Throw: None

This spell forcibly ejects extraplanar creatures out of the caster's home plane. As with all Power Words, the caster must overcome the creature's magic resistance, but the victim(s) get no save. The caster must decide before using the spell if he is targeting one or multiple creatures. Against a single creature, the Power Word banishes up to 80 hit points. Against multiple creatures, it banishes up to 120 hit points, though if one of these creature has more than 40 hit points, it (alone) is not affected.

Power Word: Belch (Conjuration/Summoning)

Level: 2
Range: 10 yards/level
Duration: 1 melee round
Area of Effect: 1 creature
Components: V
Casting Time: 1 segment
Saving Throw: None

The Power Word: Belch spell affects a single creature with fewer Hit Dice or levels than the caster has levels. The victim emits a loud, obnoxious belch lasting one full melee round. While he cannot cast spells, use innate abilities, attack, speak or initiate any other actions, he does NOT suffer AC or saving throw penalties.



Power Word: Burn (Conjuration/Summoning)

Level: 3
Range: 5 yards/2 levels
Duration: Special
Area of Effect: 1 creature or 5 ft. x 5 ft. x 5 ft. cube of matter
Components: V
Casting Time: 1 segment
Saving Throw: None

Power Word: Burn causes flammable objects or creatures to ignite. Objects burn for as long as they normally would, given their composition. Living creatures suffer 1d6-3 points of damage per round for a number of rounds equal to the level of the caster. Creatures with more Hit Dice or levels than the caster are immune.

Power Word: Cartwheel (Conjuration/Summoning)

Level: 1
Range: 10 yards/level
Duration: 1 round
Area of Effect: 1 creature
Components: V
Casting Time: 1 segment
Saving Throw: None

This Power Word causes a single character with up to 51 hit points or multiple characters with up to 90 hit points (so long as the individual creature has fewer than 42 hit points) to attempt a cartwheel. Victims move about ten feet in the direction they were facing when subject to the spell. The maneuver is not easy for everyone and victims must make a Dexterity check while turning or fall in the attempt. Those with the Acrobatic skill suite talent or the tumbling skill may gain a +2 bonus or elect to make a skill check instead. Those who fall suffer 1d6-4 points of damage.

Creatures capable of multiple moves may be able to perform a cartwheel and still attack (or perform some other action), but they suffer an additional initiative penalty of +3 in the round in which they spin the wheel.

Note that creatures must have discernible arms and legs to suffer the effects of this spell; it does not function against oozes or octopi.

Power Word: Charm (Conjuration/Summoning)

Level: 5
Range: 5 yards/level
Duration: Special
Area of Effect: 1 or more creatures in a 30-ft. radius
Components: V
Casting Time: 1 segment
Saving Throw: None

This spell affects up to 90 hit points worth of creatures. Any affected creature sees the caster as a close ally to be treated well and guarded from harm, but targets will generally not risk their lives for the caster in any serious way (especially if the Power Word was cast during or soon after combat). As with other Charm spells, the caster can break the spell by acting in an overtly hostile way towards the Charmed creature.

If communication is possible, the creature follows reasonable orders, instructions and requests (see the Suggestion spell). If not, the creature remains friendly towards the caster and will defend him against all but obviously overwhelmingly superior foes. Creatures can break the Charm as per the Charm Monster spell. Note that more powerful, more intelligent creatures may hide the fact that they have broken the Charm in order to exact a more meaningful, more painful revenge upon the caster.

Power Word: Chill (Conjuration/Summoning)

Level: 3
Range: 5 yards/level
Duration: Instantaneous
Area of Effect: 1 creature
Components: V
Casting Time: 1 segment
Saving Throw: None

This Power Word undoes the effects of fear, magical or otherwise. The recipient simply recovers from whatever the fear made him do. Fleeing creatures stop and regain their senses, those fighting with penalties remove the penalties, etc. Those who died of terror do NOT return to life, however.

In addition, Power Word: Chill can end a character's HackFrenzy or HackLust. Note that it only frees a character currently under the effects, and only from that one occurrence. The Hacker is subject to later Frenzies and Lusts.

The spell can also be used to chill up to one pint of liquid per two caster levels (it's best on certain types of wine).

Power Word: Dance (Conjuration/Summoning)

Level: 9
Range: 5 yards/2 levels
Duration: 1d4+1 rounds
Area of Effect: 1 or more creatures
Components: V
Casting Time: 1 segment
Saving Throw: None

This spell forces up to 180 hit points worth of creatures to dance intensely (and badly) for 2-5 full rounds. Note that this constitutes strenuous activity with regard to fatigue factor. No single creature with more than 60 hit points is affected when the caster uses the spell in this way. If cast against a single creature, the spell functions against a creature with up to 90 hit points.

Victims can take no other action besides gyrating like maniacs, suffer –4 to Armor Class and can only make saving throws on a natural 20 while affected. Those carrying shields when the Word is spoken against them have a tendency to throw it down and circle around it as they cavort.

Power Word: Deafen (Conjuration/Summoning)

Level: 7
Range: 5 yards/level
Duration: Special
Area of Effect: 15-ft. radius
Components: V
Casting Time: 1 segment
Saving Throw: None

A Power Word: Deafen causes one or more creatures within the area of effect to lose their hearing. The speaker chooses one creature as the targeted center and the effect spreads outward from that creature, affecting creatures with the lowest hit point totals first. The spell affects up to 110 hit points of creatures. Creatures with more than 100 hit points at that time are immune and do not count against the total.

Creatures with fewer than 25 hit points suffer permanent deafness (without a magical cure). Creatures with 26 to 50 hit points suffer deafness for 1d4+1 turns (without a magical cure). Creatures with more than 51 hit points are affected for 1d4+1 rounds. The Power Word does not affect creatures partially; they are either completely deafened or not.

Power Word: Detect (Conjuration/Summoning)

Level: 2
Range: 0 **Components:** V
Duration: 2 rounds/level **Casting Time:** 1 segment
Area of Effect: 60 yard wedge **Saving Throw:** None

This spell detects all magic in a 60-yard wedge, centered on the caster and extending around his line of sight. The caster can move the far end of this wedge up to 10 yards per round without losing his detection ability. The caster of the Power Word can tell how strong the magic is (dim, faint, moderate, strong, overwhelming) and automatically recognizes the school of magic. A stone wall 2 feet or more thick, solid metal 2 inches or more thick, or 2 or more yards thick of solid wood block the Power Word: Detect.

Power Word: Dispel (Conjuration/Summoning)

Level: 7
Range: 5 yards/2 levels **Components:** V
Duration: Instantaneous **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** None

This Power Word automatically dispels magic and suppresses magic items. It works much like Dispel Magic, only better. The target gets no save, nor does the caster of the Power Word: Dispel need to check his percentage chance to dispel. However, certain spells and effects cannot be dispelled with this Word (this is noted in the individual description; if Dispel Magic does not work against an effect, neither does Power Word: Dispel). Also, while the Word can be used against specific powers of artifacts, it has no effect on the item itself.

Power Word: Fear (Conjuration/Summoning)

Level: 5
Range: 5 yards/level **Components:** V
Duration: Special **Casting Time:** 1 segment
Area of Effect: 1 or more creatures **Saving Throw:** None

Power Word: Fear affects up to 100 hit points of creatures, so long as each creature has 20 or fewer hit points at the time. A creature with more than 20 hit points is not affected, but the spell functions normally against other targets. The spell affects 50 hit points if cast against a single creature.

Victims of the Power Word: Fear flee at their fastest movement rates (in their natural mode of movement) for a number of melee rounds equal to the level of the caster. Affected creatures have a straight 30% chance of dropping any items in hand as they are overcome with terror.

Power Word: Forget (Conjuration/Summoning)

Level: 6
Range: 5 yards/2 levels **Components:** V
Duration: Permanent **Casting Time:** 1 segment
Area of Effect: 1 or more creatures **Saving Throw:** None

This spell affects up to 150 hit points of creatures, though creatures with more than 42 hit points are immune. Victims forget one minute of time (the most recent minutes) for every three levels of the caster. Spellcasters must also make a System Shock check or randomly lose preparation of one their highest level prepared spell. Though the Power Word CAN negate a Charm, Suggestion, Geas, Quest or similar spell, the caster cannot select what information remains and what is lost. Restoring the lost information requires a Restoration, Limited Wish or Wish spell.

If the caster of a Power Word: Forget has a spell mishap, in addition to all other effects he has a 50% chance of suffering the effects of the Power Word himself. Thus, he will not recall what caused the spell mishap effect to occur.

Power Word: Freeze (Conjuration/Summoning)

Level: 4
Range: 5 yards/level **Components:** V
Duration: 1 round/level **Casting Time:** 1 segment
Area of Effect: 1 creature or 10 ft. x 10 ft. x 10 ft. cube of matter **Saving Throw:** None

Power Word: Freeze instantly freezes the target area. If the target is a creature (Large sized or smaller), it is only affected if its Hit Dice or levels are equal to or lower than the caster's. Creatures suffer 1 point of cold damage per caster level the first round, and 1 point of damage each succeeding round until the Power Word expires, is countered or dispelled.

Items frozen with this Power Word can be preserved for later use, though after the Word expires they thaw normally.

Power Word: Heal (Conjuration/Summoning)

Level: 7
Range: 5 yards/2 levels **Components:** V
Duration: Instantaneous **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** None

This spell causes the target to recover 1 hit point for each level of the caster. Thus, a 15th level caster heals 15 total hit points. The caster may choose to convert 10 hit points of healing into 1 point of lost Ability Score. Thus a 15th level caster can heal 5 hit points and restore 1 point of Constitution lost to a special attack. Note that permanent Ability Score reductions cannot be restored by means of this spell (the converted healing energy for those 10 hit points is simply lost). If an effect permanently reduces an Ability Score, that will be noted in the effect description (for example some monsters in the Hacklopedia have attacks that permanently reduce a character's Ability Score).

Power Word: Light (Conjuration/Summoning)

Level: 2
Range: 5 yards **Components:** V
Duration: Instantaneous **Casting Time:** 1 segment
Area of Effect: 1 small object **Saving Throw:** None

This spell causes a small match, pipe, cigar, dead branch or similar item to ignite in a small flame. The Word always functions, regardless of rain, fog or other environmental conditions. If a character holds the item on the end that lights, he suffers 1 point of damage. This Word is often used to light campfires or smokes during rainstorms.

The object burns normally after ignition.

Power Word: Moon (Conjuration/Summoning)

Level: 1
Range: 5 yards/level **Components:** V
Duration: 1 round **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** None

Power Word: Moon causes a single creature with up to 33 hit points to turn and moon the caster and his allies. This mooning takes the victim the rest of his round, during which he suffers –2 to AC. Also, if the act is especially inappropriate, the perpetrator loses 1 point of temporal Honor.

Power Word: Silence (Conjuration/Summoning)

Level: 6
Range: 120 yards **Components:** V
Duration: Special **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** None

In using this spell, the caster points at an individual and utters the Power Word. For the rest of that round and the next 2d12 rounds that creature and everything within one foot of that creature cannot make any sound.

The Power Word: Silence foils spell casting as well as voice activation of magical items and normal speech. The Power Word: Silence also negates sound-based attacks both by and against the target. Thus, a Power Word: Silenced individual cannot hear a Power Word: Kill cast in the next round, but by the same token could not use a Chime of Opening or Horn of Blasting.

Before the duration expires, the Power Word: Silence can only be dispelled by a Limited Wish, Power Word: Dispel or more powerful magic.

Power Word: Sleep (Conjuration/Summoning)

Level: 5
Range: 90 yards **Components:** V
Duration: 2 rounds/level **Casting Time:** 1 segment
Area of Effect: 1 or more creatures **Saving Throw:** None

This spell puts 100 hit points worth of creatures to sleep, as per the first level magic-user spell Sleep. Creatures with more than 33 hit points are not affected.

Power Word: Slow (Conjuration/Summoning)

Level: 4
Range: 5 yards/level **Components:** V
Duration: 1 round/level **Casting Time:** 1 segment
Area of Effect: 1 or more creatures within 30 ft. of each other **Saving Throw:** None

Power Word: Slow affects creatures as if they have been subject to a Slow spell (-4 to AC, negation of all Dexterity combat bonuses and attack roll penalty of –4). A single target with more than 50 hit points is not affected. When used against multiple creatures, the Word affects up to 100 hit points (though creatures with more than 33 hit points are immune. All the creatures must be within 30 feet of each other when the caster speaks the Power Word.

Victims of the Power Word: Slow move at half speed and attack at half their normal rates. Additionally, the Word negates Haste effects.

Power Word: Summersault (Conjuration/Summoning)

Level: 1
Range: 10 yards/level **Components:** V
Duration: 1 round (see text) **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** None

This spell causes one creature with up to 42 hit points or multiple creatures with up 80 hit points to perform a summersault maneuver. Targets roll forward in whatever direction they face when the Word is used. Note that creatures capable of multiple actions in a round may be able to summersault and still attack. Man-sized creatures cover about ten feet and suffer a +2 initiative penalty on any further actions that round. Note that if the summersault path takes a creature into obvious danger (say, a pool of boiling water or off the edge of a cliff), the victim can make a Dexterity check to catch himself. If successful, he alters his path just in time or manages to stop short of the danger.

Creatures with Hit Dice or levels higher than the caster can decide which direction in which to move with a successful Wisdom check. . Those with the Acrobatic skill suite talent or the tumbling skill may gain a +2 bonus to the Wisdom check or elect to make a skill check instead.

To be subject to this spell, a creature must be capable of performing a summersault. The Word does not function against fish or oozes, for example.

Power Word: Terrify (Conjuration/Summoning)

Level: 8
Range: 5 yards/level **Components:** V
Duration: Special **Casting Time:** 1 segment
Area of Effect: 1 or more creature **Saving Throw:** None

When used against a single creature, a Power Word: Terrify affects up to 75 hit points. Against multiple creatures, it affects 160 hit points. Individuals with more than 45 hit points or 16 or more Hit Dice are not affected.

Victims of this spell suffer fright beyond the imaginings of most mortals. Horrendous imagery and hideous sounds assault them as the last syllable is spoken. So powerful is this fear that creatures with 6 or fewer Hit Dice must make a System Shock roll or immediately die of terror.

Creatures with 7-15 Hit Dice flee by any means available, freely using magic items, spells and charges on items. Also, such victims automatically drop any item in hand that cannot be used to help them escape. (A fighter with a magical sword that could Teleport him only once would use the ability immediately, but he would drop a Defender +4 in his other hand.) Terrified creatures run roughshod over bystanders and even risk physical harm to escape the nameless terror. For example, humans who do not know how to swim have been known to dive into deep water to get away. Victims of this spell have been known to suffer permanent psychological damage if they fail a Wisdom check. In this case, roll on Table 7H on page 86 of the GMG.

Preston's Moonbow (Evocation)

Level: 5
Range: 10 yds/lvl **Components:** V, S, M
Duration: 1 to 4 rds. **Casting Time:** 5 segments
Area of Effect: Special **Saving Throw:** None

This spell can be cast only at night when the moon is visible in the sky. Creating the *Moonbow* causes 1d4 small glowing motes of light to collect and spin around the caster resembling Dancing Lights in appearance. The number of moon motes appearing is random.

On each of the following rounds, the caster can direct any or all of the motes to attack a specific creature within range. The motes pursue the creature at a movement rate of 27 and follow around corners and obstacles. Illusions or invisibility does not foil the motes. They strike as the caster with a +3 bonus to hit. Should they hit, they discharge an electrical bolt. Should they miss, they flicker out without inflicting further damage.

The damage inflicted by a moon mote is determined by the number of other motes that were created:

1 Mote	4d6 points each
2 Motes	3d6 points each
3 Motes	2d6 points each
4 Motes	2d4 points each

There is no saving throw versus the electrical damage; a mote must hit in order to inflict damage.

At least one mote must attack per round. Any remaining motes hang spinning around the spellcaster until they are sent off. The spellcaster can move or cast other spells in addition to firing a moon mote in the same round. The casting times of all spells and the weapon speed of any attack made by the magic-user are increased by 2 if any moon motes are sent off that round. It is possible, through several *Moonbow* spells, for a caster to summon a constellation of moon motes orbiting about him.

If a round passes in which no moon motes are shot off at targets, all moon motes (in orbit around the caster or in flight) wink out even if they have been created by different spells. Similarly, if the caster is slain rendered unconscious or unable to mentally direct the moon motes, the moon motes wink out of existence.

The moon motes can be attacked physically; they have an Armor Class of -6. If struck, they immediately discharge and inflict their damage on all within 10 feet. If the moon motes are struck by a *Lightning Bolt* they discharge as well, inflicting their damage on all within 10 feet. A magic-user with a herd of moon motes around him could meet a quick end, as unused moon motes are always within 10 feet of the caster.

The material components for this spell are a wisp of cobweb, an amber rod, and a scrap of fur.

Programmed Amnesia (Enchantment /Charm)

Level: 9
Range: 20 yds. **Components:** V, S
Duration: Special **Casting Time:** Special
Area of Effect: 1 creature **Saving Throw:** Special

This spell allows a magic-user to selectively destroy, alter or implant memories in the subject creatures as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and inventing a new class as he sees fit. Only sentient beings can be affected; a subject that is not human, humanoid, or demi-human gains a +4 bonus to saving throw. The magic-user can make use of any or all the effects listed below:

Memory Erasure: Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events people or places.

Memory Implant: The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as friends or the friendship of an enemy could all be implanted in the subjects mind.

Skill Erasure: The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his ability to hit opponents in combat (it resets to what it was at first level), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that cannot be affected by this usage of Programmed Amnesia are hit points, saving throws, and ability scores. A character's native language cannot be erased.

Persona Erasure: Combining the effects of skill erasure and memory erasure, this leaves the subject as a clean slate. Only ability scores, hit points, saving throws,

and native language remain. The character can assume any class or alignment available, beginning as a first level character just as if he had decided to become dual-classed. (Even demihumans can become dual-classed in this fashion, since they forget all skills of their previous class.)

Persona Implant: By erasing the existing personality and implanting a false set of memories, the magic-user can build a new persona for the mind-wiped character. In effect he can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character becomes dual-classed as described above.

Programmed Erasure: The subject can be programmed to suffer a memory, skill or persona erasure when a certain event takes place. For example, the magic-user could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the magic-user might decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the magic-user wishes to impose on the subject. To cast one of the listed effects, the magic-user must spend two days secluded away from distractions - a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the magic-user can eat and sleep in the area he chose to seclude himself in. If the magic-user breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion.

The magic-user must be able to see the subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

Programmed Amnesia is permanent, unless the magic-user cares to specify a set of conditions or parameters that will end the effect (see Programmed Erasure above). Its effects can be undone by a Restoration or Wish spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while an amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he may even choose to continue in his new class as a dual-classed character.

This powerful spell should be monitored carefully by the GM. Also, be aware that destroying a creature's personality and replacing it with one more amenable to the magic-user's designs is not a good act.

Proof from Teleportation (Abjuration)

Level: 3
Range: 0 **Components:** V, S, M
Duration: 2 hours/level **Casting Time:** 2 turns
Area of Effect: 10-yard radius/level **Saving Throw:** None

This spell secures an area from intrusion via magical means of transportation: Teleportation effects, Gates, Dimension Doors and the like. The area of effect extends from the caster in all three dimensions and is unaffected by walls, doors and other barriers. Teleport, Teleport Without Error and Dimension Doors that try to send creatures or objects into this area simply fail. Furthermore, no creature or object can leave the area via a Dimension Door, Teleport or Teleport Without Error.

Gate spells might function within the area: the caster of the Gate must make a special saving throw versus spell. If he fails, he expends the Gate spell to no effect. If he succeeds, that particular Gate will function within the radius of the Proof from Teleportation. However, any future use requires another save.

Astral and Ethereal creatures can function normally within the radius, though they cannot use Teleport or Dimension Door-like abilities. Creatures can teleport in or out of it with a Limited Wish or Wish spell. The Proof from Teleportation can also be brought down normally by a Dispel Magic

The material components of this spell are 10 pounds of salt, sugar or similar granular material stuffed into a standard 5-pound capacity sack and dropped at the center of the radius to be affected.

Protection from Sunburn (Abjuration)

Level: 1
Range: 0 **Components:** S, M
Duration: 1 day/level **Casting Time:** 1 segment
Area of Effect: 10 ft. radius **Saving Throw:** None

This spell causes the skin of all those in the area of effect to take on a moist sheen that reflects sunlight. The spell protects the recipient from the harmful effects of prolonged exposure to the sun, making it impossible to get either sunburned or tan. Light-based attacks aimed at the recipient are –2 to-hit due to the spell's reflective protection. Additionally, the shielding provides -1 to damage incurred by Radiation Elementals and similar radiation effects. The material components for this spell are lard and zinc oxide.

Protective Amulet (Abjuration, Enchantment)

Level: 1
Range: 0 **Components:** V, S, M
Duration: 1 week/level **Casting Time:** 1 hr.
Area of Effect: 1 piece of jewelry **Saving Throw:** None

This enchantment is cast on a small talisman, such as a pendant, amulet or other item of jewelry. The item is thus transformed into a protective device against a specific single spell. The spell must allow a saving throw and be one that the caster knows how to cast. For instance, an amulet can be made to protect against Charm Person, but not against Sleep or Magic Missile.

If the wearer of a Protective Amulet is attacked by the spell that the amulet wards against, a normal saving throw is rolled. If the saving throw fails, the amulet absorbs the spell energy and shatters; the wearer is treated as if the saving throw succeeded.

A Protective Amulet must be an item of jewelry, costing at least 25 gp to protect against a 1st-level spell. The cost doubles for each spell **Level:** 50 gp for an amulet against a 2nd-level spell, 100 gp for a 3rd-level spell, 200 gp for a 4th-level spell and so on to 6,400 gp for an amulet against a 9th-level spell.

If a person wears more than one Amulet of Protection against the same spell, their energies cancel and none of them work.

Quarantine (Abjuration)

Level: 3
Range: 10 yards **Components:** V, S, M
Duration: 1 day/level **Casting Time:** 3 segments
Area of Effect: 20 ft. radius per lvl **Saving Throw:** Negates

By means of this spell the caster sets up an invisible magical barrier that prevents passage by any creature that is infected with a disease. Those individuals who carry or suffer from a disease that try to cross the area of effect of the spell will be stopped as if they had run into an invisible force barrier. Those diseased that are inside the area before the spell will remain inside and those who are outside will remain there. Disease free creatures may pass through the spell without ill effect. An affected creature may attempt a single saving throw to pass through the spell effect.

The material component for the spell is a mixture of garlic, rose petals and herbs worth 20 gp.

Ralph's Placid Arrow (Necromancy)

Level: 1
Range: 180 yards **Components:** V, S, M
Duration: 1d12 rounds + 1d3 rounds/lvl **Casting Time:** 1 segment
Area of Effect: 1 creature **Saving Throw:** negates

By means of this spell, the magic-user creates a tranquilizing bolt which he may direct at any creature within range. The target must save vs. magic or be struck by this missile. For every three levels of experience the magic-user possesses, the target's saving throw is reduced by one.

Anyone hit by the missile immediately becomes docile and a bit woozy (treat as 'Sloshed' Intoxication per Table 12V on p. 170 of the HackMaster GameMaster's Guide). The very thought of attacking is impossible and even defense is made difficult by the wooziness. The duration of this placid state is somewhat unpredictable: a base of 1-12 rounds plus 1-3 additional rounds per level of the caster.

The material component is a pinch of powdered Kava Kava root.

Remove Fear (Abjuration)

Level: 1
Range: 10 yards + 1 yard/lvl. **Components:** V, S
Duration: 2 turns/level **Casting Time:** 1 segment
Area of Effect: 1 creature/3 levels **Saving Throw:** None

Except as noted above, this spell is identical to the first level cleric spell of the same name on page 256 of the Player's Handbook.

Remove Limb (Necromancy) [Vengeance]

Level: 4
Range: 1 yard/level
Duration: 1 round
Area of Effect: One creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

This spell allows the caster to separate a limb from a victim without killing him, in such a way that the victim receives no further damage. Nonetheless, the process is said to be among the most painful experiences in the TeraVerse. The removed limb can be a foot, hand, arm or leg. The caster can keep the separated limb for up to 1 week for whatever purposes he may have for it (it remains preserved and considered "fresh" for that time). The victim's body heals over the wound during the round in which the limb is pulled from him. Once the limb is gone, the victim is treated in all ways as if he had been physically missing a limb for years. He cannot retroactively buy skills related to missing limbs, of course. A Regenerate spell can re-grow the limb in 2d4 turns.

The material component of this spell is a miniature saw.

Remove Thirst (Alteration, Enchantment/Charm)

Level: 1
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Upon casting this spell, the magic-user can remove the thirst in a target creature. It undoes the effects of thirst and dehydration. Note, however, that it does not actually provide any nourishment. Thus, it cannot save a creature from dying for lack of water but it will prevent it from feeling discomfort. Though the original sensation of thirst is permanently removed, a creature can get thirsty again in the normal length of time (which varies by activity and environmental conditions).

The material component of this spell is a piece of fur from a Wild or Carrion Camel.

Resist Cold (Alteration, Invocation)

Level: 1
Range: 0
Duration: 2 rd./level
Area of Effect: The caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Except as noted this spell is identical to the second level cleric spell in the Player's Handbook.

Resist Fire (Alteration, Invocation)

Level: 1
Range: 0
Duration: 2 rd./level
Area of Effect: The caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Except as noted this spell is identical to the second level cleric spell in the Player's Handbook.

Revelation (Divination)

Level: 6
Range: Sight
Duration: 1 round
Area of Effect: 1 portent
Components: V, S
Casting Time: 1 round
Saving Throw: None

By casting a *Revelation* spell, a magic-user immediately understands, in unerring detail, the complete meaning of an omen or portent. This spell can be used only when the spell caster sees the omen, and must be used while the portent is remains visible. The *Revelation* spell cannot predict the future, except as indicated by the portent, nor identify what power sent the omen. The spell only reveals the exact meaning of the omen.

Should a spell caster attempt to use Revelation to understand an unusual event that is not an omen, the spell fails, although the caster does learn that there is no great importance to the supposed sign.

This spell can be blocked by magic or by powers of demigod status or greater, in which case only the general nature of the blocking forces might be revealed.

Ring of Swords (Alteration)

Level: 9
Range: 10yds./level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This ward establishes an area defended by animated metal bladed weapons, usually swords. The spell is often used by magic-users to defend a sanctum or sleeping area, but is expensive and requires preparation. The spell range is a distance from which the spell can be cast on the prepared location (see preparation). A Ring of Swords typically has four or more blades, with an upper limit defined by the caster's willingness to spend money on components.

The spell causes the blades to levitate and drift into a ring of any size desired, up to a maximum radius of ten feet per level, as set by the caster. They orbit slowly around the boundaries of the invisible protected area.

The protected area can be safely entered and left by the caster, and any that were in the area at the time of the casting. In addition, the area can be entered by anyone who correctly speaks a four-word pass-phrase upon coming within ten feet of a warding blade. The pass-phrase, set at the time of casting, must be at least four words long. Authorized beings can even touch or handle the blades without activating their magic. When released, a blade flies back to the ring and assumes its place.

Another being assuming the caster's shape never successfully fool's the magic. Any intruder who enters or reaches into the protected area (including casting spells into it) triggers the magic, and the swords attack.

When activated, the blades from a ring of swords fly at a rate of 21 (Maneuverability Class B). They strike twice per round with the caster's required to-hit number. The blades attack only those who trigger them; and an intruders companion who strikes at, tries to divert, or attempts to restrain an activated sword instantly becomes a target, as well. The swords cease attacking and return to their drifting ring when all intruders have perished or withdrawn more than 70 feet from the ring.

The activated swords are AC 0. One can be rendered inanimate by dealing it 29 point of damage in melee combat. Swords rendered inanimate are not damaged. The spell ends when all the swords are rendered inanimate, destroyed (by disintegrate, rust touch etc.), the caster ends the magic by uttering the password phrase in reverse (only the caster can end the magic this way), or 29 years to the instant have passed since the caster of the Ring of Swords died.

A Dispel Magic has no effect on the Ring of Swords other than to cause a single blade to fall inanimate for one round per level of the caster of the dispel. Magic barriers can be thrust though the ring, but the swords seek to fly around them, attacking ceaselessly.

The blades in a Ring of Swords often vary in size and shape, as the caster uses what weapons are available. Magical blades retain their powers, and always strike to inflict the most potent result. The spell preserves the blades from the elements and does not harm them in any way.

Preparation: the material component of the spell is one sapphire, of not less than 4,000 GP value, for each blade. These are powdered; some powder is then touched to each blade and some is sprinkled at the center of the area to be protected, whereon it vanishes. Any attempt to use magic to substitute for or bypass the material component causes a 100% chance of spell mishap.

Rot Dawgs (Necromancy)

Level: 3
Range: 10 yards/level
Duration: 10 minutes/level
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Casting this spell upon a recently slain dawg of any type causes it to animate and attack a target of the caster's choice. There is a 75% chance per wound the Rot Dawg inflicts of passing on a disease similar to the Black Plague. During the duration of the spell the dawg rapidly degrades, rotting at an accelerated rate until it melts into a powdery soup of viscous disease ridden goo. The Rot Dawgs begin their brief careers with as many hit points as they had in life and take half damage from piercing weapons. The caster can raise one Rot Dawg per level and can send each after separate targets. The material components for this spell are the corpse of a dawg, a dead flea and the powdered teeth of a Zombie.

Sanboreg's Random Dispatcher (Abjuration) [Wild]

Level: 8
Range: 30 yards
Duration: Instantaneous
Area of Effect: One creature
Components: V
Casting Time: 2 segments
Saving Throw: Negates

With the utterance of a few words, the caster hurls a creature to a random plane. An unwilling target can save versus spell to avoid the effect. If it succeeds, the spell fails. If it fails the save, the creature and everything it carries go to a randomly determined plane. Victims will have to find their own way out of that plane; the Random Dispatcher sends them on a one-way trip.

Use the chart below to determine on which plane the victim finds himself:

D100 Roll	Plane
1-3	The Abyss
4-6	Acheron
7-12	Alternate Prime Material Plane
13-17	Arcadia
18-23	Astral Plane
24-27	Beastlands (Happy Hunting Grounds)
28-30	Concordant Opposition
31-32	Elemental Plane of Air
33-34	Elemental Plane of Earth
35-36	Elemental Plane of Fire
37-38	Elemental Plane of Water
36-38	Elysium
39-44	Ethereal Plane
45-47	Gehennah
48-50	Gladsheim
51-53	Hades
54-58	Limbo
59-61	Negative Material Plane
62-64	Nine Hells
65-67	Nirvana
68-70	Olympus
71-73	PanDemonium
74-76	Para-Elemental Plane
77	Quasi-Elemental Plane of Ash
78	Quasi-Elemental Plane of Dust
79	Quasi-Elemental Plane of Ice
80	Quasi-Elemental Plane of Magma
81	Quasi-Elemental Plane of Ooze
82	Quasi-Elemental Plane of Salt
83	Quasi-Elemental Plane of Smoke
84	Elemental Plane of Honor
85-87	Positive Material Plane
88-92	Prime Material Plane*
93-95	Seven Heavens
96-98	Tartarus
99-100	Twin Paradises

* Creatures sent to the Prime Material Plane end up Teleported elsewhere in the same world.

Neither caster nor creature has any control over the destination plane. Conditions there may be merely inconvenient, rather pleasant, or immediately deadly. The GM makes the final call. (Ending up in the Elemental Plane of Fire kills most, but it is possible to wind up in an air pocket on a slab of basalt there. Just don't count on it.)

Magicians can use this spell as part of their progression in making people and creatures disappear.

Sanboreg's Surge Selector (Alteration) [Wild]

Level: 7
Range: 0
Duration: Special
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

The great Sanboreg developed this spell to increase his own chances of survival. It allows a wild mage a small degree of control over his wild surges. When the caster causes a wild surge, determine two separate results from the wild surge table. The caster can then choose which of the two results actually takes effect. This spell can be used in conjunction with Deirdra's Reckless Dweomer.

The spell lasts for a fixed number of surges or 12 hours, whichever comes first. The wild mage can select one surge per five caster levels. Thus a 15th-level caster could choose from two results for three wild surges. (Remember, this is the effective caster level for the Surge Selector, not necessarily the true level of the caster.) After 12 hours, the magic fades and the spell ends, regardless of how many surges it affected.

The material component is a brass spinner that is consumed in the casting.

Seek Teleporter (Divination)

Level: 8
Range: 0
Duration: Instantaneous
Area of Effect: 150-ft. radius
Components: V, S
Casting Time: 3 segments
Saving Throw: None

This spell allows the caster to discern the exact destination of another individual that used Teleport, Dimension Door, Shadow Walk or a similar spell within the last hour. The caster need not decide whether he plans to follow the traveler or simply learn his destination until he has the results of the Seek Teleporter spell, though if he wishes to he can follow immediately (this must be declared before casting Seek Teleporter). However, he must be within 150 feet of the location from which the individual traveled. He need not have seen the traveler use his transportation ability to Seek him.

The caster first learns to where the individual traveled. He does learn the general nature of the conditions at that spot, at least with regards to likely survivability. For example, he may get a sense of heat, cold, rain, darkness, claustrophobia or something similar. He will know if he cannot normally survive at that location ("underwater", "Elemental Plane of Fire", etc.)

If he declared so before casting, the caster of Seek Teleporter simply travels there as by a Teleport Without Error spell (regardless of conditions at the destination). If he did not declare so, he has two melee rounds in which to decide whether he wants to follow the traveler or not. When he does decide to follow, he travels to the location as by a Teleport Without Error. Should the traveler being sought have gone to another plane of existence, his knowledge of the destination is used for determining the arrival accuracy of the Teleporting pursuer.

Segwick's Seeking (Divination)

Level: 5
Range: 40 feet
Duration: 9 rounds
Area of Effect: The caster
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

This spell empowers the caster to see all locks, keys and fastenings within 40 feet. All such devices glow a bright gold color. They are visible to the caster's gaze even through concealing frescoes, wood overlays, clothing, tapestries and other materials (up to 3-inch thickness of solid stone or a 1/2-inch thickness of solid metal, though a thin sheet of solid lead will also block it). Even magical disguises overlying a lock, key or fastening do not conceal it from Segwick's Seeking.

If any of the revealed devices are enchanted, their auras appear to have a ruby-red tinge to the caster, especially around the edges. If there are mechanical traps or alarms linked to revealed devices, the devices have a blue halo. If both mechanical traps and magic are linked to the same item, the red halo appears outside the blue one, with gold remaining in the interior. The spell does not show which locks and keys go together.

The material component of this spell is a key from any source, which is consumed in the casting. It need not be one familiar to the caster, or even a real key. A piece of metal shaped like a key the caster has seen suffices.

Segwick's Tool Box (Conjuration/Summoning)

Level: 4
Range: 0
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This useful spell permits the caster to temporarily acquire one to ten tools when needed. The object or objects conjured can weigh as much as 20 pounds. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only nonliving matter can be conjured. The tools cannot be taken more than 100 yards away from the box or they disappear. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers, metal stakes, large canvas sheets, nets and sand. Theoretical variations on this spell might include toolboxes that are useful to other professions such as surveying, blacksmith, drafting, leatherworking, mining, surgery, etc. Such variations are left to the authority of the GM.

The material component is a miniature wooden tool box.

Shadowcat (Illusion)

Level: 7
Range: 10 yards/level
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

When this spell is cast, the magic-user brings into being a cat made of shadow. The Shadowcat is the size of a normal cat and may be either gray or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the Shadowcat vanishes. The caster does not need to concentrate on the Shadowcat.

The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The Shadowcat has no attacks of its own and cannot touch or carry objects. A successful Dispel Magic spell causes the cat to vanish.

A Shadowcat makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings.

The material components of this spell are a black pearl of at least 100 gp value and a claw from a gray or black cat.

Shadow Creep (Illusion/Phantasm)

Level: 9
Range: 10 yards/level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

This spell creates an opening to the Plane of Shadow that grows the more the area is used. At first, the area enshrouded in shadow has a 100-yard radius. Any sentient creature that enters the area feels chills and a deep sense of foreboding. For a number of days equal to the caster's level, that creature suffers a –4 penalty on saving throws against fear effects. Characters who die within the area become Common Shadows who haunt, taunt and attack future visitors but are bound to the affected area.

Furthermore, every time a sentient creature enters the area of the Shadow Creep, the connection to the Plane of Shadow grows in strength. For each sentient creature that enters, the radius of the Shadow Creep increases by 1%. Thus, when the first character enters the area, the radius goes from 100 yards to 101 yards. If 64 sentient beings enter the area, the radius reaches 189 yards. As the area of Shadow simply continues to grow ("creeping" slightly larger each year over many, many years), this can create major problems for people who live nearby or claim ownership of the affected land. Legend has it that entire towns have been cursed with Shadow Creep due to the vile deeds of an individual citizen.

The material component of this spell is a diamond worth no less than 5,000 gp that has been touched by Shadow (either by a Shadow or taken to the Plane of Shadow).

Shadow Form (Necromancy, Illusion/Phantasm)

Level: 8
Range: 0
Duration: 1 round/level
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

By means of this spell, the caster temporarily changes himself into a Shadow. The caster gains the movement rate, Armor Class, Hit Dice and all abilities of a Shadow. His chilling touch (requiring a normal attack roll) inflicts 2-5 points of damage on his victims as well as draining one point of Strength. Lost Strength returns to a victim 2-8 turns after being touched. If a human or demi-human victim is reduced to 0 hit points or 0 Strength by the caster in Shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a Shadow.

All of the caster's weapons and equipment stay with him, but he is unable to use them while in Shadow form. He is also unable to cast spells while in Shadow form, but he is immune to sleep, charm and hold spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal Shadows, a magic-user in Shadow form cannot be turned.

At the end of the spell's duration, there is a 5% chance that the caster permanently remains as a Shadow. Nothing short of a Wish can return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Shincock's Major Missile (Evocation)

Level: 5
Range: 60 yds. + 10 yds./lvl
Duration: Instantaneous
Area of Effect: One creature
Components: V, S
Casting Time: 5 segments
Saving Throw: None

Shincock's Major Missile (some insist it should be S. N. Archer's Major Missile, but no one knows what the "S" and "N" are supposed stand for) functions in most ways as the 1st level spell, Magic Missile, save for increased damage and limitation to a single missile. The Major Missile inflicts 1d4+1 points of damage upon a single creature, much as does a Magic Missile. The caster gains an additional 1d4+1 damage for every two levels thereafter, to a maximum of 15d4+15. Shincock's Major Missile cannot be split between multiple targets. It is affected by all spells that negate or affect the Magic Missile spell.

Shield Screen (Evocation)

Level: 2
Range: 0
Duration: 3 rds./level
Area of Effect: Special
Components: V, S
Casting Time: 2 segments
Saving Throw: None

Shield Screen is an improved version of the first level Magic Shield spell. Shield Screen creates a similar personal field of invisible force, extending protection to the caster's front and front flanks. It confers an AC of 0 against hand-hurled missiles (javelins, daggers, hand axes), AC 1 against small device-propelled missiles (arrows, crossbow bolts) and AC 2 against all other forms of attack. Shield Screen also confers a +2 bonus on saving throws against attacks that are basically frontal (such as a Lightning Bolt cast directly at the Shield Screen user).

Like Magic Shield, Shield Screen negates Magic Missile attacks against the caster (though if the Shield Screen caster is one of several targets, the other targets gain no protection from it). Shield Screen can also dispel other types of magic missiles (Flame Arrows, Munz's Bolt of Acid etc.) The chance of dispelling functions as if a Dispel Magic were used on the magical missile. For example, if a 5th level battle mage uses Munz's Bolt of Acid on a 4th level caster of Shield Screen, the Shield caster must roll 12 or better on 1d20 (11 + (5-4) = 12). If he succeeds, the Screen destroys the Bolt as it passes through.

Shooting Stars (Invocation/Evocation)

Level: 8
Range: 5 yards/level
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: Special

This spell creates three small, glowing missiles with fiery tails that shoot forth from the caster's fingertips, flying in a straight path toward any target within range designated by the caster. No attack roll is required, but creatures targeted by the spell do get a saving throw versus spell to dodge each shooting star. This saving throw is modified by the target's range; creatures within 20 yards save with a -2 penalty, creatures within 40 yards save at a -1 penalty, and creatures more than 40 yards away save normally.

The Shooting Stars detonate on impact, inflicting 12 points of damage upon the creature struck (no save), and then explode for 24 points of fiery damage in a 10-foot radius. Creatures within this area (including the original target) can make another saving throw versus spell for half damage. This damage comes on 0 dice, so armor does not absorb any of it. Untargeted Shooting Stars or those that miss their intended targets simply explode at the end of the spell range.

The missiles can be released one at a time or simultaneously, but any not released before the spell's end are lost.

The material component is a wax candle that must be lighted and held while the spell is in effect.

Silver Globes (Evocation)

Level: 4
Range: 3 feet/level
Duration: Instantaneous
Area of Effect: 30-foot radius
Components: V, S
Casting Time: 1 segment
Saving Throw: Negates

The spell creates 1-4 globes of glowing silver liquid plus one per caster level that fly unerringly toward a target. When a globe strikes, it explodes, covering the target creature in hot silvery goo. Each globe inflicts 1d4 points of damage and they can pursue targets around obstacles to strike an opponent within the area of effect.

Slow Healing (Necromancy)

Level: 2
Range: 5 yards/level
Duration: 1 hr./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Negates

When this spell is placed upon an individual, it greatly slows the effect of healing be it magical or normal. For the duration of the spell, the creature affected will gain no benefit from magical or normal healing. If one gives the victim a magical cure or first aid during this time, the healing properties of the attempt will take place after the spell duration has expired but by then it might be too late. A person who dies while under the Slow Healing spell will remain dead unless magic that returns one from the dead is invoked.

Snap Drake (Evocation)

Level: 6
Range: 10 ft./level
Duration: Instantaneous
Area of Effect: One creature
Components: V, S
Casting Time: 3 segments
Saving Throw: 1/2

The spell creates a glowing draconian head and neck that whips out from the palm of the caster's hand. The head lashes out, biting an opponent for 3d6 points of damage per level of the spell caster. The caster can make one such attack per round in place of other attacks or spells, but he can move normally.

Spell Shape (Alteration) [Wild]

Level: 7
Range: 0
Duration: 1d4+1 rounds
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

This spell allows the caster to seize magical energy directed against him and reshape it as he desires. While in effect, the Spell Shape gives no visible signs of its existence. It does not protect against area effect spells.

If a wild mage is the target of a spell or magic item effect, Spell Shape automatically gives him a saving throw versus spells. If he fails, his opponent's spell functions normally. If he succeeds, the Spell Shape absorbs the energy of the other spell. The wild mage can then choose to let the energy dissipate harmlessly or use that energy to cast a spell back at his opponent. The returned spell must be of equal or lesser level than the absorbed spell. Also, the wild mage must have it currently memorized, but returning it does not cost him any memorized spells. Spell energy cannot be saved, it must be used immediately.

For example, Talion the wild mage uses Spell Shape and then is targeted by a Finger of Death (a 7th level spell). He succeeds at his saving throw and can now return a single spell of 7th level or lower. Talion currently has a Feeblemind spell memorized (a 5th level spell). Talion chooses to return the energy as a Feeblemind. He makes his level variation check (no surge) and hurls the reshaped spell back against his foe. Talion still has his original Feeblemind memorized. (The two "unused" spell levels are lost.)

If the caster is struck by two spells at once, he can choose which spell to shape. He suffers from the other spell's effects normally.

The material component is a diamond worth no less than 2,000 gp. This diamond is transformed into a lump of coal when the spell is cast. An anti-mage can learn and cast this spell.

Spell Shield (Abjuration)

Level: 5
Range: Touch
Duration: 2 rds./level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

By casting this spell upon himself or another creature that he touches, the magic-user confers strong protection against certain spells and magical attack forms. The protection grants a saving throw bonus against certain effects as follows:

-7 vs. Beguiling, Charm, Suggestion

-5 vs. Command, Domination, Fear, Hold, Scare

-3 vs. Geas, Quest

-1 vs. Confusion, Feeblemind, Antipathy-Sympathy

The material component is a diamond of any size, which disappears, with a flash of white light, during casting.

Spy of Derijnah (Necromancy)

Level: 2
Range: 5 feet
Duration: 1 hour/level
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

This spell turns one dead eye into a floating undead servant that can relay information to the caster telepathically. A Spy of Derijnah resembles a bat-winged eye with three pulpy tendrils that resemble grubs. These eyes can fly at a speed of 18" and have both infravision and ultravision with a range of 120 feet. The eye can go anywhere within 5 miles of the caster but rapidly rots into sludge if it leaves the range. These undead creature manifestations have AC 4, 4 hit points, and can be turned as Skeletons. The material components for this spell are one freshly dead eye (within the previous week), the wings of a freshly killed bat, and three Rot Grubs.

Stabilize (Abjuration) [Wild]

Level: 9
Range: 0
Duration: 1d4+1 turns
Area of Effect: 30-foot radius circle
Components: V, S
Casting Time: 1 turn
Saving Throw: None

This spell requires immense effort and understanding of complex magical principles to cast, making it of the highest level. Stabilize negates the effects of a wild magic region, allowing the caster and any creatures in a 30-foot radius to cast spells and use magic items normally. The spell is centered on the caster and moves with him.

The caster's own spells never cause wild surges within the area of a Stabilize spell, nor do the effects of wild surges from other sources extend into that area. Also, the wild mage's spells function at his true level; he does NOT use **Table 4J: Wild Mage Level Variation** for level variation. This spell does affect Wildstrike, Wildzone and Wildwind.

Steal Enchantment (Enchantment/Charm)

Level: 7
Range: Touch
Duration: Instantaneous
Area of Effect: 1 item
Components: V, S, M
Casting Time: 1 hour
Saving Throw: Negates

This spell steals the enchantment from one magical item and places it within another, non-magical item. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.). The magic-user must touch both objects during casting.

The enchantment can be transferred only to a non-magical item. Only the enchantment of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all the properties of the original magical item (including the same number of charges, if any). At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as holy weapons) might automatically succeed at the GM's discretion. (Recommended: Artifact-level items have no more than a 1% change to be affected, at best.)

If the saving throw is successful, the magical objects resists the effect and the spell fails. If the roll is failed, either all powers of the original magical item are transferred to the previously non-magical object or the powers are lost. The base chance for loss of powers is 100%, reduced by –5% per level of the caster. Thus a 20th-level magic-user has no chance of losing the magic. If the enchantment is lost, both items become non-magical. (Recommended: The chance of losing the powers of an artifact-level item should be no more than 1%, regardless of the caster's level.)

The spell requires a non-magical item that is to receive the enchantment. It must be equal or greater value than object to be drained.

Tempestcone (Alteration, Evocation)

Level: 9
Range: Touch
Duration: 1 round/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 9 segments
Saving Throw: None

This spell creates a shadowy, upright cone of force surrounding the caster or one creature touched by the caster. The cone comes to a point a few feet above the recipient's head, and extends to the floor (or, if the caster is flying, failing or otherwise removed from a solid surface, to just below the lowest part of the caster's body). The Tempestcone moves with the caster, and seems to be a faintly shrieking, tumultuous chaos of whirling winds and shadowy clouds (hence its name). Its only effect is to "drink" all magic com-

ing into contact with it (including spells cast by a creature it protects), and transforms them into Magic Missiles.

The caster is unharmed by the swirling cone of winds (and is unaffected by all incoming spell effects); the Magic Missiles created by a Tempestcone whirl around the cone until hurled unerringly at targets within 40 feet by the being enveloped in the cone. The protected creature can hurl the missiles even if not a spell caster; a mental command is all that is needed. The missiles are identical in all respects to those from a Magic Missile spell.

A Tempestcone creates two Magic Missiles per spell level absorbed, each inflicting 1d4+1 points of damage and flying unerringly at the targeted creatures. The action of directing discharged spell energy replaces any other attacks the protected creature is allowed. Such energy is always discharged on the protected creature's next action; if not directed, it shoots off harmlessly in a random direction. If the projectiles pass more than 40 feet from the cone, or are unused when the spell expires, they fade away harmlessly. In addition, if the number of spell levels absorbed in one round equals or exceeds the caster's experience level, the spell shatters, releasing all its energy at once. The protected creature takes two points of damage for each level of stored energy (save versus spell for half) and is stunned for 1d4 rounds.

Tentacles (Conjuration, Alteration)

Level: 6
Range: 0 **Components:** V, M
Duration: 1 turn/level **Casting Time:** 1 round
Area of Effect: The caster **Saving Throw:** None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, wield weapons or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round. A tentacle inflicts 1-6 points of damage per strike, or it can wield a sword, dagger or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

If an unarmed tentacle makes a successful strike against a victim who is Man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim, inflicting an automatic 2-8 points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster or negating the spell with Dispel Magic. A tentacle is severed if it takes 10 points of damage. Damage to the tentacle has no adverse effects on the caster.

A caster with two intact tentacles adds a +40% bonus modifier to his climbing success rate and adds +20% modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus.

There/Not There (Alteration, Evocation) [Wild]

Level: 4
Range: 30 yards **Components:** V, S, M
Duration: 1d6 turns **Casting Time:** 1 round
Area of Effect: 10-foot cube **Saving Throw:** None

This peculiar application of wild magic manipulates the very probabilities involved in existence itself. The spell can be used only on non-living objects and can only affect materials that the caster can see within a 10-foot by 10-foot by 10-foot cube.

Affected objects either remain normal and visible or disappear (50% chance). There is no "middle ground". The state of the existence of any object in question is randomly determined with each viewing and viewer. Thus, a single object could disappear and re-appear several times during the course of the spell. It may also be "there" for one viewer and "not there" for another.

GM adjudication is especially crucial with this spell. For example, if the wild mage casts this spell on a doorway, and the GM rolls over 50 on percentile dice, the door is "there" for the caster. To the wild mage's companion, the door might not be there. Both can continue studying the area without it changing, this counts as a single viewing. In this case, the caster would have to open the door before passing through it, but his companion could walk right through!

If both deliberately close their eyes and look again, the GM makes further checks. This time, the door is "not there" for both, and they can both walk right through. If they do so, then turn around, yet another check could result in the door not being there for the wild mage, but "there" for his companion. And so on for the duration of the spell.

Objects that are "there" are normal in every respect. Doors can be opened, chests can be carried off, rocks can form barriers. Objects that are "not there" are gone, though this will not cause ceilings to collapse or any other damage or alteration. A wild mage could walk through a "not there" wall without difficulty and without fear of affecting the support structure of the building.

When two parties perceive a There/Not There object differently, the object functions for each party according to its own perceptions. For example, a caster could hide behind a boulder he perceives as "there". The enemy archer perceives the rock as "not there" and fires at him. The wild mage perceives the arrows as bouncing off the rock, while the archer perceives the arrows as falling mysteriously short. Assuming that the archer must look away from her target to nock a new arrow, each targeting counts as a separate viewing. Thus, the boulder may be "not there" for one shot and "there" for the next.

After the spell's casting, any objects removed from the area of effect retain their uncertain existence for the entire duration of the spell. Thus, two adventurers find a heavy chest and remove it from the area of the spell. They later set it down. If they look away, they may turn to it to find it has vanished. It may even be "there" for one of them and not the other.

Objects being carried by creatures are not subject to this spell, but if cast on a rack full of weapons a fighter could later pick up an affected sword. Even if it is there for the fighter, it will not affect his target if the target perceives it as "not there". To the fighter, his blade appears to pass through the target.

The material component of this spell is a small piece of cat fur sealed inside a small box. Both are consumed in the casting.

Throbbing Bones (Necromancy)

Level: 5
Range: 10 yards **Components:** V, M
Duration: 1 round/level **Casting Time:** 3 segments
Area of Effect: One creature **Saving Throw:** 1/2

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, Throbbing Bones will not affect insects, ghosts, Gelatinous Cubes or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attack rolls are made with a -2 penalty. Additionally, it suffers 1-6 points of damage per round; this damage is halved if the creature makes a successful saving throw (the victim makes only one save for a single instance of the spell). However, a successful saving throw has no affect on the movement, attack and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half.

Transmute Metal to Water (Alteration)

Reversible
Level: 6
Range: 5 yards/level **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 segment
Area of Effect: 5-foot diameter/level **Saving Throw:** None

Upon the execution of this spell, any metal* within the area of effect is transmuted into water (the form of water, be it liquid, vapor or ice is dependent on the temperature of the metal which was transformed). Only substances in a metallic lattice are affected (i.e. steel is transmuted while beryl [Aluminum Oxide] is not). Magically enchanted metals receive a saving throw versus acid to avoid the change. The reverse of this spell transmutes water into a metal of the caster's choice. Metal created in this fashion takes the shape of the water from which it is created, but can be worked normally thereafter. A Dispel Magic spell causes the affected material to revert to its natural state.

The material components for this spell are the blood of a Rust Monster and a dollop of ichor from a Gelatinous Cube. The reverse has an additional component: shavings of the type of metal being created.

* Heavy Metals such as lead and cadmium are transmuted into heavy water (D_2O)

Transmute Wood to Steel (Alteration)

Level: 3
Range: 5 feet/level **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: 5 lbs. of wood/level **Saving Throw:** None

This spell causes five pounds of wood per level to be transmuted into steel. It does not affect wood that has previously been magically altered in any way, nor will it affect sentient trees. If used on normal trees, it kills the portions it affects (and it can be used to kill the whole tree over a period of 1d8 days). Wooden items changed in this man-

ner will not rust or corrode as normal metal does, but will eventually rot if left in a damp place untreated. The material components for this spell are an acorn and a sliver of steel.

Tusks of the Oliphant (Alteration)

Level: 4
Range: 10 yards/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 8 segments
Saving Throw: Negates

This spell causes two wicked tusks to extrude from a creature's lower jaw. These tusks are capable of inflicting 3d4 points of horrendous goring damage once per round (in place of other attacks). The tusks cause little discomfort to the target creature but make talking difficult. The tusk-bearer suffers a base 25% chance of being misunderstood when talking. He also has a +25% chance of a spell mishap when casting spells with verbal components. The material components for this spell are the fur and tusk shavings of an Oliphant and a sprig of mint.

Tybalt's Planar Pacifier (Alteration, Enchantment)

Level: 7
Range: Touch
Duration: 1 day/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round/item
Saving Throw: None

The casting of planar pacifier by a magic-user enables some types of magical items to operate normally while being used in a foreign plane. The magical items that a planar pacifier can affect include only those items that have "pulses". For example swords, shields, armor, Luckstones, rings and Cloaks of Protection (but not Bracers of Defense), and so on, according to the table.

Caster Level	Penalty Cancelled
14th	1
18th	2
24th	3
30th	4

Thus, at 14th level, an item from the Prime Material Plane functions normally on the Ethereal, Inner, and Astral Planes. At 18th level, the item functions normally on the outer planes as well. At 30th level, an item functions at its full bonus anywhere in the planes.

The spell caster looses 1 hit point for each item protected with a Planar Pacifier, investing this hit point as a bit of energy from the plane on which the spell is cast, in order to surround the object and simulate those planar conditions for the object.

The magic-user can protect half as many items as he has Constitution points with a single casting of this spell (round up). This number is also the absolute upper limit on the total number of items the caster can protect at any one time, regardless of how often the pacifier is cast.

The magic-user can regain hit points lost to this spell simply by touching the enchanted items within one day of the end of the dweomer. The caster can also, with a word and touch, absorb his hit point from an item, but this ends the enhancement on that item. The pacifier can be dispelled only by a caster 4 or more levels above the caster. If the magic is dispelled or otherwise removed from an item (for example, by means of Hyptor's Disjunction or a Rod of Cancellation), the casters hit point is permanently lost, and is regained only by means of a Wish. If the item is destroyed, the magic-user can recover its hit point from the items shattered remains, if any, provided this is done within one turn.

Magical Bonus Loss By Plane

Where Forged	Where Used	Loss
Prime	Ethereal or Astral	-1
Prime	Inner or outer	-2
Ethereal	Prime or Inner	-1
Ethereal	Astral	-2
Ethereal	Outer Plane	-3
Inner Plane	Adjacent Inner	-1
Inner Plane	Ethereal	-1
Inner Plane	Prime or other Inner	-2
Inner Plane	Astral	-3
Inner Plane	Outer Plane	-4
Astral	Prime or Outer	-1
Astral	Ethereal	-2
Astral	Inner Plane	-3
Outer Plane	Adjacent Outer	-1
Outer Plane	Astral Plane	-1
Outer Plane	Prime or other Outer	-2
Outer Plane	Ethereal	-3
Outer Plane	Inner Plane	-4

This spell can be made permanent if a full Wish and 5,000 gp more diamond dust are used in combination with this spell upon a single item. At this point, the hit point loss is permanent and the item no longer cast against the caster's Constitution limit.

The material components of this spell are a drop of the caster's blood and 500 gp of powdered diamond for each plus of the items to be protected. Both substances are consumed when the spell is cast.

Unluck (Evocation, Enchantment/Charm) [Wild]

Level: 4
Range: 10 yards
Duration: 2d10 rounds
Area of Effect: One creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates

This spell creates a negative fluctuation in the random forces surrounding a single creature. The subject creature gets a saving throw. If it succeeds, the spell fails. If it fails, the forces of chance take a bad turn around that creature. Any action involving any degree of luck (i.e. any time the creature needs to make a die roll) during the next 2-20 rounds, two separate checks must be made. The victim must roll twice for saving throws, ability checks, skill checks, attack rolls, damage, etc. and always use whichever roll is worse for him.

A Luckstone or similar magic device negates an Unluck spell, but the item itself is rendered non-functional for 2d10 rounds.

The material component of this spell is a piece of an accidentally broken mirror.

Because of their approach to manipulating others through complex enchantments, puppeteers can learn and cast this spell.

Velimurio's Merger (Alteration)

Level: 6
Range: Touch
Duration: 10 minutes/level
Area of Effect: 2 creatures of equal power
Components: V, S
Casting Time: 3 segments
Saving Throw: None

This spell merges two creatures of equal levels or Hit Dice into one entity. The new creature's form more closely resembles the member of the merger that has the highest maximum hit point total. In this form the entity created can accomplish any task that the two separate parts could accomplish working together. A fighter-magic-user merg-



er could cast spells and fight as if both the fighter and magic-user were still separated. Both members of the merger act simultaneously and are aware of each other's thoughts. Control of the merged entity is awarded to the individual being merged with the highest Presence Factor (see Player's Handbook page 87). In the case of a tie, the merged entity becomes an NPC for the duration of the spell. When the merge ends the two entities are thrown free and must spend 1d4 rounds recovering from the disorientation inherent in the separation process. Each suffers a –2 to attack rolls and saving throws during that time.

Vocalize (Alteration)

Level: 2
Range: Touch
Duration: 5 rounds
Area of Effect: One spell-casting creature
Components: S, M
Casting Time: 4 segments
Saving Throw: None

Note: This spell was deleted from the original HackMaster Player's Handbook by an irate printer's apprentice. Those responsible have been sacked.

The Vocalize spell allows the recipient to cast spells with a verbal component without needing to make a sound. These spells must be cast entirely within the duration of the Vocalize. Only the verbal component of subsequent spells is deleted (caster still need to provide any necessary material and somatic components).

Vocalize does not allow general speech, noises or actual sounds. It does not negate magical silence, it merely provides a silent conduit through which the verbal components of other spells can be used without making sound. It can be useful in situations that require quiet.

If Vocalize is used in an area where magical silence reigns, a further spell that creates an audible effect can function. However, any sound is masked until the magical silence ends.

The material component of this spell is a small bell with no clapper.

Vortex (Evocation) [Wild]

Level: 5
Range: 30 yards
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 5-foot diameter circle
Components: V, S, M
Casting Time: 5 segments
Saving Throw: 1/2

A Vortex is a swirling mass of magical energy that the caster can barely control. On the round the spell is cast, a sparkle of lights fills the air at the target location. On the next round, a seven-foot tall, multicolored tornado appears. From this moment on, the caster must concentrate on the Vortex or it will disappear.

The caster can move the Vortex 60 feet each round. He cannot, however, control the direction very well. While he can control the exact distance, there is only a 50% chance that the Vortex moves in the direction the caster indicates. If this fails, the Vortex moves according to the scatter diagram for grenade-like missiles in the GMG. Thus, the Vortex usually does move in the general direction desired.

The Vortex cannot move through objects greater than its own area of effect (it could move through a sapling but not an ancient tree). These larger objects cause it to rebound along the general direction it was moving in. (Regardless of the angle of impact, the Vortex is deflected by 25-45 degrees, so it could ricochet down a hallway, for example.)

The Vortex is composed of raw magical energy. Non-magical creatures struck suffer 1d4 points of damage per level of the caster. Magical creatures suffer 1d6 points of damage per level of the caster. Creatures struck by the mystical tornado can save versus spells for half damage.

Each time it strikes a creature, there is a 5% chance that the Vortex explodes in a wild surge. Use Table 4L: Wild Surge Results to determine the effects. If a Vortex causes a wild surge, the spell immediately ends.

The material components of this spell are a silk streamer and a handful of straw. Wind Walkers can also learn and cast this spell.

Wall of Blood (Necromancy) [Vengeance]

Level: 6
Range: 5 yards/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

The caster of a Wall of Blood calls into existence a vertical expanse of the crimson liquid. This Wall stands intact and upright in defiance of gravity as long as the magic-user chooses to maintain concentration or for two rounds per level if the magic-user chooses not to concentrate on it before it is subject to normal gravity. Like most Walls, it must have a solid surface on which to stand, but the Wall of Blood need not be anchored at the sides. The wall is up to one half-foot thick and 25 square feet per caster level. Creatures of 2 or fewer Hit Dice flee the sight in terror, assuming they have sight and the ability to recognize blood (mammals, birds, reptiles, etc. but not insects or constructs).

When the Wall collapses, the caster chooses the primary direction in which it falls (some messy splashback is unavoidable). Any creature caught in the first ten feet of this collapse suffers 4d4 points of damage. Those in the next twenty feet suffer 1d4 points of damage. This damage comes from the impact of the liquid. The blood itself does not fade or disappear and it can stain objects and pool in lower areas to evaporate or be absorbed into the ground normally. Creatures with 4 or fewer Hit Dice who see this spectacle flee in terror.

Missile fire through the wall is next to impossible, suffering a –4 attack penalty for each half foot of thickness as well as a –1 damage penalty for every foot of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the Wall of Blood. Physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The material component is two drops of blood.

Wall of Bones (Conjuration, Necromancy)

Level: 5
Range: 60 yards
Duration: 1 turn
Area of Effect: 10-foot square/level; 6-inch thickness/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell causes a wall composed of bones to erupt from the earth in whatever shape the caster desires, within the limits of the area of effect. The Wall is a random construction of bones from many types of creatures. The Wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the Wall of Bones has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of Small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the Wall of Bones appears everywhere except where the creatures stand. Creatures within the affected area suffer an immediate 2-16 points of damage when the Wall appears. The Wall can be smashed by creatures wielding crushing weapons and with a Strength of 18 or greater. Every 10 points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse.

The Wall of Bones is unaffected by Animate Dead.

The material component for this spell is the branch of a withered tree taken from a cemetery.

Wall of Thorns (Conjuration/Summoning)

Level: 6
Range: 80 yds.
Duration: 1 turn/level
Area of Effect: One 10-ft. cube/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Except as noted this spell is the same as the sixth level druid spell in the Player's Handbook. This spell is restricted to conjuration specialists and conjurer sole practitioners. The material component is a rose stalk.

Wall of Water (Invocation/Evocation)

Level: 3
Range: 30 yards
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the magic-user chooses to concentrate on maintaining it or one round per level if the magic-user chooses not to concentrate on holding it together. The caster may shape the Wall of Water in one of three ways:

A. **Water Curtain.** In this form, the magic-user conjures one plane of water, 5 feet square and 1 foot thick, per experience level. For example, a 5th-level caster can create five 5-foot x 5-foot x 1-foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot

thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

B. **Hemisphere.** In this manifestation, the Wall of Water forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.

C. **Sphere.** If cast underwater, the caster may shape the Wall of Water into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.

In any form, the Wall of Water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a –4 attack penalty for each foot of thickness as well as a –1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the Wall of Water. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The Wall of Water can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of blessed spring water.

Water Bomb (Conjuration/Summoning)

Level: 5
Range: 10 yds./level
Duration: 1 round
Area of Effect: 15-ft. radius
Components: V, M
Casting Time: 1 round
Saving Throw: None

This spell enables a magic-user to call to hand a grapefruit-sized ball of water, which can be hurled a great distance. At the specified location, the ball explodes into a quantity of water that covers a 15-foot radius circle to a depth of two inches.

The caster can hold the ball of water for no longer than one round before hurling it (after this time, the water runs through his fingers and the magic is lost). The caster can release the ball upon himself, soaking himself and creating two inches of water in a 15-foot radius around him. The water is non-magical, pure and drinkable (and quite refreshing).

The material component is a small glass bead.

Wave of Death (Necromancy) [Vengeance]

Level: 9
Range: 0
Duration: 1 round/level
Area of Effect: Special
Components: V, S
Casting Time: 9 segments
Saving Throw: None

Wave of Death creates a wedge starting at the caster that emanates out in a 30 degree arc from the caster's location. The wave takes the form of a dark crest of semi-transparent energy and move 10 yards (30 feet) each round, through any type of creature (and equipment) or construct, but not through six inches of solid stone or even a half-inch thick sheet of lead. It can be directed in any plane but usually moves horizontally (along the ground) and reaches a height of 10 feet. The wave affects any creature it moves through or touches in the area that it moves through in that round, no matter where the creature was when the spell was cast. Thus, it is possible for fleeing creatures to be hit multiple times by one casting.

The effect of the Wave of Death depends on the Hit Dice of the victims:

Hit Dice	Effect
5 Hit Dice or less	Death
5+1 to 7+2 Hit Dice	Reduced to 0 hit points
7+3 to 11 Hit Dice	10d10 points of damage
11+ Hit Dice	5d10 points of damage

Waveform (Alteration) [Wild]

Level: 5
Range: 40 yards
Duration: 1d10 rounds
Area of Effect: 10-foot cube/level
Components: S, M
Casting Time: 5 segments
Saving Throw: 1/2

This spell enables the caster to shape and direct patterns of water currents. He can mold liquids into a variety of forms. The spell cannot affect more liquid than fits into the area of effect.

After casting the Waveform, the caster can shape the water (or other liquid) into any desired form. The spell does not bind the liquid in any way; it is still subject to its own fluid properties and the effects of gravity. Thus, a Waveformed humanoid with arms and legs cannot be directed to walk across land, and even in water it will fall. The caster could, though, create a roughly human shape with flowing arms that lashes out of the water, crashes forward with a huge splash and then rises to repeat the process. He can also generate special waves, geysers, whirlpools and troughs.

Each shape takes one round to form, after which the caster can maintain the form with concentration. The shape can move in any direction at up to 90 feet per round. If the Waveform moves into or through a body of water, the shape loses no integrity. If it moves over dry ground, it loses one die of damage for every ten feet it crosses.

If propelled against a target, the Waveform inflicts 1d4 points of damage per caster level to all creatures in its path. The spell can affect creatures above the water or below. Victims get a saving throw versus spells for half damage.

If the victims are in or on a body of water, the shape sweeps them along. Creatures of Small or lesser size are carried with the form. Man-sized and Large creatures are swept along at half the Waveform's speed. Huge and larger creatures are not affected. Creatures caught in the wave can make a Strength check each round to swim free of the current, provided they have any swimming skill at all.

Boats and ships are favorite targets of the Waveform. If the Waveform is twice the size of the vessel or more, the ship must make several damage checks as if affected by a strong gale as shown on Table 12L on p. 165 of the GameMaster's Guide. This is in addition to suffering damage as described above. Furthermore, additional strong wind or waveform effect checks are made at +10%.

The spell can also be used directly against a water-based creature, such as Water Elementals, Water Weirds or creatures from the Elemental Plane of Water. Waveform causes 1d6 points of damage per caster level to such creatures. When used in this manner, the spell acts instantaneously and the spell ends with that attack.

The material component of Waveform is a small, carved oar decorated with aquamarines worth a total of at least 500 gp. The oar disintegrates when the spell is cast.

Icers can learn and cast Waveform.

Wildfire (Invocation/Evocation) [Wild]

Level: 9
Range: 0
Duration: Variable
Area of Effect: Variable
Components: V
Casting Time: 1 segment
Saving Throw: Variable

Wildfire allows the caster to channel raw magical energy and shape it into any form he desires. It is similar in some ways to a Wish spell, but this is pure wild magic.

Wildfire allows the caster to create the effect of any magic-user spell of 8th level or lower. He needs only general knowledge of the spell and its effects; he does not need to have it in his own spell books. Any saving throws normally allowed by the imitated spell are made at a –2 penalty.

Wildfire can also be used in the creation of magic items. The effects of such items need not be based on existing spells.

Wildfire can be used to create items out of nothing but mystic energy. The energy can be shaped and hardened into solid objects. Such objects have a greenish glow and radiate magic. They can be stronger than steel yet weigh almost nothing. They are immune to fire, cold, electricity and all magical attacks except for Dispel Magic and Wish spells. Created items do get a saving throw (equal to the creator's saving throw versus spells), even against those spells.

Objects made of wildfire are neither stable nor permanent. Because the magical energy is separated from the natural, underlying mystic forces of the TeraVerse, it slowly dissipates. The object returns to the arcane "ether" in 1d6+4 hours.

Wildshield (Abjuration) [Wild]

Level: 6
Range: 0 **Components:** V, S, M
Duration: 1 round **Casting Time:** 6 segments
Area of Effect: The caster **Saving Throw:** None

The Wildshield cloaks the caster in a whirling band of scintillating colors, completely concealing him. The caster can see normally within and outside the shield.

Wildshield protects the caster from the effects of spells and magic items. The shield completely absorbs 2d6 spell levels, determined secretly by the GM when the spell is cast. Thus, on a roll of 10, the shield can absorb 10 total spell levels, whether that means ten Magic Missiles, five Munz's Bolts of Acid, or two Lyggl's Cones of Cold, or any combination thereof that adds up to 10 levels. The effects of absorbed spells are totally negated, as applied to the caster. Both area effect and individually targeted spells can be absorbed. With area effect spells, only the caster is protected; others in the area are affected normally.

Wildshield also protects against wild surges, whether caused by the caster or from other sources. Any wild surge is considered the equivalent of 1d6 spell levels.

The spell remains in effect until the caster cancels it or it reaches its absorption capacity. If the spell levels absorbed match this total exactly, the spell simply ends. However, if a single spell or surge counts as more spell levels than the Wildshield can absorb, it explodes in a wild surge. The spell or surge that triggered the explosion is totally negated, its energy converted into the new wild surge. The caster has no protection from such a wild surge. If the wild surge result refers only to the "original" spell, and the actual explosion was triggered by a wild surge, consult the Spell Mishap Table in the GMG.

The material component of this spell is a small sponge. Because of their own approach to protective magic, guardians can also learn and cast this spell. However, unlike true wild mages (who can move at half normal speed while the Wildshield is in effect), it is stationary when cast by guardians.

Wildstrike (Conjuration/Summoning) [Wild]

Level: 6
Range: 30 yards **Components:** V, S, M
Duration: 2d4 rounds **Casting Time:** 6 segments
Area of Effect: One creature **Saving Throw:** Negates

This spell distorts another's attempt at spell casting, twisting the magical energy of the spell before he can shape it into a wild surge.

The intended victim gets a saving throw versus spell to avoid the effects. If he fails, the target is enclosed within a field of wild magic. Each time an affected target attempts to cast a spell or use a charge from a magic item, automatically consult Table 4L: Wild Surge Results for a wild surge. Subtract the caster level of the Wildstrike caster from the roll, making the surge more likely to affect the victim of the Wildstrike.

The material component of this spell is a small glass tube that shatters and then disintegrates on casting. An anti-mage can learn and cast Wildstrike.

Wildwind (Conjuration/Summoning) [Wild]

Level: 9
Range: 100 yards **Components:** V, S
Duration: 1d3 turns **Casting Time:** 8 segments
Area of Effect: Special **Saving Throw:** None

This spell creates effects similar to a Wildstrike or Wildzone. When cast, it calls into being a wall of faintly shimmering, multi-colored lights at the point chosen by the caster. The lights form a line 150 feet long. After the first round, the caster can start the wall moving. It can be moved in the same direction or turned up to 45 degrees in either direction, but in any given round all of its movement must be in a straight line. The wall can move at up to 60 feet per round. Once set in motion, it can only be stopped if cancelled or dispelled.

The Wildwind causes any creature it strikes 2d6 points of damage (no save). Also, if it strikes any creature using a spell (or similar power or item), that creature automatically triggers a wild surge. Charged magic items that touch the wall automatically trigger a wild surge and lose one charge, whether being used at the time or not.

Anti-mages can learn and cast this spell.

Wildzone (Conjuration/Summoning) [Wild]

Level: 8
Range: 0 **Components:** V, S, M
Duration: 2d6 turns **Casting Time:** 1d6 rounds
Area of Effect: 300-ft. by 300-ft. square **Saving Throw:** None

This powerful spell creates a disruption in the fabric of magic similar to that of a permanent wild magic zone (an area where magic itself has been permanently altered). Wildzone has only temporary effects, but they could be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be altered in any way (even with powerful magic); it is always a square 300 feet on a side, centered on the caster and aligned with his current facing. If he faces north, the square is oriented so that two of its sides run perfectly north-south. If he faces precisely northeast, the corners of the square align with the four basic cardinal directions.

The area is dominated wholly by wild magic. Within this region, all magic use automatically results in a wild surge. Magic items that do not use charges function normally.

Spells cast from outside the Wildzone into its area of effect also function normally, but any spell cast within it becomes a wild surge (even if the target is outside the Wildzone).

The material components are several pots of paint that must be spilled across a sheet of hammered silver worth no less than 2,000 gp. Guardians can also learn and cast this spell. Regardless of who casts it, the effect is immobile.

Wimpel's Dispelling Screen (Evocation, Abjuration)

Level: 4
Range: 5 yards/level **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 5 segments
Area of Effect: 20-foot square **Saving Throw:** None

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected as if the caster of the Screen had cast a Dispel Magic.

The material components for this spell are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

Wings of PanDemonium (Alteration)

Level: 5
Range: 0 **Components:** V, S, M
Duration: 10 turns/level **Casting Time:** 5 segments
Area of Effect: Caster **Saving Throw:** None

When cast, four wings similar to those of a dragonfly grow from the caster's back. Each wing is made up of thousands of vortexes of wind. These vortices are self-contained, but screaming sounds can be heard when the caster takes to the air. The caster can fly at a speed of 70" with maneuverability class A while the spell is in effect. The caster cannot surprise an opponent while under the effects of this spell. The material component for this spell is the wings of a giant solitary wasp, the eyes of a Humming Stirge and a claw from a Tiger Fairy.

Witherslow (Necromancy) [Vengeance]

Level: 1
Range: 0 **Components:** V, S, M
Duration: 1 year/level **Casting Time:** 5 segments
Area of Effect: 1 creature **Saving Throw:** Negates

By means of this spell the caster may make a touch attack to inflict the victim with a persistent hex. The recipient is entitled to a saving throw but those who fail are subject to the long term withering effect of this spell. Each week the spell victim suffers 1d4 points of damage. No amount of regeneration (based on Constitution), rest, first aid or similar ordinary means will restore these hit points. Magical cures work normally however.

This hex may not be removed by Dispel Magic or similar effects. It can only be removed by a Break Hex spell. The material component is a dead rat and some poison ivy.

Wizard's Oracle (Divination)

Level: 5
Range: 0 **Components:** V, S, M
Duration: Special **Casting Time:** 1 turn
Area of Effect: Special **Saving Throw:** None

This spell enables the magic-user to contact powers or entities in the Ethereal or Astral Planes and request information in the form of "yes" or "no" questions. The caster may ask one such question for every level of experience. The being or beings contacted are truthful and answer to the best of their ability, but they are not omniscient and may not be able to answer difficult questions. Unlike the cleric spell Commune, which assumes that the caster is in contact with an outer planar divinity or its agent, Wizard's Oracle places the caster in contact with a power closely associated with one particular location or concern.

For example, a magic-user may discover that a swamp oracle knows everything there is to know about occurrences in the swamp, but speculations about the political situation of a kingdom 500 miles away are out of its ken. Many powers structure their answers to serve their own ends.

Oracle powers are notoriously cryptic and reclusive. Should a caster attempt to cast this spell more than once per week, the power simply refuses to answer. Such powers are not patient, and a caster who hesitates, engages in side discussions with companions, or pauses to do something else is likely to irritate it, causing it to leave. Each such activity results in a 50% chance of the power simply exiting, +10% for every previous such action.

The material component is a small fire sprinkled with exotic, aromatic oils worth no less than 100 gp per question to be asked.

Yargrove's Eidolon (Enchantment/Charm)

Level: 3
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 5 segments
Area of Effect: One golem **Saving Throw:** None

This spell was created by the golem master Yargrove with the intent of raising the Intelligence of a golem. Golems affected by this spell gain a point of Intelligence and Charisma for every level of the caster. The material components for this spell are the blood of a Goregon and a hair from an Androsphinx.

Zed's Crystal Dagger (Conjuration, Evocation)

Level: 2
Range: 0 **Components:** V, S, M
Duration: 2 rds. + 1 rd./lvl (max) **Casting Time:** 2 segments
Area of Effect: Summons 1 dagger **Saving Throw:** None

This spell summons into the caster's hand a dagger composed of material from the Quasi-Elemental Plane of Mineral, strongly infused with energy drawn from the Positive Material Plane. The crystal dagger has no attack bonus and inflicts 1d4+2 points of damage in melee.

Against undead and creatures from the lower Outer Planes, the dagger inflicts 1d4+3 points of damage. If the Crystal Dagger scores maximum damage, the monster is paralyzed until the end of the round following the hit and the dagger vanishes.

The material component is a tiny dagger made from fine lead crystal, worth 250 gp.

Zed's Crystal Dirk (Conjuration, Evocation)

Level: 3
Range: 0 **Components:** V, S, M
Duration: 3 rds. + 1 rd/lvl **Casting Time:** 3 segments
Area of Effect: Summons 1 dirk **Saving Throw:** None

This spell creates a weapon similar to that described in the 2nd-level Crystal Dagger spell. Zed's Crystal Dirk is faintly magical, granting a +1 bonus to attack rolls. The dirk inflicts 1d4+2 points of damage when it hits. Against undead and monsters from the lower Outer Planes, the dirk inflicts 1d4+3 points of damage. If the Crystal Dirk scores maximum damage, the monster is paralyzed until the end of the round following the hit. The dagger vanishes at the end of the spell's duration.

The material component is a tiny dagger made from lead crystal worth 350 gp.

Zombie Double (Necromancy)

Level: 7
Range: 0 **Components:** V, S, M
Duration: 1 turn/level **Casting Time:** 1 turn
Area of Effect: Special **Saving Throw:** None

This spell creates a Juju Zombie duplicate of the caster. This Zombie double has the same memories, consciousness and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the Zombie double is the same as a normal Juju Zombie (AC 6; MV 9; HD 3 +12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to sleep, charm, hold, death magic, Magic Missiles, electricity, poisons, and cold-based spells; hacking weapons inflict normal damage while crushing and puncturing weapons inflict half damage; magical and normal fire inflicts half damage).

The Zombie double cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92% chance of success). The Zombie double can be turned as a Spectre. If it strays more than 30 yards from the caster, the Zombie double becomes inactive and collapses to the ground. It becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster.

Appendix B: Spell Components

All of Garweeze Wurld is infused with magical forces, and the beasts of this realm are no different. Many have a special affinity with certain spells, and some can be used to enhance certain spells in lieu of standard material components, or even to cast otherwise unattainable enchantments.

Extensive, intensive efforts of research have resulted in the following secrets being extracted from the very fundamental forces of Garweeze Wurld. The following list presents discoveries acquired at great cost in pain, limb and faithful (or at the least adequate) apprentices. While the list is extensive, it is by no means necessarily exhaustive. Future research will reveal further uses for new components. Of course, only the well-documented effects have been recorded (to do otherwise would be irresponsible and dangerous).

We now present this summarized information for your convenience. Use it wisely, use it well, and most importantly, do not let those nosy fighters, thieves or clerics know why you need those creature parts!

Note that when a creature part is listed as a component for a spell in which there are no material components listed and no other effect is described in the HoBs, then the creature part may be used for that spell in lieu of other verbal or somatic components. However, the creature part in question may only be used for either verbal or somatic substitution, not both. One should be aware however, that this practice carries with it a 5% chance of spell mishap.

Abbreviations

AofE=Area of Effect
CT=Casting Time
Dur=Duration
Other (in parentheses)
R=Range
Dmg=Damage modifier
SV=Saving throw modifier

Monster	HoB Volume	Page #	Spell	Spell Level	Spell Component (enhances/replaces)	Spell Component (standard/other)
Aarakian Warrior	I	8	Web	2	webbing, AofE x2	–
Aarakian Watcher	I	8	Web	2	webbing, AofE x2	–
Aardvark, Dire	I	9	Dig	4	feet, replacement	–
Adarupikus	I	12	Feeblemind	5	mind control gland, SV -1	–
Amoebae, Giant	I	15	Enlarge	1	any portion for double strength Enlarge spell	–
Ant Men	I	21	Clairaudience	3	antenna, replacement	–
Ape, Shadow	I	27	Darkness, 15-foot Radius	2	blood, R x2, Dur x2, AofE x2	–
Apparition	I	28	ESP	2	dust, Dur x2	–
Apparition	I	28	Gate	9	–	dust, Gate (only to Ethereal Plane)
Argos	I	30	Polymorph (any spell)	(various)	teeth, Dur x3	–
Arvanger, Speckled	I	32	Munz's Bolt of Acid	2	acid, R x2, Dmg x2 dice	–
Arvanger, Spotted	I	32	Munz's Bolt of Acid	2	acid, R x2, Dmg x2 dice	–
Ashen Prowler	I	33	Fireball (any)	(various)	dust, Dmg +1 per die	–
Attention Getter	I	35	Polymorph Self	4	blood, Dur x2	–
Augerlisk	I	36	Flesh to Stone	6	eyes, SV -1	–
Babbler, Cantankerous	I	39	Confusion	4	tongue, SV -1	–
Basilisk, Burrowing	I	49	Statue	7	horns, replacement	–
Basilisk, Burrowing	I	49	Stone to Flesh	6	eyes, replacement	–
Bat, Azmyth	I	52	Fly	3	–	wing used for Fly spell
Bat, Common	I	52	Fly	3	–	wing used for Fly spell
Bat, Giant	I	52	Fly	3	–	wing used for Fly spell
Bat, Huge	I	52	Fly	3	–	wing used for Fly spell
Bat, Night Hunter	I	52	Fly	3	–	wing used for Fly spell
Bat, Sinister	I	52	Fly	3	–	wing used for Fly spell
Bat, Sinister	I	52	Levitate	2	wing, replacement	–
Beaked Terror	I	54	Feather Fall	1	feathers, Dur X2	–
Bear, Black	I	55	Strength	2	–	any part used for Strength spell
Bear, Blizzard	I	55	Strength	2	–	any part used for Strength spell
Bear, Cave	I	55	Strength	2	–	any part used for Strength spell
Bear, Grizzly	I	55	Strength	2	–	any part used for Strength spell
Bear, Poisonous	I	55	Strength	2	–	any part used for Strength spell
Bear, Polar	I	55	Strength	2	–	any part used for Strength spell
Bee, Regular	I	62	Fly	3	–	wing used in Fly spell
Bee, Soldier Giant	I	62	Fly	3	–	wing used in Fly spell
Bee, Worker Giant	I	62	Fly	3	–	wing used in Fly spell
Beetle, Death Watch	I	63	Death Spell	6	shell, replacement (5% spell mishap)	–
Beetle, Dungeon	I	63	Teleport	5	brains used for non-verbal Teleport spell (somatic and material only)	–
Beetle, Dungeon	I	63	–	(various)	–	brains used for spells related to mental abilities
Beetle, Giant Boring	I	66	Armor	1	shell, replacement	shell can be used in Armor spell
Beetle, Giant Boring	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Giant Dung	I	66	Armor	1	shell, replacement	–
Beetle, Giant Dung	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Giant Fire	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Giant Rhinoceros	I	66	Armor	1	shell, replacement	–
Beetle, Giant Rhinoceros	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Giant Stag	I	66	Armor	1	shell, replacement	–
Beetle, Giant Stag	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Giant Water	I	66	Armor	1	shell, replacement	–
Beetle, Giant Water	I	66	Monster Summoning II or III	4 or 5	shell, replacement	–
Beetle, Goldbug	I	66	Fool's Gold	2	(cannot be ruined by striking the material w/iron)	–
Behemoth	I	68	Zarba's Hand	(various)	whole tusk, Dur X2	–
Beholder, Blind	I	69	Antimagic Shell	6	central eye, AofE x2	–
Beholder, Common	I	69	Antimagic Shell	6	central eye, AofE x2	–
Beholder, Eye Of The Deep	I	69	Antimagic Shell	6	central eye, AofE x2	–
Beholder, Gauth	I	70	Antimagic Shell	6	internal organs, (as if the caster had an additional level)	–
Beholder, Gauth	I	70	Dispel Magic	3	internal organs, (as if the caster had an additional level)	–
Beholder, Spectator	I	70	Gate	9	–	eyes used in Gate spell to Ethereal plane
Beholderkin, Overseer	I	73	–	(various)	–	eyes used in spells with same powers as eyes
Bird, Condor	I	76	Fly	3	–	feathers used in Fly spell
Bird, Falcon	I	76	Fly	3	–	feathers used in Fly spell
Bird, Large Hawk	I	76	Clairvoyance	3	–	eyes used in Clairvoyance spell
Bird, Large Hawk	I	76	Fly	3	–	feathers used in Fly spell
Bird, Standard	I	76	Fly	3	–	feathers used in Fly spell
Black Annis	I	79	Change Self	1	bit of clothing, Dur 1 day	–
Black Annis	I	79	Fog Cloud	2	hair, Dur X2	–
Blood Hawk	I	82	Sepia Snake Sigil	3	feathers, replacement	–
Blue Throttle	I	83	Hold Person	3	wings, replacement	–
Bogles, Trow	I	87	Drayton's Hidden Stash	5	any part, Dur X2	–
Bogles, Trow	I	87	Ganble's Humble Hut	3	any part, Dur X2	–
Bolter	I	87	Polymorph Self	4	–	gland used in Polymorph Self spell
Boot Mauler	I	90	Munari's Irresistable Jig	8	–	used in Munari's Irresistable Jig spell
Bowler	I	91	Clairaudience	3	powdered, replacement	–

Monster	HoB Volume	Page #	Spell	Spell Level	Spell Component (enhances/replaces)	Spell Component (standard/other)
Brain Mites, Carnivorous	1	92	Foresight	9	powdered, replacement	–
Brain Mole	1	93	Feeblemind	5	carcasses, replacement	–
Bulette, Common	1	97	Transmute Rock to Mud	5	enzymes, replacement	–
Bulette, Hammerhead	1	97	Transmute Rock to Mud	5	enzymes, replacement	–
Bullfrog, Giant Man-Eating	1	100	Jump	1	legs, (+1 foot per level)	–
Bullywug	1	101	Jump	1	legs, replacement	–
Bumblebee, Giant	1	62	Fly	3	–	wing used in Fly spell
Butterfly Steed	1	102	Dimension Door	4	–	antennae used in Dimension Door spell
Camel, Carrion	1	103	Conjure Mount	1	–	fur used in Conjure Mount spell
Camel, Carrion	1	103	Remove Thirst	1	–	fur used in Remove Thirst spell
Camel, Wild	1	103	Conjure Mount	1	–	fur used in Conjure Mount spell
Camel, Wild	1	103	Remove Thirst	1	–	fur used in Remove Thirst spell
Camp Moth	1	104	Whitmore's Delicious Deception	1	–	used to cast Whitmore's Delicious Deception spell
Carcass Seether	1	104	Charm Plant	7	piece of stem, replacement	–
Carnivorous Coral	1	105	Hold Monster	5	any part, no verbal component	–
Carnivorous Coral	1	105	Hold Person	3	any part, no verbal component	–
Carrion Crawler	1	106	Hold Person	3	tentacles, Dur X2	–
Cat, Small- Domestic	2	8	Clairvoyance	3	eye, Dur X2	–
Cat, Small-Elven	2	8	Clairvoyance	3	eye, Dur X2	–
Cat, Small-Wild	2	8	Clairvoyance	3	eye, Dur X2	–
Catfish, Giant	2	9	Animal Growth	5	any part, Dur X2	–
Catoblepas	2	10	Death	6	eyeball, replacement (10% chance spell mishap)	–
Cave Fisher	2	13	Web	2	filament, (creatures 14 Str are stuck, 14-18 move 1 ft per rd, 19 + 2 ft per rd)	–
Centipede, Giant	2	17	Paralysis	3	poison, AofE X2	–
Centipede, Huge	2	17	Paralysis	3	poison, AofE X2	–
Centipede, Megalo	2	17	Paralysis	3	poison, AofE X2	–
Centipede, Tunnel	2	17	Paralysis	3	poison, AofE X2	–
Centisteed	2	18	Gate	9	–	hoof scraping used for Gate spell to Asgard
Cerebral Mauler	2	19	Dilation	(various)	AofE X2	–
Cerebral Parasite	2	20	Forget	2	AofE X2	–
Chaos Corpse	2	20	Chaos	5	any scrap, replacement	–
Chimera, Standard	2	22	–	(various)	scales used in any fire-based spell	–
Cloaker	2	25	Shatter	2	vocal cords, replacement	–
Cloaker	2	25	Shout	4	vocal cords, replacement	–
Cockroach, Carnivorous Giant	2	28	Summon Swarm	2	any part, replacement	–
Cockroach, Cheetah	2	29	Summon Swarm	2	any part, replacement	–
Cockroach, Giant Dire	2	29	Summon Swarm	2	any part, replacement	–
Cockroach, Giant Hair-Lipped	2	29	Summon Swarm	2	any part, replacement	–
Cockroach, Lightning	2	31	Summon Swarm	2	any part, replacement	–
Cockroach, Short-Winged	2	30	Summon Swarm	2	any part, replacement	–
Cockroach, Winged Hissing	2	30	Summon Swarm	2	any part, replacement	–
Cockroach, Winged Oriental	2	30	Summon Swarm	2	any part, replacement	–
Creeper, Purple Howling	2	38	Magic Mouth	2	any part, replacement	–
Creeping Horror	2	39	Protection from Good	1	blood, replacement	–
Cricket, Common	2	40	Summon Swarm	2	body, replacement (automatically summons crickets)	–
Cryolisk	2	27	–	(various)	blue feather, Dmg +1 damage per die on cold attacks	–
Culvert Fiends	2	46	Irritation	2	skin, replacement	–
Dao	2	48	–	(various)	dust, replacement	–
Dawg, Rottweiler	2	50	Hyptor's Faithful Bitch-Hound	5	fur, replacement	–
Dawg, War	2	51	Hyptor's Faithful Bitch-Hound	5	bones, Dur X2 (no chance of backfire)	–
Death Knight	2	53	Bestow Curse	4	any part	–
Deepspawn	2	55	Clone	8	flesh, replacement	–
Denzelian	2	56	Stone Shape	5	remains, replacement	
Desmodian	2	57	Audible Glamer	2	tongue, replacement	–
Displacer Beast	2	59	Mirror Image	2	–	fur used in Mirror Image spell
Donkey	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Donkey	1	57	Strength	2	–	hide used for Strength spell
Doppelganger	2	64	Polymorph Self	4	–	used in Polymorph Self and Polymorph Other spell
Doppelganger	2	64	Polymorph Other	4	any part, replacement	–
Doppler Croc	2	68	Dimension Door	4	–	scales used in Dimension Door spell
Doppler Croc	2	68	Mirror Image	2	–	scales used in Mirror Image spell
Doppelganger-Kin, Doppelmeister	2	65	–	(various)	–	used in Polymorph spells
Draft Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Draft Horse	1	57	Strength	2	–	hide used for Strength spell
Dragon, Blue Spiny Horned	2	81	ESP	2	brain, replacement	–
Dragon, Blue Spiny Horned	2	81	Fireball	3	blood, (blue flame)	–
Dragonfish	2	104	Water Breathing	5	gills, Dur +50%	–
Dragonhorse	2	105	Fly	3	hair, Dur X2	–
Dragonne	2	108	Shout	4	vocal cords, replacement	–
Drelb	2	110	Gate	9	–	essence used to cast Gate spell into Negative Material Plane
Drelb	2	110	Energy Drain	9	entire Drelb, replacement	–
Drow Elf	2	111	Darkness	4	skin, replacement	–
Drowtaur	2	114	Nightmare	5	bones, Dmg X2	–
Dryad	2	115	Charm Plants	7	hair, R X2	–
Dungeon Cat	2	117	Detect Gold	2	–	whiskers used in Detect Gold 60' Radius spell
Dwarf, Derro	2	118	Bestow Curse	4	blood, SV -1	–
Dwarf, Hill	2	121	Remove Curse	3	–	blood used in Remove Curse spell
Dwarf, Mountain	2	121	Remove Curse	3	–	blood used in Remove Curse spell
Dwarven Warhorse	2	124	Strength	2	blood, Dur +10%	–
Eagle	2	125	Clairvoyance	3	–	eyes used in Clairvoyance
Eagle	2	125	Fly	3	–	feather used in Fly spell
Eagle, Gargantuan	2	125	Clairvoyance	3	–	eyes used in Clairvoyance
Eagle, Gargantuan	2	125	Fly	3	feather, Dur x3	–
Eagle, Giant	2	125	Clairvoyance	3	–	eyes used in Clairvoyance
Eagle, Giant	2	125	Fly	3	feather, Dur x2	–
Eel, Electric	2	126	Lightning Bolt	3	(under water without changing the area of effect)	–
Efreeti	2	127	Limited Wish/ Wish	7 and 9	teeth, (no aging effects)	–
Efreeti	2	127	Limited Wish/ Wish	7 and 9	nails, (no aging effects)	–
Efreeti	2	127	Limited Wish/ Wish	7 and 9	horns, (no aging effects)	–
Elemental, Earth	3	8	Flesh to Stone	6	dirt, replacement	–
Elemental, Fire	3	8	–	(various)	used in fire based attack spells	–
Elephant, Club Trunked	3	12	Clairaudience	3	ear, replacement	–
Elephant, Club Trunked	3	12	Identify	1	tusk shavings, (3% chance of mishap)	–
Elephant, Sabre-Toothed	3	12	Clairaudience	3	ear, replacement	–
Elephant, Sabre-Toothed	3	12	Identify	1	tusk shavings, (3% chance of mishap)	–
Elephant, Small Eared	3	12	Clairaudience	3	ear, replacement	–

Monster	HoB Volume	Page #	Spell	Spell Level	Spell Component (enhances/replaces)	Spell Component (standard/other)
Elephant, Small Eared	3	12	Identify	1	tusk shavings, (3% chance of mishap)	–
Elephant, Standard	3	12	Clairaudience	3	ear, replacement	–
Elephant, Standard	3	12	Identify	1	tusk shavings, (3% chance of mishap)	–
Elf, Aquatic	3	14	Water Breathing	3	gills, Dur x2	–
Elk, Dire	3	19	Magic Mirror	4	fur, (+10% seeing into evil ediface in elk's territory)	–
Elven, Pony	3	20	Conjure Mount	1	–	fur used in Conjure Mount spell
Enigma Lice	3	22	Nondetection	3	13 bodies, replacement	–
Enslaver Of The Deep	3	22	Water Breathing	3	slime, Dur x2	–
Enveloper	3	24	Shape Change	9	(10% chance mishap)	–
Eye, Floating	3	25	Hypnotism	1	Sv -1	–
Fairy, Standard	3	29	–	(various)	any part any spell	–
Fairy, Standard, Gorge	3	29	–	(various)	any part any spell	–
Fairy, Standard, Water Crested	3	29	–	(various)	any part any spell	–
Feret, Man Eating	3	30	Monster Summoning	(various)	fur, Dur x2	–
Fire Ants	3	32	Summon Swarm	2	Dmg x2, Dur x2	–
Firedrake	3	33	Wall of Fire	4	blood, Dmg +1	–
Firefly, Dire	3	34	Continual Light	2	abdomen juice, AofE x2	–
Firetoad	3	35	Fireball	3	tongue, Dmg +1 per die	–
Flail Snail	3	36	Prismatic Sphere	9	bit of shell, AofE 25' diameter	–
Flailing Wailer	3	37	Feeblemind	5	brain, replacement	–
Flesh Thrasher	3	38	Animate Dead	5	powdered bones, (+1 hp to animated creature)	–
Fly, Giant	3	39	Fly	3	wing, AofE caster +1 creature	–
Frog, Chain Reaction	3	40	Fireball	3	breath weapon gland, Dmg +1 per die	–
Frog, Giant	3	40	Jump	1	legs, Dur x2	–
Frog, Yellow	3	42	–	(any)	wild mage +10 to chart rolls for level variation and wild surge results	–
Fungroid	3	43	Confusion	4	Sv -4, (intelligent plants only)	–
Galeb Duhr	3	46	–	(any)	piece can be substituted for any of the material components listed under their powers	–
Gargoyle Lord	3	48	Flesh to Stone	6	dust, replacement	–
Gelatinous Cube	3	49	Paralyzation	3	gelatin, AofE 30' by 30'	–
Giant, Cloud	3	53	–	(various)	hair or sweat, AofE x2, Dur x2, R x2 can enhance fog related spell by 50%	–
Giant, Energy	KODT 67	33	–	–	blood with normal components. Dur x2 (any illusion spell)	–
Giant, Firbolg	3	54	Reduce	1	hair, replacement	–
Giant, Fog	3	55	–	(various)	sweat used to double the affect of fog related spells	–
Giant, Frost	3	57	–	(various)	hair or sweat used for cold related spell	–
Giant, Gorge	3	58	Spell Turning	7	cerebral cortex, (turns additional 1d4 spells)	–
Giant, Stone	3	63	Stone Shape	5	sweat, AofE +1 cubic ft / level of caster	–
Giant, Storm	3	63	–	(various)	eyelashes enhance lightning-related spell by 50%	–
Gibbering Mouther	3	66	Dancing Lights	1	spittle, replacement	–
Gloomwing	3	71	Ray of Enfeeblement	2	–	pheromone used in Ray of Enfeeblement spell
Glow Worm	3	71	Continual Light	2	light emitting gland, replacement	–
Glow Worm	3	71	Light	1	light emitting gland, replacement	–
Gnome, Common	3	78	Dig	4	blood, replacement	–
Gnome, Feral	3	78	Dig	4	blood, replacement	–
Gnome, Svirfneblin	3	78	Dig	4	blood, R x2	–
Gnome Titans	3	78	Dig	4	blood, replacement	–
Gold Bane	3	82	Fools Gold	2	body, replacement	–
Goo, Amber	3	92	–	(various)	any divination spell, replacement	–
Gorgimera	2	22	Stone to Flesh	6	tongue, replacement	–
Gorizzla	3	98	Taunt	1	fur, replacement	–
Grappling Thrasher	3	101	Mind Blank	8	one pound of flesh, Dur +2 days	–
Grendel	3	105	Death	6	blood, SV -4	–
Grig	3	106	Jump	1	legs, (x3 normal distance)	–
Grimlock	3	108	Shatter	2	teeth, AofE 5' radius	–
Gut Waller Serpent	3	116	Hypnotism	1	eyes, SV -4	–
Hag, Green	3	116	Contact Other Plane	5	blood, (lower planes only)	–
Hag, Green	3	118	Repulsion	6	warts, AofE x2	–
Hag, Green	3	116	Spell Turning	7	heart, Dur 4 rds/level	–
Hag, Sea	3	116	Contact Other Plane	5	blood, (lower planes only)	–
Hag, Sea	3	116	Repulsion	6	warts, AofE x2	–
Hag, Sea	3	116	Spell Turning	7	heart, Dur 4 rds/level	–
Heavy Horse	1	57	Strength	2	–	hide used for Strength spell
Heavy Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Hedly Kow	3	124	Polymorph Any Object	8	blood, replacement	–
Heel Borer	3	124	Stone to Flesh	6	hide, replacement	–
Hoar Fox	4	8	Liggl's Cone of Cold	5	tongue, replacement	–
Homonculus	4	12	Magic Mirror	4	blood, replacement	–
Hook Horror	4	13	Monster Summoning I-V	6	beak, CT 1 segment	–
Horned Simian Bush-Grappler	4	15	Ensnarement	6	horn, SV -1	–
Hornet, Carnivorous	4	16	Fly	3	–	wings used in Fly spell
Hornet, Giant	4	16	Fly	3	–	wings used in Fly spell
Hound Of Ill Omen	4	17	Bestow Curse	4	hair or blood of victum, SV -1	–
Hubrisite	4	18	Limited Wish/ Wish	7 and 9	any part, (1 year reduced aging effect)	–
Huecuva	4	18	Charm Undead	3	powdered parts	–
Hunched Shocker	4	21	Shocking Grasp	1	fur, Dmg +1 point	–
Hydra, Medusa	4	22	Flesh to Stone	6	scale, SV -1	–
Hyena, Common	4	23	Proadus' Uncontrollable Fit of Laughter	2	vocal cords, SV -1	–
Hyena, Giant	4	23	Proadus' Uncontrollable Fit of Laughter	2	vocal cords, SV -1	–
Ice Fiend	4	24	Summon Water Weird	5	water from melted ice fiend used to summon Water Weird	–
Igneous Walker	4	25	Wall Passage	5	dust, AofE x2	–
Incinerator	4	29	Pyrotechnics	2	ash, SV -4	–
Indigo Ambusher	4	30	Chain Lightning	6	skin, AofE +50% width, (blue)	–
Indigo Ambusher	4	30	Lightning Bolt	6	skin, AofE +50% width, (blue)	–
Intellect Devourer, Adult	4	33	ESP	2	brain, replacement	–
Intellect Devourer, Larva	4	33	ESP	2	brain, replacement	–
Ixitxachitl, Vampire	4	36	Energy Drain	9	skin, replacement	–
Jabbervock, Vile	4	37	–	–	eye used in fear-inducing spells with -2 saving throw modifier	–
Jackal	4	38	Detect Undead	1	whiskers, AofE 60 ft + 15 ft/level	–
Jackalope, Standard	4	39	Haste	3	blood, replacement	–
Jelly, Grease	4	44	Grease	1	Dur +50%	–
Jelly, Grease	4	44	Infravision	3	nucleus, Dur +10%	–
Jelly, Mustard	4	44	Stinking Cloud	2	SV -1	–
Jellyling	4	48	Paralyzation	3	tentacles, SV -1	–
Kangarai Warrior	4	60	Jump	1	fur used instead of grasshopper legs, (50% greater distance)	–

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Kangaroo Flea, Giant	4	61	Jump	1	leg, (double-length or double-height)	–
Kangaroo, Common	4	60	Jump	1	fur, (50% greater distance)	–
Kangaroo, Marauding	4	60	Jump	1	fur, (50% greater distance)	–
Karkadann	4	62	Teleport Without Error	7	horn, AofE 10% greater weight allowance	–
Kenku	4	62	Shape Change	9	feathers, Dur 1 turn + 1 turn/level	–
Ki-Rin	4	63	–	–	hoof shavings used in any weather related spell to imbue it with double strength or duration	–
Kraken	4	66	Monster Summoning	(various)	ink, (50% more monsters)	–
Lamia, Common	4	70	Perpetual Illusion	6	blood, SV -3 on disbelieve	–
Lamia, Great Horned	4	71	Perpetual Illusion	6	blood, SV -3 on disbelieve	–
Lamia, Noble	4	70	Perpetual Illusion	6	blood, SV -3 on disbelieve	–
Latrine Ambusher	4	75	Infravision	3	eyes, replacement	–
Leech, Bony-Ridged	4	75	–	–	used in energy draining spells with -1 saving throw modifier	–
Leech, Giant	4	75	Infravision	3	eyes, Dur +1 hour	–
Leech, Muck -Level-Draining	4	79	Enervation/ Energy Drain	4	skin, SV -1	–
Leech, Muck -Luck-Draining	4	79	Infravision	3	white spots, Dur 3 hrs +1 hr/level	–
Leucrotta	4	84	Repulsion	6	fur, replacement	–
Leviathan	4	84	Enlarge	1	blood, Dur 10 rds/level, (20% growth per level of caster)	–
Lewd Beholder	KODT 63	32	Charm Person	1	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Charm Monster	4	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Sleep	1	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Flesh to Stone	6	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Disintegration	6	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Slow	3	eyestalk, (doubles caster level)	–
Lewd Beholder	KODT 63	32	Death	6	eyestalk, (doubles caster level)	–
Light Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Light Horse	1	57	Strength	2	–	hide used for Strength spell
Lime Green Quivering Mass	4	86	Paralyzation	3	AofE x2, R x2	–
Lizard, Fire	4	88	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lizard, Giant	4	88	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lizard, Ice	4	89	Liggl's Cone of Cold	5	teeth, SV -1	–
Lizard, Ice	4	89	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lizard, Minotaur	4	88	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lizard, Red-Bellied Armored	4	90	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lizard, Subterranean	4	88	Monster Summoning	(various)	blood used in Monster Summoning (all types) to attract lizards	–
Lobe-Footed Marsh Dweller	4	95	Symbol of Stunning	8	vocal cords, replacement	–
Luck Eater	4	97	Bestow Curse	4	fur, SV -1	–
Lycanthrope: Foxwoman	4	103	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Badger	4	103	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Bear	4	104	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Boar	4	104	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Dwolf	4	104	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Goat	4	104	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Lynx	4	104	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Rat	4	107	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Shark	4	107	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Tiger	4	107	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Lycanthrope: Were-Wolf	4	107	Cause Lycanthropy	4	–	blood used in Cause Lycanthropy spell
Mad Titterling	4	109	Proadus' Uncontrollable Fit of Laughter	2	scales, replacement	–
Mandragora	4	114	Charm Plant	7	seed, SV -1	–
Manticore	4	115	Hold Portal	1	spikes, (+1 modifier to open doors rolls)	–
Mantrap	4	117	Charm Monster	4	seeds, SV -1	–
Marble Mugger	4	118	Stone Passage	4	Dur x2	–
Margoyle	4	119	Flesh to Stone	6	dust, SV -1	–
Marid	4	119	Conjure Water elemental	5	water, (1% chance of the elemental turning on the caster)	–
Marrow Mite	4	121	Symbol of Pain	8	body, replacement	–
Marsh Gibberer	4	122	Tongues	3	tongue, Dur x2, (Dur x3 if reversed)	–
Masticator, Subterranean	4	123	Magic Mouth	2	tongue, Dur permanent	–
Mastiff, Shadow	4	124	Shadow Walk	7	fur, Dur +50%	–
Mastodon	4	125	Strength	2	quart of blood, (+1 strength gained)	–
Medium Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Medium Horse	1	57	Strength	2	–	hide used for Strength spell
Meenlock	5	8	Dimension Door	4	hair, R 6 ft., (cast at 3rd level)	–
Mimera	2	22	Spell Turning	7	tongue, replacement	–
Mimic, Animal	5	17	Polymorph Other	4	blood, SV -1	–
Mimic, Common	5	18	Polymorph Other	4	blood, SV -1	–
Mimic, Killer	5	18	Polymorph Other	4	blood, SV -1	–
Mimic, Mineral	5	17	Polymorph Other	4	blood, SV -1	–
Mimic, Tasty Beverage	5	18	Polymorph Other	4	blood, SV -1	–
Mimic, Vegetable	5	17	Polymorph Other	4	blood, SV -1	–
Mind Flayer, Arcane	5	20	ESP	2	brain, Dur x4	–
Mind Flayer, Psionic	5	20	ESP	2	brain, Dur x4	–
Minotaur, Ami-Dugis Grove	5	21	Misdirection	2	horn, CT +50%, Dur +50%	–
Minotaur, Ami-Dugis Grove	5	21	Maze	8	horn, CT +50%, Dur +50%	–
Minotaur, Common	5	21	Misdirection	2	horn, CT +50%, Dur +50%	–
Minotaur, Common	5	21	Maze	8	horn, CT +50%, Dur +50%	–
Minotaur, Free Range	5	21	Misdirection	2	horn, CT +50%, Dur +50%	–
Minotaur, Free Range	5	21	Maze	8	horn, CT +50%, Dur +50%	–
Minotaur, Tauridon/Tatusian	5	21	Misdirection	2	horn, CT +50%, Dur +50%	–
Minotaur, Tauridon/Tatusian	5	21	Maze	8	horn, CT +50%, Dur +50%	–
Mole Man	5	37	Dig	4	claws, Dur x2, (5% chance of spell mishap)	–
Mongoose, Common	5	38	Haste	3	fur, (1 month reduced aging)	–
Mongoose, Giant	5	38	Haste	3	fur, (1 month reduced aging)	–
Mongoose, King	5	38	Haste	3	fur, (1 month reduced aging)	–
Monkey, Ice	5	40	Monster Summoning I	3	drool, (60% chance of summoning ice monkeys)	–
Monkey, Musk	5	41	Stinking Cloud	2	musk gland, CT 4 segments, (nausea dur x2)	–
Morkoth	5	45	Maze	8	brain, CT +1 turn, Dur permanent	–
Mosquito, Ravenous	5	47	Bestow Curse	4	(victim constantly hungry)	–
Moss, Shimmer	5	48	Dancing Lights	1	SV -1	–
Mugglawump	5	51	Charm Plants	7	brain, replacement	–
Mule	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Mule	1	57	Strength	2	–	hide used for Strength spell
Mummy, Adherer	5	54	Hold Portal	1	glue, Dur x2	–
Myconid	5	58	Charm Plant	7	SV -2, (affects fungus plant creatures)	–
Naga, Spirit	5	60	Hypnotism	1	blood, SV none if touched	–
Nar Wasp, Crimson	5	61	Armor	1	shell, (AC5 with 5% chance of mishap)	–
Nar Wasp, Yellow Jacketed	5	61	Armor	1	shell, (AC5 with 5% chance of mishap)	–

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Nefarian: Arcanadaemon	5	65	Burning Hands	1	blood, CT x2, Dmg 13 points	–
Nefarian: Arcanadaemon	5	65	Extension	4, 5 and 6	blood, CT x2, Dur x2	–
Nefarian: Bullweiller	5	118	Ward Off Good	3	blood used in Ward Off Good spell	–
Nefarian: Demodand, Farastu	5	72	Web	2	secretions, (strength 18 to move 1 ft./rd, 23 to move 2ft./rd.)	–
Nefarian: Devil Dawg	5	119	Cause Fear	4	teeth, CT x2, SV -2	–
Nefarian: Frightmare	5	120	Energy Drain	9	tentacles, replacement	–
Nefarian: Hell Spawn	5	113	Energy Drain	9	blood, replacement	–
Nefarian: Hell Spider	5	124	Web	2	web gland, Dmg +1d4 when burned	–
Nefarian: Hellephant	5	122	Fireball	3	feces, CT x2, Dmg +1d4 per caster level	–
Nefarian: Hydrodaemon	5	68	Conjure Water Elemental	5	blood, replacement	–
Nefarian: Ice Devil	5	115	–	–	blood, in most cold based spells = +1 point of damage per die	–
Nefarian: Impling	5	126	Ward Off Good	3	blood, replacement	–
Nefarian: Ultrodaemon	5	71	Magic Jar	5	–	eyes used as receptacles for Magic Jar spell
Nereid	6	8	Control Tides	6	–	water used in Control Tides spells (as Control Weather affecting only water)
Newt, Jelly-Banded - Common	6	9	Irritation	2	jelly, replacement (1% failure rate)	–
Newt, Jelly-Banded - Giant	6	9	Irritation	2	jelly, replacement (1% failure rate)	–
Night Hag	6	11	Globe of Invulnerability	6	blood, replacement	–
Night Hag	6	11	Minor Globe of Invulnerability	4	blood, replacement	–
Norker	6	14	Armor	1	hide, Dur 4 hrs, (AC 3 with 5% chance of spell mishap)	–
Ogre, Aquatic	6	20	Strength	2	sweat, replacement (5% chance of spell mishap)	–
Ogre, High -Chub-Foot	6	21	Strength	2	sweat, (triple the effect and 10% chance of spell mishap)	–
Ogre, High -Flat-Foot	6	21	Strength	2	sweat, (triple the effect and 10% chance of spell mishap)	–
Ogre, High -Rogue	6	21	Strength	2	sweat, (triple the effect and 10% chance of spell mishap)	–
Ogre, High -Webbed-Toed	6	21	Strength	2	sweat, (triple the effect and 10% chance of spell mishap)	–
Ogre, Low -Common	6	23	Strength	2	sweat, (triple the effect and 5% chance of spell mishap)	–
Ogre, Low -Hedge	6	23	Strength	2	sweat, (triple the effect and 5% chance of spell mishap)	–
Ogre, Low -Lord	6	23	Strength	2	sweat, (triple the effect and 5% chance of spell mishap)	–
Ogre, Low -Trash	6	23	Strength	2	sweat, (triple the effect and 5% chance of spell mishap)	–
Ogre Magi	6	26	–	–	horn shavings, any cold spell, CT +2, Dmg +1 per die OR Dur x 1.5	–
Ooze, Crystal	6	29	Munz's Bolt of Acid	2	replacement	–
Ooze, Scathing	6	30	Shift Blame	1	used, CT 2 segments, SV none for first 3 rounds	–
Orange Tailed Plant Squaller	6	32	Charm Plant	7	brain, SV -4	–
Orkin, Lowland Pony	6	42	Conjure Mount	1	fur, (summon a lowland pony)	–
Ox	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Ox	1	57	Strength	2	–	hide used for Strength spell
Pegasus, Greater	6	60	Fly	3	feather, CT 5 segment, (speed 48", maneuverability C)	–
Pegasus, Standard	6	60	Fly	3	feather, CT 5 segment, (speed 48", maneuverability C)	–
Phoenix	6	68	Reincarnation	6	feather, CT x2, (50% chance to reborn as same type of creature)	–
Phoenix	6	68	Wizard Eye	4	eye, (save at 20th level vs. Dispel Magic)	–
Pit Mauler	6	77	Haste	3	spleen, Dur 3 rds.+2rds./level of the caster	–
Pit Maw	6	77	Charm of Undying Devotion	6	brain, CT 6 segments	–
Pitbulls	6	78	No Fear	3	fur, CT x2	–
Pod Plant, Malicious-Plant	6	86	Simulacrum	7	–	bulbous sack used in variation of Simulacrum spell
Polylisk	2	27	Polymorph Other	4	yellow feather, Sv -2	–
Pony	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Pony	1	5	Strength	2	–	hide used for Strength spell
Predacious Growler	6	92	Circle of Protection Against Werewolves	3	–	blood used in Circle of Protection Against Werewolves, as Ward Off Evil spell
Purple Death Bloom	6	100	Death Spell	6	petals, replacement (20% chance of spell mishap)	–
Purple Gilly	6	100	–	–	–	petals used in Charm spells
Pyro Snake	6	101	–	–	scales used in fire-based spells, Ct +2 segments, Dmg +1 per die	–
Quaggoth	6	102	Infravision	3	eyes, CT 5 segments, R 30 ft.	–
Quivering Disembowler	6	105	Paralyzation	3	gelatin, SV -4	–
Rabbit, Common	6	106	Jump	1	fur, replacement	–
Rabbit, Giant	6	106	Jump	1	fur, AofE x2, Dur x2	–
Rabbit, Predatory	6	106	Jump	1	fur, (200 ft. range, user to craves undercooked meat for 3 days)	–
Rakshasa, Common	6	109	–	–	fur used in any illusion spell, Dur +20%, SV -2	–
Rakshasa, Maharajah	6	109	–	–	fur used in any illusion spell, Dur +20%, SV -2	–
Rakshasa, Rajah	6	109	–	–	fur used in any illusion spell, Dur +20%, SV -2	–
Rakshasa, Ruhk	6	109	–	–	fur used in any illusion spell, Dur +20%, SV -2	–
Rath Lord	6	117	–	–	–	dust used in any necromatic spell of any kind, replacement
Ray, Death	6	118	Death Spell	6	yes, replacement	–
Repeller, Electric	6	122	–	–	–	antlers used in Teleportation-related spells
Retch Plant	6	123	Stinking Cloud	2	fruit used in Stinking Cloud spell adding 1 segment to the casting time and a -2 saving throw modifier	–
Revenant	6	126	Bestow Curse	4	ashes used in Bestow Curse spell with -6 saving throw modifier	–
Riding Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Riding Horse	1	57	Strength	2	–	hide used for Strength spell
Rook, Common	7	17	Alarm	1	–	brain used in Alarm spell
Rook, Common	7	17	Fly	3	–	feather used in Fly spell
Rook, Giant	7	17	Alarm	1	–	brain used in Alarm spell
Rook, Giant	7	17	Fly	3	–	feather used in Fly spell
Rook, Huge	7	17	Alarm	1	–	brain used in Alarm spell
Rook, Huge	7	17	Fly	3	–	feather used in Fly spell
Roper, Common	7	18	Wizard Eye	4	eye, Dur x2, (6% chance of spell mishap)	–
Salamander	7	23	–	–	ichor can be used in fire spells	–
Satyr, Common	7	26	Munari's Irresistable Jig	8	powdered horn, Dur +1 round, (3% chance of mishap)	–
Satyr, Faun	7	26	Munari's Irresistable Jig	8	powdered horn, Dur +1 round, (3% chance of mishap)	–
Satyr, Korred	7	26	Munari's Irresistable Jig	8	powdered horn, Dur +1 round, (3% chance of mishap)	–
Seeall	7	41	True Seeing	6	eyes, replacement (10% chance of spell mishap)	–
Shadow, Shade	7	48	Fly	–	scales, replacement	–
Simian Orc	7	61	Strength	2	–	muscle tissue for Strength spell 10% chance of mishap
Slaad, Blue	7	73	–	–	–	body parts can be used in chaos and confusion related spells. 2x chance of mishap. 10% chance spell will affect caster not target, 5% chance will affect both
Slaad, Gray	7	73	–	–	–	See Blue Slaad Above
Slaad, Green	7	73	–	–	–	See Blue Slaad Above
Slaad, Red	7	73	–	–	–	See Blue Slaad Above
Snatcher, Map	7	89	Maze	8	tail, CT x2, Dur x2	–
Solifugid, Tempusfugid	7	91	Time Stop	9	tempusfugids, R 30 ft, (5% chance of mishap)	–
Spider, Giant, Gargantuan	7	96	Web	2	webbing, AofE +10%, Dur +10%, SV -1, (5% chance of mishap)	–
Spider, Giant, Giant	7	96	Web	2	See Gargantuan Spider Above	–
Spider, Giant, Giant Trapdoor	7	96	Web	2	See Gargantuan Spider Above	–
Spider, Giant, Huge	7	96	Web	2	webbing, AofE +10%, Dur +10%, SV -1, (5% chance of mishap)	–

Monster	HoB Volume	Page #	Spell	Spell Level	Spell Component (enhances/replaces)	Spell Component (standard/other)
Spider, Giant, Large	7	96	Web	2	See Huge Spider Above	–
Spider, Subterranean, Cave Spider	7	98	Web	2	See Huge Spider Above	–
Spider, Subterranean, Crab	7	98	Web	2	See Huge Spider Above	–
Spider, Subterranean, Dire Cave Spider	7	98	Web	2	See Huge Spider Above	–
Spider, Subterranean, Tarantubat	7	98	Web	2	See Huge Spider Above	–
Spider, Uncommon, Phase	7	99	Web	2	See Huge Spider Above	–
Spider, Uncommon, Sea	7	99	Web	2	See Huge Spider Above	–
Spider, Uncommon, Water	7	99	Web	2	See Huge Spider Above	–
Sprite, Spite	7	105	Invisibility	2	blood replaces eyelash in gum arabic for Invisibility	–
Sprite, Spite	7	105	Invisibility	2	blood replaces eyelash in gum arabic for Invisibility	–
Sprite, Water	7	105	Airy Water	5	blood, CT +1 segment	–
Sprite, Water	7	105	Slow	3	blood, CT +1 segment, SV -1	–
Straw Mound	7	117	Charm Plants	7	brain can replace humus, water drop and twig or leaf in Charm Plants SV -2	–
Subterranean Magna-Ferrets	7	121	Detect Invisibility	2	eyes can replace pinch of talc and sprinkling of powdered silver in Detect Invisibility with range 11 yards/level and only 3% chance of spell mishap	–
Surgeon Beetle	7	122	Summon Swarm	2	addition to sqr of red cloth, CT 4 segments Dmg +1 point per round, (always summons beetles, 3% spell mishap)	–
Swan	1	75	Magic Jar, Trap the Soul	5, 8 (various)	–	used as alternative hosts for Magic Jar, Trap the Soul or similar spells
Swanmay	7	124	Charm Person	1	feather, SV -2, (5% spell mishap)	–
Swanmay, Bird Maiden	7	124	Charm Person	1	feather, SV -2, (5% spell mishap)	–
Sylph	7	127	–	–	–	using lock of hair reduces chances of creature summoned from Elemental Plane of Air turning on summoner by 50%
Tainter	7	128	Bestow Curse	4	dust, (causes victim to rise as Tainter if killed while Cursed)	–
Tangle Web	7	129	Spider Climb	2	–	replace spider in Spider Climb spell for vegetarian m-u
Tanuki	7	129	Veil	6	whiskers of a female, CT 8 segments, Dur 3 turns/level, (3% spell mishap)	–
Teether	7	133	Magic Mouth	2	lips, CT 1 rd, Dur permanent, (min caster level 7)	–
Tiger Horse, Flying Albino	8	8	Fly	3	feather, Dur x2, (lowers AC by 2 while in air, 5% chance of spell mishap)	–
Toad, Giant	8	12	Jump	1	legs, CT 3 segments, Dur x2, (double distance)	–
Truculent Terrifier	8	33	Delayed Blast Fireball	7	red gem, CT 9 sgmnts, Dmg +2 per die, (2% chance of spell mishap)	–
Turtle, Dragon	8	35	Airy Water	5	scale or shell, Dur x2, (1% chance of spell mishap)	–
Vision	8	67	Phamtasmal Killer	4	essence, CT 6 segments, Dmg age 1-10 years, (aging effect is permanent, even if resurrected or raised from the dead)	–
Vortex	8	68	–	–	–	essence used in air-related spells
Walking Stick, Giant	8	72	Detect Evil	2	antennae, (only detects evil Lycanthropes within 80 ft radius)	–
Weevil, Blood -Adult	8	81	Feign Death	3	body, CT 3 segments, Dur 1 hour plus 2 turns/caster level	–
Wild Cat O'Nine Tails	8	87	Clone	8	blood, (gives duplicates ability to regenerate 1 HP/turn, 1% chance of spell mishap)	–
Wild Cat O'Nine Tails	8	87	Simulacrum	7	blood, (gives duplicates ability to regenerate 1 HP/turn, 1% chance of spell mishap)	–
Wild Horse	1	57	Conjure Mount	1	–	hide used for Conjure Mount spell
Wild Horse	1	57	Strength	2	–	hide used for Strength spell
Will-O-(the)-Wisp	8	87	–	–	essence, electrical spells Dmg +1/die, (1% chance of spell mishap)	–
Witherstench	8	89	Stinking Cloud	2	gland, CT +2 segments, SV -4	–
Worm, Giant Canker	8	98	Polymorph Other	4	–	used in Polymorph Other spell if poison is boiled off
Wyrm, Gargantuan Amber	8	103	–	–	–	blood and body parts used in lieu of dragons with 25% effectivness, unless using 4 times as much
Wyrm, Gargantuan Bantering Snod	8	103	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Blood	8	103	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Guardian Sun	8	104	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Skraag	8	103	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Sludge	8	104	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Snow	8	104	–	–	–	See Gargantuan Amber Wyrm Above
Wyrm, Gargantuan Sun	8	104	–	–	–	See Gargantuan Amber Wyrm Above
Wyvern	8	106	Fly	3	–	scales used in Fly spell
Wyvern	8	106	Animate Dead	5	–	teeth used in Animate Dead spell
Wyvern	8	106	Control Weather	6	–	blood used in Control Weather spell
Yeti, Arctic	8	112	Strength	2	–	fur used in Strength spell
Yeti, Temperate	8	112	Strength	2	–	fur used in Strength spell
Yeti, Tropical	8	114	Strength	2	–	fur used in Strength spell
Zebra, Common	8	119	Cheetah Speed	2	–	fur used in Cheetah Speed spell
Zegasus	8	119	Cheetah Speed	2	fur, (enhances the flying speed of a natural flier or someone under a Fly spell)	–

Appendix C: Spell Planner

Magic-User Spell Planner

Character:_____

Spells Available by Level: 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___ 10 ___ 11 ___ 12 ___ 13 ___ 14 ___ 15 ___

Cantrips, Useful

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Chill*	Evocation	–	1 ft	V, S	–	1/2 segment	1 ft. cube	None
❑❑❑❑❑	*Clean*	Abjuration	–	1 ft	V, S	–	1/2 segment	4 sq. yards	None
❑❑❑❑❑	*Color*	Evocation	–	1 ft	V, S	30 days	1/2 segment	1 cubic yd.	None
❑❑❑❑❑	*Dampen*	Evocation	–	1 ft	V, S	–	1/2 segment	1 cubic yd.	None
❑❑❑❑❑	*Dibs*	Alteration	–	–	V, S	–	1/10 segment	1 object	Special
❑❑❑❑❑	*Dry*	Abjuration	–	1 ft	V. S	–	1/2 segment	1 cubic yd.	None
❑❑❑❑❑	*Dust*	Abjuration	–	1 ft	V, S	–	1/2 segment	10 ft. Radius	None
❑❑❑❑❑	*Exterminate*	Abjuration	–	1 ft	V, S	–	1/10 segment	1 small creature	None
❑❑❑❑❑	*Flavor*	Enchantment	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Freshen*	Enchantment	–	1 ft	V, S	1 hour	1/2 segment	1 object	None
❑❑❑❑❑	*Gather*	Alteration	–	1 ft	V, S	–	1/6 segment	1 sq. yard	None
❑❑❑❑❑	*Polish*	Alteration	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Salt*	Evocation	–	1 ft	V, S	–	1/6 segment	1 object	None
❑❑❑❑❑	*Shine*	Alteration	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Spice*	Evocation	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Sprout*	Alteration	–	1 ft	V, S	–	1/2 segment	1 cubic yd.	None
❑❑❑❑❑	*Stitch*	Alteration	–	1 ft	V, S	–	1/2 segment	Special	None
❑❑❑❑❑	*Sweeten*	Evocation	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Tie*	Alteration	–	1 ft	V, S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Warm*	Evocation	–	1 ft	V, S	–	1/2 segment	1 ft. cube	None
❑❑❑❑❑	*Wrap*	Alteration	–	1 ft	V,S	–	1/2 segment	1 cubic yd.	None

* = Reversible
Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Cantrips, Reversed

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Curdle*	Enchantment	–	1 ft	V,S	–	1/6 segment	1 object	None
❑❑❑❑❑	*Dirty*	Evocation	–	1 ft	V,S	–	1/6 segment	4 sq. yds.	None
❑❑❑❑❑	*Dusty*	Evocation	–	1 ft	V,S	–	1/6 segment	10 foot radius	None
❑❑❑❑❑	*Hairy*	Alteration	–	1 ft	V,S	–	1/10 segment	1 object	None
❑❑❑❑❑	*Knot*	Alteration	–	1 ft	V,S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Ravel*	Alteration	–	1 ft	V,S	–	1/10 segment	Special	None
❑❑❑❑❑	*Sour*	Evocation	–	1 ft	V,S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Spill*	Alteration	–	1 ft	V,S	–	1/6 segment	1 container	None
❑❑❑❑❑	*Tangle*	Alteration	–	1 ft	V,S	–	1/6 segment	1 object	None
❑❑❑❑❑	*Tarnish*	Alteration	–	1 ft	V,S	–	1/2 segment	1 object	None
❑❑❑❑❑	*Untie*	Alteration	–	1 ft	V,S	–	1/3 segment	1 object	None
❑❑❑❑❑	*Wilt*	Enchantment	–	1 ft	V,S	–	1/2 segment	1 object	None

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Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Cantrips, Legerdemain

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Air of Legitimacy*	Illus./Phant.	–	1 ft	V,S	1 round	1/3 segment	1 object	Special
❑❑❑❑❑	*Change*	Alteration	–	1 ft	V,S	Special	1/10 segment	1 object	Special
❑❑❑❑❑	*Distract*	Enchantment	–	1 ft	V,S	–	1/3 segment	Special	None
❑❑❑❑❑	*Hide*	Illusion	–	1 ft	V,S	Special	1/10 segment	1 object	None
❑❑❑❑❑	*Mute*	Alteration	–	1 ft	V,S	1 round	1/10 segment	1 object	Negates
❑❑❑❑❑	*Palm*	Illusion	–	1 ft	V,S	1 segment	1/10 segment	1 small item	None
❑❑❑❑❑	*Present*	Alteration	–	2 ft radius	V,S	–	1/6 segment	1 small item	Special

* = Reversible
Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Cantrips, Person-Affecting

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Aura/Vulnerability*	Illus./Phant.	–	1 ft per level	V, S	1 round	1/3 segment	1 creature	Special
❑❑❑❑❑	*Belch*	Evocation	–	1 ft per level	V, S	–	1/10 segment	1 person	Special
❑❑❑❑❑	*Blink*	Evocation	–	1 ft per level	V, S	–	1/10 segment	1 person	Special
❑❑❑❑❑	*Cough*	Evocation	–	1 ft per level	V, S	1-3 seconds	1/3 segment	1 person	Negates
❑❑❑❑❑	*Coy Smile*	Ench./Charm	–	1 ft per level	V, S	1 round	1/6 segment	1 person	Negates
❑❑❑❑❑	*Double Take*	Ench./Charm	–	1 ft per level	V, S	–	1/3 segment	1 person	None
❑❑❑❑❑	*Exude Fear*	Ench./Charm	–	1 ft per level	V, S	1 turn	1/3 segment	1 person	None
❑❑❑❑❑	*Feign Toughness*	Illus./Phant.	–	1 ft per level	V, S	1 round	1/3 segment	1 creature	Negates
❑❑❑❑❑	*Flinch*	Ench./Charm	–	1 ft per level	V, S	–	1/3 segment	1 creature	Negates
❑❑❑❑❑	*Giggle*	Charm	–	1 ft per level	V, S	2 to 3 seconds	1/3 segment	1 person	Negates
❑❑❑❑❑	*Indian Burn*	Illus./Phant.	–	1 ft per level	V, S	1 round	1/3 segment	1 person	Negates
❑❑❑❑❑	*Knowing Look*	Alteration	–	1 ft per level	V, S	1 round	1/6 segment	1 person	None
❑❑❑❑❑	*Lazy Eye*	Alteration	–	1 ft per level	V, S	1 to 2 seconds	1/6 segment	1 person	Negates
❑❑❑❑❑	*Menacing Scowl*	Alteration	–	1 ft per level	V, S	1 round	1/3 segment	1 person	None
❑❑❑❑❑	*Nod*	Evocation	–	1 ft per level	V, S	–	1/10 segment	1 person	Negates
❑❑❑❑❑	*Noogie*	Ench./Charm	–	1 ft per level	V, S	1 round	1/10 segment	1 person	Negates
❑❑❑❑❑	*Poker Face*	Alteration	–	1 ft per level	V, S	1 rnd + 1 rnd/lvl	1/10 segment	Caster	None
❑❑❑❑❑	*Remote Gouged Eye*	Evocation	–	1 ft per level	V, S	2 rounds	1/6 segment	1 creature	Negates
❑❑❑❑❑	*Scratch*	Evocation	–	1 ft per level	V, S	1 second	1/6 segment	1 creature	Negates
❑❑❑❑❑	*Sheepish Grin*	Ench./Charm	–	1 ft per level	V, S	–	1/3 segment	1 creature	None
❑❑❑❑❑	*Sneeze*	Evocation	–	1 ft per level	V, S	–	1/2 segment	1 creature	Negates
❑❑❑❑❑	*Twitch*	Evocation	–	1 ft per level	V, S	–	1/3 segment	1 creature	Negates
❑❑❑❑❑	*Veiled Threat*	Evocation	–	Touch	V, S	–	1/6 segment	1 creature	Negates
❑❑❑❑❑	*Weak Bladder*	Enchantment	–	1 ft per level	V, S	6 turns	1/10 segment	1 person	Negates
❑❑❑❑❑	*Wet Willie*	Evocation	–	1 ft per level	V, S	–	1/3 segment	1 person	None
❑❑❑❑❑	*Wink*	Enchantment	–	1 ft per level	V, S	–	1/10 segment	1 person	Special
❑❑❑❑❑	*Yawn*	Evocation	–	1 ft per level	V, S	–	1/6 segment	1 creature	Negates

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Cantrips, Personal

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Bee*	Summoning	–	1 ft	V, S	–	1/2 segment	1 bee	None
❑❑❑❑❑	*Bluelight*	Conjuration	–	1 ft	V, S	Special	1/2 segment	Special	None
❑❑❑❑❑	*Bug*	Summoning	–	1 ft	V, S	–	1/2 segment	1 bug	None
❑❑❑❑❑	*Firefinger*	Alteration	–	1 ft	V, S	1 segment	1/3 segment	1/2 ft. line	None
❑❑❑❑❑	*Gnats*	Summoning	–	1 ft	V, S	1 to 4 segments	1/2 segment	1 ft. cube	Special
❑❑❑❑❑	*Mouse*	Summoning	–	1 ft	V, S	–	1/2 segment	1 mouse	None
❑❑❑❑❑	*Smokepuff*	Evocation	–	1 ft	V, S	–	1/3 segment	Special	None
❑❑❑❑❑	*Spider*	Summoning	–	1 ft	V, S	1 segment	1/2 segment	1 spider	Special
❑❑❑❑❑	*Tweak*	Conjuration	–	1 ft	V, S	–	1/3 segment	1 creature	Special
❑❑❑❑❑	*Unlock*	Conjuration	–	1 ft	V, S	–	1/2 segment	1 lock	None

* = Reversible
Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Cantrips, Haunting

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Creak*	Evocation	–	1 ft per level	V,S	Special	1/6 segment	Special	None
❑❑❑❑❑	*Footfall*	Illusion	–	1 ft per level	V,S	–	1/6 segment	Special	None
❑❑❑❑❑	*Groan*	Illusion	–	1 ft per level	V,S	–	1/6 segment	Special	Negates
❑❑❑❑❑	*Moan*	Illusion	–	1 ft per level	V,S	–	1/10 segment	Special	None
❑❑❑❑❑	*Rattle*	Illusion	–	1 ft per level	V,S	1 to 2 seconds	1/10 segment	Special	Negates
❑❑❑❑❑	*Tap*	Evocation	–	1 ft per level	V,S	–	1/6 segment	1 sq. ft.	None
❑❑❑❑❑	*Thump*	Illusion	–	1 ft per level	V,S	–	1/10 segment	Special	Negates
❑❑❑❑❑	*Whistle*	Evocation	–	1 ft per level	V,S	–	1/6 segment	Special	None

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Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Cantrips, Minor Illusions

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Colored Lights*	Alteration	–	1 ft	V,S	Special	1/2 segment	Special	None
❑❑❑❑❑	*Dim*	Alteration	–	1 ft	V,S	1 round	1/2 segment	Special	None
❑❑❑❑❑	*Haze*	Alteration	–	1 ft	V,S	1 round	1/2 segment	1 ft. cube	None
❑❑❑❑❑	*Mask*	Illusion	–	1 ft	V,S	3 to 6 rounds	1/6 segment	1 person	None
❑❑❑❑❑	*Mirage*	Illusion	–	1 ft	V,S	Special	1/2 segment	2 sq. feet	Special
❑❑❑❑❑	*Noise*	Illusion	–	10 ft	V,S	–	1/6 segment	1 ft. radius	Negates
❑❑❑❑❑	*Rainbow*	Alteration	–	1 ft	V,S	1 round	1/3 segment	Special	None
❑❑❑❑❑	*Two-D'lusion*	Illusion	–	1 ft	V,S	–	1/6 segment	4 sq. feet	None

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Cantrips, Social Engagement

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Blather* *	Ench./Charm	–	10 feet	V,S	1 turn	1/3 segment	1 person	None
❑❑❑❑❑	*Conceal Gas*	Illus./Phant.	–	1 ft per level	V,S	1 round	1/10 segment	1 person	None
❑❑❑❑❑	*Dispel Body Odor* *	Alteration	–	1 ft per level	V,S	–	1/3 segment	1 person	Special
❑❑❑❑❑	*Gristle Teleportation*	Alteration	–	1 ft per level	V,S	–	1/6 segment	Caster's mouth	None
❑❑❑❑❑	*Hide Food*	Illus./Phant.	–	1 ft per level	V,S	6 turns	1/2 segment	1 plate	None
❑❑❑❑❑	*Illusion of Courtesy*	Illus./Phant.	–	1 ft per level	V,S	–	1/6 segment	1 person	None
❑❑❑❑❑	*Interject Witty Comment*	Alteration	–	1 ft per level	V,S	–	1/10 segment	1 person	None
❑❑❑❑❑	*Neutralize Alcohol* *	Alteration	–	10 feet	V,S	–	1/3 segment	1 quart	None
❑❑❑❑❑	*Numb Tongue*	Illusion	–	1 ft per level	V,S	1 turn	1/6 segment	Caster	None
❑❑❑❑❑	*Pass Salt*	Alteration	–	1 ft per level	V,S	–	1/6 segment	1 container	None
❑❑❑❑❑	*Personal Zephyr*	Evocation	–	1 ft per level	V,S	6 turns	1/3 segment	Caster	None
❑❑❑❑❑	*Protection from Sneezes*	Abjuration	–	1 ft per level	V,S	1 round	1/10 segment	Caster	None
❑❑❑❑❑	*Set Table* *	Alteration	–	1 ft per level	V,S	–	1/2 segment	1 table	None
❑❑❑❑❑	*Strengthen Smile Muscles*	Alteration	–	10 feet	V,S	1 day	1/3 segment	1 person	None
❑❑❑❑❑	*Wash Hands*	Alteration	–	1 ft per level	V,S	–	1/2 segment	2 hands	None
❑❑❑❑❑	*Wipe Face*	Alteration	–	1 ft per level	V,S	–	1/2 segment	1 person	None

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Magic-User 1st level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Affect Normal Fires*	Alteration	–	5 yds/lvl	V, S, M	2 yds/lvl	1 segment	10 ft. radius	None
❑❑❑❑❑	*Alarm*	Abjur./Evoc.	–	10 yards	V, S, M	4 hrs+1/2 hr./lvl	1 round	Special	None
❑❑❑❑❑	Animate Dead Animals	Necromancy	–	10 yards	V, S, M	1 week/lvl	1 round	Special	None
❑❑❑❑❑	*Armor*	Conjuration	–	Touch	V, S, M	Special	1 round	1 creature	None
❑❑❑❑❑	*Audible Glamer*	Illus./Phant.	–	60 yds.+10 yds/lvl	V, S, M	3 rounds/lvl	1 segment	hearing range	Special
❑❑❑❑❑	*Aura of Innocence*	Ench./Charm	–	1 yd/lvl	V, S, M	3 rounds/lvl	1 segment	1 person	Negates
❑❑❑❑❑	*Bash Door*	Evocation	–	30 yards	V, S	Instantaneous	1 segment	1 door	None
❑❑❑❑❑	*Befriend*	Ench./Charm	–	0	V, S, M	1d4 rnds+1 rnd/lvl	1 segment	60 ft. radius	Special
❑❑❑❑❑	Blood Missile	Necromancy	Woeful	10 yds. + 10 yds./lvl	V, S	Instantaneous	1 seg.	5-ft. radius	None
❑❑❑❑❑	*Burning Hands*	Alteration	–	5 feet	V, S	Instantaneous	1 segment	5 ft., 120° arc	1/2 damage
❑❑❑❑❑	*Change Self*	Illus./Phant.	–	0	V, S	2d6 rnds+2 rnd/lvl	1 segment	Caster	None
❑❑❑❑❑	*Charm Person*	Ench./Charm	–	120 yds.	V, S	Special	1 segment	1 person	Negates
❑❑❑❑❑	*Chill Touch*	Necromancy	–	0	V, S	3 rnds+1 rnd/lvl	1 segment	Caster	Negates
❑❑❑❑❑	*Chromatic Orb*	Alt./Evoc.	–	30 feet	V, S, M	Special	1 segment	1 creature	Special
❑❑❑❑❑	*Color Spray*	Alteration	–	0	V, S, M	Instantaneous	1 segment	5x20x20 ft. wedge	Special
❑❑❑❑❑	*Comprehend Languages* *	Alteration	–	Touch	V, S, M	5 rounds per level	1 round	Special	None
❑❑❑❑❑	*Conjure Mount*	Conj./Summon.	–	10 yards	V, S, M	2 hours+1 hr./lvl	1 turn	1 mount	None
❑❑❑❑❑	Copy	Evocation	–	Special	V, S, M	Instantaneous	1 round	1 object	Special
❑❑❑❑❑	Corpse Visage	Illus./Necr.	–	Touch	V, S, M	1 round/lvl	1 round	Creature touched	Negates
❑❑❑❑❑	*Dancing Lights*	Alteration	–	40 yds.+10 yds/lvl	V, S, M	2 rounds/lvl	1 segment	Special	None
❑❑❑❑❑	Deirdra's Reckless Dweomer	Evocation	Wild	Special	V, S	Special	5 segments	Special	Special
❑❑❑❑❑	Detect Disease	Divination	–	10 yards	V, S, M	1 round/lvl	1 segment	1 creature or object	None
❑❑❑❑❑	Detect Illusion	Divination	–	Touch	V, S, M	3 rds. + 2 rds./lvl	1 seg.	10-ft. x 10-ft. path/lvl	None
❑❑❑❑❑	*Detect Magic*	Divination	–	0	V, S	2 rounds/lvl	1 segment	10 ft. x 60 ft.	None
❑❑❑❑❑	Detect Phase	Divination	–	0	V, S	2 rounds/lvl	1 segment	10 x 60 ft. path	None
❑❑❑❑❑	Detect Undead	Div../Necrom.	–	0	V, S, M	3 turns	1 round	60 ft.+10 ft./lvl	None
❑❑❑❑❑	Disable Hand	Necromancy	–	10 yards	V, S, M	Special	1 segment	1 hand	Negates
❑❑❑❑❑	Divining Rod	Ench./Charm/Div.	–	60 yards	V, S, M	1 round/lvl	1 round	Special	None
❑❑❑❑❑	*Enlarge* *	Alteration	–	5 yds./lvl	V, S, M	5 rounds/lvl	1 segment	1 creature/object	Negates
❑❑❑❑❑	*Erase*	Alteration	–	30 yards	V, S	Permanent	1 segment	1 scroll or 2 pages	Special
❑❑❑❑❑	Evaporate	Alteration	–	30 yards	V, S, M	Instantaneous	1 segment	5 cu. ft./lvl	None (negates)
❑❑❑❑❑	Exterminate	Necromancy	–	10 feet	V, S, M	Instantaneous	1 segment	1 sm. creature or 1 cubic ft. per level (up to 10 creatures or 10 cubic feet maximum).	None
❑❑❑❑❑	*Faerie Phantoms*	Illus./Phant.	–	60 yds.+10 yds/lvl	V, S, M	Special	1 segment	1d6 phantoms/lvl	None
❑❑❑❑❑	*Feather Fall*	Alteration	–	10 yds./lvl	V	1 rd./lvl	1 segment	Special	None
❑❑❑❑❑	*Find Familiar*	Conj./Summon.	–	1 mile/lvl	V, S, M	Special	2d12 hours	1 familiar	Special
❑❑❑❑❑	*Fireball, Barrage*	Alteration	–	50 yds. + 10 yds/lvl	V, S, M	1 round/lvl	1 segment	1+ creatures in rng	None
❑❑❑❑❑	*Fireball, Sidewinder* (FI)	Evocation	–	1 mile maximum	V, S, M	1 round/lvl	1 segment	10 ft. radius	1/2

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Firewater*	Alteration	–	10 feet	V, S, M	1 round	1 segment	1 pint of water	None
❑❑❑❑❑	*Fluttersoft*	Alteration	–	60 feet	V, S, M	1 hour	1 segment	1 creature	None
❑❑❑❑❑	*Fog Vision*	Diviniation	–	Touch	V, S, M	1 turn/lvl	1 segment	1 person	None
❑❑❑❑❑	*Gabal's Magic Aura*	Illus../Phant.	–	Touch	V, S, M	1 day/lvl	1 round	Special	Special
❑❑❑❑❑	*Gaze Reflection*	Alteration	–	0	V, S	2 rds + 1 rd./lvl	1 segment	Special	None
❑❑❑❑❑	*Grease*	Conjuration	–	10 yards	V, S, M	3 rds. + 1 rd./lvl	1 segment	10 x 10 ft.	Special
❑❑❑❑❑	*Haarpang's Floating Cart*	Evocation	–	20 yards	V, S, M	6 hours + 1 hr./lvl	1 segment	Special	None
❑❑❑❑❑	*Hold Portal*	Alteration	–	20 yards/lvl	V	1 rd./lvl	1 segment	20 sq. ft./lvl	None
❑❑❑❑❑	Horvath's Guess	Divination	Wild	300 yards	V	Instantaneous	2 segments	Special	None
❑❑❑❑❑	*Hypnotism*	Ench./Charm	–	5 yards	V, S	1 rd. + 1 rd./lvl	1 segment	30 ft. cube	Negates
❑❑❑❑❑	Icy Sphere	Evocation	–	10 yards/lvl	V, S, M	1 round/lvl	1 segment	10 yards	1/2
❑❑❑❑❑	*Identify*	Divination	–	0	V, S, M	1 rd./lvl	Special	1 item/lvl	None
❑❑❑❑❑	Imaginary Friend	Illus./Phant.	–	0	V, S, M	2 rounds/lvl	1 segment	Caster	None
❑❑❑❑❑	Jack Punch	Evocation	–	5 yards/lvl	V, S	Instantaneous	1 segment	1 creature	None
❑❑❑❑❑	*Jump*	Alteration	–	Touch	V, S, M	1d3 rds. + 1 rd/lvl	1 segment	creature touched	None
❑❑❑❑❑	Kachirut's Exploding Palm	Evocation	–	Touch	V, S	Instantaneous	1 segment	1 target	1/2
❑❑❑❑❑	*Light*	Alteration	–	60 yards	V, M	1 turn/lvl	1 segment	20 ft. radius	Special
❑❑❑❑❑	*Magic Missile*	Evocation	–	60 yds. + 10 yds/lvl	V, S	Instantaneous	1 segment	1-5 targets/10 ft. sq.	None
❑❑❑❑❑	*Magic Shield*	Evocation	–	0	V, S	5 rds./lvl	1 segment	Special	None
❑❑❑❑❑	Magic Stone	Ench./Charm	–	Touch	V, S, M	Special	4 segments	3 pebbles	None
❑❑❑❑❑	*Melt*	Alteration	–	30 yards	V, S, M	1 round/lvl	1 segment	Special	Special
❑❑❑❑❑	*Mend*	Alteration	–	30 yards	V, S, M	Permanent	1 segment	1 object	None
❑❑❑❑❑	*Merge Coin Pile*	Alteration	–	10 yards	V, S, M	Permanent	1 segment	10 ft. x 10 ft. area	Special
❑❑❑❑❑	*Message*	Alteration	–	0	V, S, M	5 rds./lvl	1 segment	Special	None
❑❑❑❑❑	Metal Bug	Alteration	–	Touch	V, S, M	1 hour/lvl	1 segment	Metal touched (4 lbs./lvl)	None
❑❑❑❑❑	*Minor Sphere/Perturbation*	Alteration	–	60 yards	V, M	1 turn/lvl	1 segment	20 ft. radius	Negates
❑❑❑❑❑	Patternweave	Divination	Wild	10 yards	V, S, M	1 round	3 segments	10-foot square	Special
❑❑❑❑❑	*Phantasmal Fireball*	Illus../Phant.	–	60 yds.+10 yds/lvl	V, S, M	Instantaneous	1 segment	20 ft. radius	Special
❑❑❑❑❑	*Phantasmal Force*	Illus./Phant.	–	60 yds.+10 yds/lvel	V, S, M	Special	1 segment	Special	Special
❑❑❑❑❑	*Phantom Armor*	Alt./Illus.	–	Touch	V, S, M	Special	1 round	1 person	None
❑❑❑❑❑	*Pool Gold*	Alteration	–	20 feet	V, S, M	1 round	1 segment	20 ft. radius	Special
❑❑❑❑❑	Power Word: Cartwheel	Conj./Summon.	–	10 yards/lvl	V	1 round	1 segment	1 creature	None
❑❑❑❑❑	Power Word: Moon	Conj./Summon.	–	5 yards/lvl	V	1 round	1 segment	1 creature	None
❑❑❑❑❑	Power Word: Summersault	Conj./Summon.	–	10 yards/lvl	V	1 round	1 segment	1 creature	None
❑❑❑❑❑	*Precipitation*	Alteration	–	10 ft./lvl	V, S, M	1 segment/lvl	3 segments	Special	None
❑❑❑❑❑	*Protection from Evil*	Abjuration	–	Touch	V, S, M	2 rds./lvl	1 segment	creature touched	None
❑❑❑❑❑	Protection from Sunburn	Abjuration	–	0	S, M	1 day/lvl	1 segment	10 ft. radius	None
❑❑❑❑❑	Protective Amulet	Abjur./Ench.	–	0	V, S, M	1 week/lvl	1 hour	1 piece of jewelry	None
❑❑❑❑❑	*Push*	Conj./Summon.	–	1 ft./lvl	V, S, M	Instantaneous	1 segment	Special	Negates
❑❑❑❑❑	Ralph's Placid Arrow	Necromancy	–	180 yards	V, S, M	1d12 rnds + 1d3 rnds/lvl	1 segment	1 creature	Negates
❑❑❑❑❑	*Read Magic*	Divination	–	0	V, S, M	2 rds./lvl	1 round	Special	None
❑❑❑❑❑	Remove Fear	Abjuration	–	10 yards +1 yard/lvl	V, S	2 turns/lvl	1 segment	1 creature/3 levels	None
❑❑❑❑❑	Remove Thirst	Alt./Ench./Charm	–	Touch	V, S, M	Permanent	1 segment	1 creature	None
❑❑❑❑❑	Resist Cold	Alt./Invoc.	–	0	V, S, M	2 rd./lvl	3 segments	Caster	None
❑❑❑❑❑	Resist Fire	Alteration	–	0	V, S, M	2 rd./lvl	3 segments	Caster	None
❑❑❑❑❑	*Run*	Enchantment	–	Touch	V, S, M	5 to 8 hours	1 round	Special	None
❑❑❑❑❑	*Shift Blame*	Ench./Charm	–	Touch	V, S, M	3 rds./lvl	1 segment	creature touched	Negates
❑❑❑❑❑	*Shocking Grasp*	Alteration	–	Touch	V, S	Special	1 segment	creature touched	None
❑❑❑❑❑	*Sleep*	Ench./Charm	–	30 yards	V, S, M	5 rds./lvl	1 segment	Special	None
❑❑❑❑❑	*Smell Immunity*	Illus./Phant.	–	60 feet	V, S, M	1 turn/lvl	1 segment	1 creature	Negates
❑❑❑❑❑	*Spider Climb*	Alteration	–	Touch	V, S, M	3 rds. + 1 rd./lvl	1 segment	creature touched	Negates
❑❑❑❑❑	*Spook*	Illus./Phant.	–	30 feet	V, S	Special	1 segment	1 creature	Negates
❑❑❑❑❑	*Taunt*	Enchantment	–	60 yards	V, S, M	1 round	1 segment	30 ft. radius	Negates
❑❑❑❑❑	*Throw Voice*	Illus./Phant.	–	10 yds./lvl	V, M	4 rds + 1 rd./lvl	1 segment	1 creature or object	Negates
❑❑❑❑❑	*Unseen Servant*	Conjurat./Summon.	–	0	V, S, M	4 hr. + 1 hour/lvl	1 segment	30 ft. radius	None
❑❑❑❑❑	*Wall of Fog*	Evocation	–	30 yards	V, S, M	2d4 rds. + 1 rd./lvl	1 segment	Special	None
❑❑❑❑❑	Witherslow	Necromancy	Vengeance	0	V, S, M	1 year/lvl	5 segments	1 creature	Negates
❑❑❑❑❑	*Wizard Mark*	Alteration	–	Touch	V, S, M	Permanent	1 segment	Up to 1 sq. foot	None
❑❑❑❑❑	*Write*	Evocation	–	0	V, S, M	1 hour/lvl	1 round	1 spell inscription	Special
❑❑❑❑❑	*Wrygal's Delic/Deception*	Illus./Phant.	–	100 feet	V, S, M	1 turn	1 segment	60 yard radius	None
❑❑❑❑❑	*Yudder's Whistle of Hell's Gate*	Evocation	–	5 yds radius/lvl	V, S, M	1 round/lvl	1 segment	5 yard radius/lvl	Special/Neg
❑❑❑❑❑									
❑❑❑❑❑									

* = Reversible

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Magic User 2nd Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Alter Self*	Alteration	–	0	V, S	3d4 rds./+2 rds./lvl	2 segments	Caster	None
❑❑❑❑❑	Aname's Extra-Dimensional Mallet	Conj./Summon..	–	Special	V, S, M	1 round/lvl	2 segments	Special	None
❑❑❑❑❑	*Bind*	Enchantment	–	30 yards	V, S, M	1 rd./lvl	2 segments	50 ft. + 5 ft./lvl	None
❑❑❑❑❑	*Blindness*	Illus./Phant.	–	30 yds.+10 yds./lvl	V	Special	2 segments	1 creature	Negates
❑❑❑❑❑	Blood Mark	Necromancy	Woeful	10 yards/lvl	V, S	1 week/lvl	2 seg.	1 creature	None
❑❑❑❑❑	Blood Thrist	Necromancy	Woeful	10 yds. + 2 yds./lvl	V, S	10 minutes + 1 minute/lvl	2 seg.	1 creature	None
❑❑❑❑❑	*Blur*	Illus./Phant.	–	0	V, S	3 rds. + 1 rd./lvl	2 segments	Caster	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Chain of Fire*	Evocation	–	30 yards	V, S, M	Special	2 segments	Special	None
❑❑❑❑❑	Chaos Shield	Abjuration	Wild	0	V, S	1d10 rounds + 2 rounds/lvl	2 segments	Caster	Special
❑❑❑❑❑	Chaotic Transformation	Alteration	–	Touch	V, S, M	Permanent	6 segments	1 creature	Negates
❑❑❑❑❑	*Cheetah Speed*	Alteration	–	Touch	V, S, M	3 rds. + 1 rd./lv	2 segments	1 creature/lvl	None
❑❑❑❑❑	Choke	Necr./Conj.	–	30 yards	V, S, M	1 round/lvl	2 segments	1 creature	1/2
❑❑❑❑❑	*Cloud of Pummeling Fists*	Evocation	–	1 yd./lvl	V, S, M	2 rounds	2 segments	10 ft. radius	None
❑❑❑❑❑	*Continual Light* *	Alteration	–	60 yards	V, S	Permanent	2 segments	60 ft. radius	Special
❑❑❑❑❑	*Darkness, 15' R.*	Alteration	–	10 yds./lvl	V, S, M	1 turn + 1 rd./lvl	2 segments	15 ft. radius	None
❑❑❑❑❑	*Deafness*	Illus./Phant.	–	60 yards	V, S, M	Special	2 segments	1 creature	Negates
❑❑❑❑❑	Death Recall	Necr./Div.	–	Touch	V, S, M	Special	1 round	1 corpse	None
❑❑❑❑❑	Deepen Shadows	Illus./Phant.	–	0 or 6 yards (see text)	S	1 hour/lvl	5 rounds	One 10 x 10 ft. area/lvl	None
❑❑❑❑❑	*Deeppockets*	Alt./Ench.	–	Touch	V, S, M	12 hrs. + 1 hr./lvl	1 turn	1 garment	None
❑❑❑❑❑	Detect Charm	Divination	–	0	V, S, M	1 turn	1 segment	1 creature/round	Negates
❑❑❑❑❑	*Detect Evil* *	Divination	–	0	V, S	5 rds./lvl	2 segments	10 x 180 ft.	None
❑❑❑❑❑	*Detect Invisibility*	Divination	–	0	V, S, M	5 rds./lvl	2 segments	10 yds./lvl	None
❑❑❑❑❑	Detect Life	Divination	–	10 feet/lvl	V, S, M	5 rounds	2 segments	1 creature	None
❑❑❑❑❑	Disable Foot	Necromancy	–	10 yards	V, S, M	Special	1 segment	1 foot	Negates
❑❑❑❑❑	Dancing Shadows	Illus./Phant.	–	30 yards	V, S	2 rds./lvl	2 seg.	30-ft. cube	Negates
❑❑❑❑❑	Elenwyd's Majestic Bosom	Alteration	–	Touch	V, S, M	Permanent	3 segments	1 female Biped	Negates
❑❑❑❑❑	*ESP*	Divination	–	0	V, S, M	1 rd./lvl	2 segments	5 yds./lvl	None
❑❑❑❑❑	*Fascinate*	Illus./Phant.	–	30 yards	V, S	Special	2 segments	1 creature	Negates
❑❑❑❑❑	Fihrsid's Horrid Armor	Necromancy	–	Special	V, S, M	1d6 days/lvl	3 segments	Special	None
❑❑❑❑❑	Filter	Abjuration	–	Touch	V, M	1 turn/lvl	2 segments	10-foot radius sphere around creature touched	None
❑❑❑❑❑	Find Traps	Divination	–	0	V, S, M	3 turns	4 segments	10 ft. x 30 yds.	None
❑❑❑❑❑	Fire Telekinesis	Alteration	–	30 yards	V, S	2 rnds/lvl	2 segments	Special	Special
❑❑❑❑❑	*Fireball, S.W. (F2)*	Evocation	–	1 mile max	V, S, M	1 rd./lvl	2 segments	10 ft. radius	1/2
❑❑❑❑❑	*Fireball, Skipping Betty*	Evocation	–	1 mile	V, S, M	1 rd./lvl	2 segments	10 ft. radius	1/2
❑❑❑❑❑	*Flaming Sphere*	Evocation	–	10 yards	V, S, M	1 rd./lvl	2 segments	3 ft. radius	Negates
❑❑❑❑❑	*Fog Cloud*	Alteration	–	10 yards	V, S	4 rds. + 1 rd./lvl	2 segments	Special	None
❑❑❑❑❑	*Fool's Gold*	Alt./Illus.	–	10 yards	V, S, M	1 hr./lvl	1 round	10 cu. in./lvl	Special
❑❑❑❑❑	*Forget*	Ench./Charm	–	30 yards	V, S	Permanent	2 segments	Special	Negates
❑❑❑❑❑	Fustis's Mnemonic Enhancer	Alt./Ench.	–	0	V, S, M	1 day	1 turn	Caster	None
❑❑❑❑❑	Galinor's Gender Reversal	Alteration	–	5 feet/lvl	V, M	Permanent	3 segments	1 creature	Negates
❑❑❑❑❑	*Gandle's Fble. Trap*	Illus./Phant.	–	Touch	V, S, M	Permanent	3 rounds	object touched	None
❑❑❑❑❑	Ghoul Touch	Necromancy	–	0	V, S, M	1 round/lvl	2 segments	1 person	Special
❑❑❑❑❑	*Glitterdust*	Conjur/Summon.	–	10 yds./lvl	V, S, M	Special	2 segments	20 ft. cube	Special
❑❑❑❑❑	*Heat Seeking FoT*	Evocation	–	100 feet	V, S, M	Instantaneous	2 segments	30 ft. cube	1/2
❑❑❑❑❑	Hullman's Baneful Deflector	Abjuration	Wild	Touch	V, S, M	2 rounds/lvl	2 segments	1 creature	None
❑❑❑❑❑	*Hypnotic Pattern*	Illus./Phant.	–	30 yards	S, M	Special	2 segments	30 ft. cube	Negates
❑❑❑❑❑	Ice Knife	Evocation	–	Special	V, S, M	Instantaneous	1 round	Special	Negates
❑❑❑❑❑	*Imprv. Phant. Force*	Illus./Phant.	–	60 yds.+10 yds./lvl	V, S, M	Special	2 segments	Special	Special
❑❑❑❑❑	*Invisibility*	Illus./Phant.	–	Touch	V, S, M	Special	2 segments	creature touched	None
❑❑❑❑❑	*Irritation*	Alteration	–	10 yds./lvl	V, S, M	Special	2 segments	Special	Negates
❑❑❑❑❑	Kachirut's Kinetic Strike	Evocation	–	3 yards/lvl	V, S	Instantaneous	2 segments	1 target	1/2
❑❑❑❑❑	*Knock* *	Alteration	–	60 yards	V	Special	1 segment	10 sq. ft./lvl	None
❑❑❑❑❑	*Know Alignment*	Divination	–	10 yards	V, S	1 rd./lvl	1 round	Special	Negates
❑❑❑❑❑	*Levitate*	Alteration	–	20 yds./lvl	V, S, M	1 turn/lvl	2 segments	1 creature/object	Negates
❑❑❑❑❑	*Locate Object* *	Divination	–	0	V, S, M	1 rd./lvl	2 segments	20 yds./lvl	None
❑❑❑❑❑	Magic Missile Reflection	Abjur./Alt.	–	Touch	V, S, M	2 rds. + 1 rd./lvl	2 segments	Creature touched	None
❑❑❑❑❑	*Magic Missile/Skewering*	Evocation	–	60 ft. + 10 ft./lvl	V, S	Instantaneous	2 segments	Special	None
❑❑❑❑❑	*Magic Mouth*	Alteration	–	10 yards	V, S, M	Special	2 segments	1 object	None
❑❑❑❑❑	*Mirror Image*	Illus./Phant.	–	0	V, S	3 rds./lvl	2 segments	6 ft. radius	None
❑❑❑❑❑	*Misdirection*	Illus./Phant.	–	30 yards	V, S	8 hours	2 segments	1 creature/object	Negates
❑❑❑❑❑	*Munz's Bolt/Acid*	Conjuration	–	180 yards	V, S, M	Special	2 segments	1 target	Special
❑❑❑❑❑	*Murgain's Muster Str.*	Ench./Charm	–	Touch	V, S	Permanent	2 segments	1 creature	None (neg.)
❑❑❑❑❑	Noonan's Nonsensical Nullifier	Abjuration	Wild	Touch	V, S, M	1d6 rds + 1 round/lvl	2 segments	Creature touched	None
❑❑❑❑❑	Power Word: Belch	Conj./Summon.	–	10 yards/lvl	V	1 melee round	1 segment	1 creature	None
❑❑❑❑❑	Power Word: Detect	Conj./Summon.	–	0	V	2 rounds/lvl	1 segment	60 yard wedge	None
❑❑❑❑❑	Power Word: Light	Conj./Summon.	–	5 yards	V	Instantaneous	1 segment	1 small object	None
❑❑❑❑❑	*Premonition*	Divination	–	Touch	V, S, M	2 rds./lvl	2 segments	1 creature	None (neg.)
❑❑❑❑❑	*Preserve*	Abjuration	–	Touch	V, S, M	Permanent	2 rounds	Special	None
❑❑❑❑❑	*Proadus' U.F.L.*	Enchantment	–	60 yards	V, S, M	1 rd./lvl	2 segments	1 or more creatures in a 30 ft. cube	Negates
❑❑❑❑❑	*Protection/Cantrips*	Abjuration	–	Touch	V, S	5 hrs. + 1 hr./lvl	1 round	1 creature/object	None
❑❑❑❑❑	*Pyrotechnics*	Alteration	–	120 yards	V, S, M	Special	2 segments	1 fire source	None
❑❑❑❑❑	*Ray/Enfeeblement*	Ench./Charm	–	10 yds.+5 yds./lvl	V, S	1 rd./lvl	2 segments	1 creature	Negates
❑❑❑❑❑	*Reveal Secret Portal*	Divination	–	0	V, S, M	5 rds./lvl	2 segments	10 yds./lvl	None
❑❑❑❑❑	*Rope Trick*	Alteration	–	Touch	V, S, M	2 turns/lvl	2 segments	Special	None
❑❑❑❑❑	*Scare*	Ench./Charm	–	30 yds.+10 yds./lvl	V, S, M	1d4 rds. + 1 rd./lvl	2 segments	15 foot radius	Special
❑❑❑❑❑	*Shatter*	Alteration	–	30 yds.+10 yds./lvl	V, S, M	Instantaneous	2 segments	3 ft. radius	Negates
❑❑❑❑❑	Shield Screen	Evocation	–	0	V, S	3 rds./lvl	2 segments	Special	None
❑❑❑❑❑	Sidewinder Magic Missile	Evocation	–	60 yards + 10 yards/lvl	V, S	Instantaneous	2 segments	1-8 targets in a 50-ft. square	None
❑❑❑❑❑	Slow Healing	Necromancy	–	5 yards/lvl	V, S, M	1 hr./lvl	1 segment	1 creature	Negates
❑❑❑❑❑	*Spectral Hand*	Necromancy	–	30 yds. + 5 yds./lvl	V, S	2 rds./lvl	2 segments	1 opponent	None
❑❑❑❑❑	Spy of Derijnah	Necromancy	–	5 feeet	V, S, M	1 hour/lvl	5 segments	Special	None
❑❑❑❑❑	*Stinking Cloud*	Evocation	–	30 yards	V, S, M	1 rd./lvl	2 segments	20 ft. cube	Special
❑❑❑❑❑	*Strength*	Alteration	–	Touch	V, S, M	1 hr./lvl	1 turn	person touched	None
❑❑❑❑❑	*Summon Swarm*	Conj./Summon	–	60 yards	V, S, M	Special	2 segments	10 ft. cube	Negates
❑❑❑❑❑	*Tattoo of Shame*	Alteration	–	Touch	V, S, M	Permanent	1 round	Up to 1 sq. ft.	Negates
❑❑❑❑❑	*Telepathic Mute*	Alteration	–	10 ft./lvl	V, S, M	2 rnds/lvl	2 segments	1 creature	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
☐☐☐☐☐	*Total Control*	Ench./Charm	–	10 yds./lvl	V	2 rnds/lvl	2 segments	1 creature	None (neg.)
☐☐☐☐☐	Vocalize	Alteration	–	Touch	S, M	5 roudns	4 segments	1 creature	None
☐☐☐☐☐	*Web*	Evocation	–	5 yds./lvl	V, S, M	2 turns/lvl	2 segments	8,000 cubic feet	Neg or 1/2
☐☐☐☐☐	*Whip*	Evocation	–	1 ft.	V, S, M	1 rnd/lvl	2 segments	Special	Special
☐☐☐☐☐	*Whispering Wind*	Alt./Phant.	–	1 mile/lvl	V, S	Special	2 segments	2 ft. radius	None
☐☐☐☐☐	*White Hot Metal*	Alteration	–	10 feet	V, M	1 round/lvl	2 segments	Up to 1 lb. metal	None (neg.)
☐☐☐☐☐	*Wizard Lock*	Alteration	–	Touch	V, S	Permanent	2 segments	30 sq. ft./lvl	None
☐☐☐☐☐	Zed's Crystal Dagger	Conj./Evoc.	–	0	V, S, M	2 rds. + 1 rd./lvl	2 segments	Summons 1 dagger	None
☐☐☐☐☐									
☐☐☐☐☐									

* = Reversible

Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 3rd Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
☐☐☐☐☐	A Day in the Life	Alteration	–	10 feet/lvl	V, S, M	1 day (24 hours)	3 segments	1 creature	Negates
☐☐☐☐☐	Alternate Reality	Alteration	Wild	0	V, S, M	Instantaneous	3 segments	Creature touched	None
☐☐☐☐☐	Arinathor's Dark Limbs	Alteration	–	Touch	V, S, M	Permanent	4 segments	1 creature	Negates
☐☐☐☐☐	*Bash Face*	Evocation	–	10 ft. + 1 ft./lvl	V, S, M	Instantaneous	3 segments	1 target	None
☐☐☐☐☐	*Blink*	Alteration	–	0	V, S	1 rd./lvl	1 segment	Caster	None
☐☐☐☐☐	Bloodball	Necromancy	Woeful	10 yards/lvl	V, S, M	Inst. (special)	3 seg.	20-foot radius	None
☐☐☐☐☐	Bone Club	Necr./Ench.	–	0	V, M	1 round/lvl	1 round	1 bone	None
☐☐☐☐☐	*Charm Undead*	Necromancy	–	10 ft./lvl	V, S, M	Permanent	3 segments	1 undead creature	None
☐☐☐☐☐	*Clairaudience*	Divination	–	Unlimited	V, S, M	1 rd./lvl	3 segments	60 ft. radius	None
☐☐☐☐☐	*Clairvoyance*	Divination	–	Unlimited	V, S, M	1 rd./lvl	3 segments	line of sight	None
☐☐☐☐☐	*Cloudburst*	Alteration	–	10 ft./lvl	V, S, M	1 round	5 segments	Special	Special
☐☐☐☐☐	*Cont. Darkness*	Alteration	–	60 yards	V, M	Permanent	3 segments	30 ft. radius globe	Negates
☐☐☐☐☐	Delay Death	Necr./Ench.	–	30 yards	V, S, M	1 turn/lvl	1 round	1 creature	None
☐☐☐☐☐	*Delude*	Alteration	–	0	V, S	1 turn/lvl	3 segments	30 ft. radius	Negates
☐☐☐☐☐	*Dispel Magic*	Abjuration	–	120 yards	V, S	Instantaneous	3 segments	30 ft. cube	None
☐☐☐☐☐	Dispel Silence	Abjur./Alt.	–	0	S, M	1 round/lvl	3 segments	10-ft. radius sphere/lvl	None
☐☐☐☐☐	Empathic Link	Ench./Charm	–	10 yards/lvl	V, S	5 rds./lvl	3 segments	1 creature	Special
☐☐☐☐☐	*Explosive Runes*	Alteration	–	Touch	V, S	Special	3 segments	10 ft. radius	None or 1/2
☐☐☐☐☐	Extract Truth	Necromancy	Woeful	1 yard/lvl	V, S, M	1 round/lvl	3 seg.	1 creature	None
☐☐☐☐☐	*Feign Death*	Necromancy	–	Touch	V, S	1 hr. + 1 turn/lvl	1 segment	creature touched	None
☐☐☐☐☐	*Fireball*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	3 segments	20 ft. radius	1/2
☐☐☐☐☐	*Fireball, S.W (F3)*	Evocation	–	1 mile max.	V, S, M	1 rd./lvl	3 segments	10 ft. radius	1/2
☐☐☐☐☐	*Fireball, S-Blast*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	3 segments	1d6 10 ft. rad. sph.	1/2
☐☐☐☐☐	Fireflow	Alteration	–	40 yards	V, S, M	2 rounds/lvl	1 segment	1 fire source	None
☐☐☐☐☐	*Flame Arrow*	Conj./Summon.	–	30 yds+10 yds./lvl	V, S, M	1 round	3 segments	Special	None
☐☐☐☐☐	*Fly*	Alteration	–	Touch	V, S, M	1 turn/lvl+1d6 trns	3 segments	creature touched	None
☐☐☐☐☐	Fool's Speech	Alteration	Wild	Touch	V, S, M	1 hour/lvl	1 turn	Caster +1 creature/lvl	None
☐☐☐☐☐	Force Hammer	Evocation	–	10 yards/lvl	V, S, M	5 rds. + 1 rd./lvl	3 segments	Special	None
☐☐☐☐☐	*Gandle's H. Hut*	Alteration	–	0	V, S, M	4 hrs. + 1 hr./lvl	3 segments	15 ft. diameter sph.	None
☐☐☐☐☐	Glyph of Ice	Abjur./Evoc.	–	Touch	V, S, M	Until Discharged	Special	Special	Special
☐☐☐☐☐	Glyph of Sniping	Abjur./Evoc.	–	Touch	V, S, M	Until Discharged	Special	Special	1/2
☐☐☐☐☐	*Grow*	Alteration	–	3 yds./lvl	V, S, M	Instantaneous	3 segments	1 creature	Negates
☐☐☐☐☐	*Gust of Wind*	Alteration	–	0	V, S, M	1 round	3 segments	10 ft. x 10 yds./lvl	None
☐☐☐☐☐	*Haste*	Alteration	–	60 yards	V, S, M	3 rds. + 1 rd./lvl	3 segments	Special	None
☐☐☐☐☐	*Hold person*	Ench./Charm	–	120 yds.	V, S, M	2 rds./lvl	3 segments	Special	Negates
☐☐☐☐☐	*Hold Undead*	Necromancy	–	60 feet	V, S, M	1d4 rds. + 1 rd./lvl	5 segments	1d3 undead	Negates
☐☐☐☐☐	Hovering Skull	Necromancy	–	Special	V, S, M	2 rounds/lvl	4 segments	Special	None
☐☐☐☐☐	*Illusionary Script*	Illus./Phant.	–	Touch	V, S, M	1 day/lvl	Special	script reader	Special
☐☐☐☐☐	*Infravision*	Alteration	–	Touch	V, S, M	2 hrs+1 hr./lvl	1 round	creature touched	None
☐☐☐☐☐	*Invisibility, 10' R*	Illus./Phant.	–	Touch	V, S, M	Special	3 segments	10 ft. radius	Special
☐☐☐☐☐	*Item*	Alteration	–	Touch	V, S, M	4 hrs./lvl	3 segments	2 cu. ft./lvl	Special
☐☐☐☐☐	*Lightning Bolt*	Evocation	–	40 yds.+10 yds./lvl	V, S, M	Instantaneous	3 segments	Special	1/2
☐☐☐☐☐	*Material*	Evoc./Conj.	–	1 ft.	V, S	Permanent	1 round	1 cu. ft./lvl	None
☐☐☐☐☐	Mericutyn's Grotesquely Distended Nose	Alteration	–	10 feet/lvl	S, M	Permanent	3 segments	1 creature	Negates
☐☐☐☐☐	*Monster Sum. I*	Conjur/Summon.	–	Special	V, S, M	2 rds.+1 rd. lvl	3 segments	30 yd. radius	None
☐☐☐☐☐	Morton's Minute Meteors	Alt./Evoc.	–	70 yards + 10 yards/lvl	V, S, M	Special	3 segments	1 target/meteor	None
☐☐☐☐☐	*Murgain's Migraine*	Necromancy	–	30 yards	V, S	Until Dispelled	3 segments	1 creature	Negates
☐☐☐☐☐	*No Fear*	Ench./Charm	–	10 yds./lvl	V	2 rounds/lvl	3 segments	10 ft. radius	None (neg.)
☐☐☐☐☐	*Non-Detection*	Abjuration	–	Touch	V, S, M	1 hr./lvl	3 segments	1 creature/item	None
☐☐☐☐☐	Pain Touch	Necromancy	–	Touch	V, M	1 round/lvl	3 segments	1 creature	None
☐☐☐☐☐	*Paralyzation*	Illus./Phant.	–	10 ft./lvl	V, S	Special	3 segments	20 ft. x 20 ft. area	Negates
☐☐☐☐☐	*Perceived Malign.*	Ench./Charm	–	50 feet	V	Special	3 segments	1 creature	None (neg.)
☐☐☐☐☐	*Phantom Steed*	Conj./Phant.	–	Touch	V, S	1 hr./lvl	1 turn	Special	None
☐☐☐☐☐	*Phantom Wind*	Alt./Phant.	–	1 rd./lvl	V, S	1 rd/lvl	3 segments	1 ft. broad path	None
☐☐☐☐☐	Polymorph to Insect	Alteration	–	5 feet/lvl	V, S, M	Permanent	3 segments	1 creature	Negates
☐☐☐☐☐	*Polymorph/Amph.*	Alteration	–	5 ft./lvl	V, S, M	Permanent	3 segments	1 creature	Negates
☐☐☐☐☐	*Polymorph/Primate*	Alteration	–	5 ft./lvl	V, S, M	Permanent	3 segments	1 creature	Negates
☐☐☐☐☐	Power Word: Attack	Conj./Summon.	–	5 yards/2 levels	V	1-3 rounds	1 segment	1 creature	None
☐☐☐☐☐	Power Word: Burn	Conj./Summon.	–	5 yards/2 levels	V	Special	1 segment	1 creature or 5 ft. x 5 ft. x 5 ft. cube of matter	None
☐☐☐☐☐	Power Word: Chill	Conj./Summon.	–	5 yards/lvl	V	Instantaneous	1 segment	1 creature	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Preemptive Strike*	Evocation	–	Caster	V, S, M	1 hr./lvl	1 round	5 ft. radius	1/2 damage
❑❑❑❑❑	Proof from Teleport	Abjuration	–	0	V, S, M	2 hours/lvl	2 turns	10 yard radius/lvl	None
❑❑❑❑❑	*Prot./Normal Miss.*	Abjuration	–	Touch	V, S, M	1 turn/lvl	3 segments	creature touched	None
❑❑❑❑❑	Quarantine	Abjuration	–	10 yards	V, S, M	1 day/lvl	3 segments	20 ft. radius per lvl.	Negates
❑❑❑❑❑	Rot Dawgs	Necromancy	–	10 yards/lvl	V, S, M	10 minutes/lvl	7 segments	Special	None
❑❑❑❑❑	*Runes/Eyeball Imp.*	Alteration	–	Touch	V, S	Special	3 segments	1 creature	None
❑❑❑❑❑	*Secret Page*	Alteration	–	Touch	V, S, M	Until dispelled	1 turn	1 page/2 ft. square	None
❑❑❑❑❑	*Sepia Snake Sigil*	Conj./Summon.	–	5 yds	V, S, M	Special	3 segments	1 sigil	None
❑❑❑❑❑	*Slow*	Alteration	–	90 yds.+10 yds./lvl	V, S, M	3 rds. + 1 rd./lvl	3 segments	40 ft. cube	Negates
❑❑❑❑❑	*Spectral Force*	Illus./Phant.	–	60 yds.+1 yd./lvl	V, S	Special	3 segments	Special	Special
❑❑❑❑❑	*Suggestion*	Ench./Charm	–	30 yards	V, M	1 hr. + 1hr./lvl	3 segments	1 creature	Negates
❑❑❑❑❑	*Sure Grip Snare*	Evocation	–	10 feet	V, S, M	1 hr./lvl	1 round	Special	Negate
❑❑❑❑❑	*Tongues* *	Alteration	–	0	V, M	1 rd./lvl	3 segments	30 ft. radius	None
❑❑❑❑❑	Transmute Wood to Steel	Alteration	–	5 feet/lvl	V, S, M	Permanent	6 segments	5 lbs of wood/lvl	None
❑❑❑❑❑	*Vampiric Touch*	Necromancy	–	0	V, S	1 touch	3 segments	Caster	None
❑❑❑❑❑	Wall of Water	Evocation	–	30 yards	V, S, M	Special	3 segments	Special	None
❑❑❑❑❑	*Ward Off Evil* *	Abjuration	–	Touch	V, S, M	2 rds./lvl	3 segments	10 ft. radius	None
❑❑❑❑❑	*Water Breathing* *	Alteration	–	Touch	V, S, M	6 turns/lvl	5 segments	Creature touched	None
❑❑❑❑❑	*Wind Wall*	Alteration	–	10 yds./lvl	V, S, M	1 rd./lvl	3 segments	Special	Special
❑❑❑❑❑	*Wraithform*	Alt./Illus.	–	0	S, M	2 rds./lvl	1 segment	Caster	None
❑❑❑❑❑	Yargroves Eidelon	Ench./Charm	–	Touch	V, S, M	Permanent	5 segments	1 golem	None
❑❑❑❑❑	*Zargosa's F.S.of T.*	Evoc./Alt.	–	70 yds./+10 yds./lvl	V, S, M	Special	3 segments	1 target/meteor	None
❑❑❑❑❑	Zed's Crystal Dirk	Conj./Evoc.	–	0	V, S, M	3 rds. + 1 rd./lvl	3 segments	Summons 1 dirk	None
❑❑❑❑❑									
❑❑❑❑❑									

* = Reversible

Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.

Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 4th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	Arbraxious's Hyper Evolution	Alteration	–	5 yards/lvl	V, S, M	Permanent	4 segments	1 creature	Negates
❑❑❑❑❑	Arbraxious's Levitation	Alteration	–	5 yards/lvl	V, S, M	Permanent	5 segments	1 creature	Negates
❑❑❑❑❑	Boiling Blood	Necromancy	Woeful	5 yards/lvl	V, S, M	Instantaneous	4 seg.	1 creature	None
❑❑❑❑❑	*Charm Monster*	Ench./Charm	–	60 yds.	V, S	Special	4 segments	Special	Negates
❑❑❑❑❑	Circle of Protection	Abjuration	–	0	V, S, M	1 turn/lvl	1 round	10-foot radius circle	None
❑❑❑❑❑	*Close Portal*	Alteration	–	120 feet	V, S	1 round/lvl	4 segments	1 creature	Negates
❑❑❑❑❑	*Confusion*	Ench./Charm	–	120 yards	V, S, M	2 rds. + 1 rd./lvl	4 segments	Up to 60 ft. cube	Special
❑❑❑❑❑	*Contagion*	Necromancy	–	30 yards	V, S	Permanent	4 segments	1 creature	Negates
❑❑❑❑❑	Delayed Magic Missile	Evocation	–	80 yds. + 10 yds/lvl	V, S	1 round/lvl	1 seg.	1 creature	Special
❑❑❑❑❑	Detect Lie	Divination	–	10 feet/lvl	V, S, M	5 rounds	2 segments	1 creature	None
❑❑❑❑❑	*Detect Scrying*	Divination	–	0	V, S, M	1d6 trns+1 trn/lvl	3 segments	120 ft. radius	Special
❑❑❑❑❑	*Dig*	Evocation	–	30 yards	V, S, M	1 rd./lvl	4 segments	5 ft. cube/lvl	Special
❑❑❑❑❑	*Dimension Door*	Alteration	–	0	V	Instantaneous	1 segment	Caster	None
❑❑❑❑❑	*Dispel Exhaust.*	Illus./Phant.	–	Touch	V, S	3 turns/lvl	4 segments	1 to 4 persons	None
❑❑❑❑❑	Divination Enhancement	Div./Evoc.	–	0	V, S	2 turns + 2 rounds/lvl	4 segments	Caster	None
❑❑❑❑❑	Drifting Polymorph	Alteration	Wild	5 yards/lvl	V	Special	4 segments	1 creature	Negates
❑❑❑❑❑	Duplicate	Conj./Summon.	–	Touch	S, M	1 hour/lvl	1 round	1 object	None
❑❑❑❑❑	*Emergency Teleport/Rnd*	Alteration	–	0	V	Instantaneous	1 round	Caster	None
❑❑❑❑❑	*Emotion*	Ench./Charm	–	10 yds./lvl	V, S	Special	4 segments	20 ft. cube	Negates
❑❑❑❑❑	*Enchant Weapon*	Enchantment	–	Touch	V, S, M	5 rds/lvl	1 turn	Weapon(s) touched	None
❑❑❑❑❑	*Enervation*	Necromancy	–	10 yds./lvl	V, S	1d4 hrs.+1 hr./lvl	4 segments	1 creature	Negates
❑❑❑❑❑	Exploding Glyph	Abjur./Evoc.	–	Touch	V, S, M	Until Discharged	Special	Special	1/2
❑❑❑❑❑	*Extension I*	Alteration	–	0	V	Special	2 segments	Special	None
❑❑❑❑❑	*Fear*	Illus./Phant.	–	0	V, S, M	Special	4 segments	60 ft. cone	Negates
❑❑❑❑❑	Find Treasure	Divination	–	60 yards + 10 yards/lvl	V, S, M	2 rounds/lvl	4 segments	10-ft. wide path	None
❑❑❑❑❑	*Fire Charm*	Ench./Charm	–	10 yds.	V, S, M	2 rds./lvl	4 segments	15 ft. radius	Negates
❑❑❑❑❑	*Fire Shield*	Evoc./Alt.	–	0	V, S, M	2 rds. + 1 rd./lvl	4 segments	Caster	None
❑❑❑❑❑	*Fire Trap*	Abjur./Evoc.	–	Touch	V, S, M	Until discharged	1 turn	Object touched	1/2
❑❑❑❑❑	*Fireball, Lnd Scrpr*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	4 segments	Special	1/2
❑❑❑❑❑	*Fireball, S.W. (F4)*	Evocation	–	1 mile maxium	V, S, M	1 rd./lvl	4 segments	10 ft. radius	1/2
❑❑❑❑❑	*Fireball, Volley*	Evocation	–	10 yrds.+10 yrds/lvl	V, S, M	Special	4 segments	10 ft. radius	1/2
❑❑❑❑❑	Flying Familiar	Alteration	–	Touch	V, S, M	Permanent	2 rounds	1 familiar	None
❑❑❑❑❑	Force Grenade	Evocation	–	Touch	V, S, M	1 round/lvl	1 segment	1 stone	1/2
❑❑❑❑❑	*Fumble*	Ench./Charm	–	10 yds./lvl	V, S, M	1 rd./lvl	4 segments	30 ft. cube	Special
❑❑❑❑❑	*Haarpang's Mag. S.R.*	Alt./Evoc.	–	20 yards	V, S, M	1 rd./lvl	4 segments	1 ft. diameter/lvl.	Negates
❑❑❑❑❑	*Haarpang's Mem. K.*	Alteration	–	0	V, S, M	1 day	1 turn	Caster	None
❑❑❑❑❑	*Hallucinatory Terrain*	Illus./Phant.	–	20 yds./lvl	V, S, M	1 hr./lvl	1 turn	10 yds./lvl. cube	None
❑❑❑❑❑	*Hurl Animal*	Alteration	–	10 yds./lvl	V, S, M	Instantaneous	4 segments	10 yds./lvl	Negates
❑❑❑❑❑	*Ice Storm*	Evocation	–	10 yds./lvl	V, S, M	Special	4 segments	20 or 40 ft. radius	None
❑❑❑❑❑	*Illusionary Wall*	Illus./Phant.	–	30 yds.	V, S	Permanent	4 segments	1x10x10 ft.	None
❑❑❑❑❑	*Improved Invis.*	Illus./Phant.	–	Touch	V, S	4 rds.+ 1 rd./lvl	4 segments	Creature touched	None
❑❑❑❑❑	*Mage Lock*	Ench./Charm	–	Touch	V, S, M	Permanent	1 turn	1 item	None
❑❑❑❑❑	*Magic Mirror*	Ench./Divinat.	–	Touch	V, S, M	1 rd./lvl	1 hour	Special	None
❑❑❑❑❑	*Massmorph*	Alteration	–	10 yds./lvl	V, S, M	Special	4 segments	10 ft. cube/lvl	None
❑❑❑❑❑	*Minor Creation*	Illus./Phant.	–	Touch	V, S, M	1 hr./lvl	1 turn	1 cubic ft./lvl	None
❑❑❑❑❑	*Minor Globe/Invuln.*	Abjuration	–	0	V, S, M	1 rd./lvl	4 segments	5 ft. radius	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Mist of Corralling*	Evocation	–	10 ft./lvl	V, S, M	1 turn + 1 rnd/lvl	1 round	Special	None
❑❑❑❑❑	*Monster Sum. II*	Conj./Summon.	–	Special	V, S, M	3 rds. + 1 rd/lvl	4 segments	40 yd. radius	None
❑❑❑❑❑	Mulderi's Climbing Claws	Alteration	–	10 feet/lvl	V, S, M	Permanent	3 segments	1 creature	Negates
❑❑❑❑❑	Murgander's Gamble	Alt./Evoc.	Wild	2d4 yards/lvl	S	Special	2d6 segments	1 creature	Negates
❑❑❑❑❑	Omen	Divination	–	0	V, S	Special	5 rounds	Special	None
❑❑❑❑❑	*Perpetual S. Grasp*	Alteration	–	Touch	V, S, M	Permanent	4 segments	Special	None
❑❑❑❑❑	*Phantasmal Killer*	Illus./Phant.	–	5 yds./lvl	V, S, M	1 rd./lvl	4 segments	1 creature	Special
❑❑❑❑❑	Pixie Wings	Alteration	–	5 yards/lvl	V, S, M	Permanent	4 segments	1 creature	Negates
❑❑❑❑❑	*Plant Growth*	Alteration	–	10 yds./lvl	V, S	Permenant	4 segments	100 ft. sq. per lvl	None
❑❑❑❑❑	Poison	Necromancy	–	Touch	V, S	Permanent	4 segments	Creature touched	Negates
❑❑❑❑❑	*Polymorph Other*	Alteration	–	5 yds./lvl	V, S, M	Permanent	4 segments	1 creature	Negates
❑❑❑❑❑	*Polymorph Self*	Alteration	–	0	V	2 turns/lvl	4 segments	Caster	none
❑❑❑❑❑	Power Word: Anosmitize	Conj./Summon.	–	10 yards/lvl	V	1 round/lvl	1 segment	1 or more creatures	None
❑❑❑❑❑	Power Word: Freeze	Conj./Summon.	–	5 yards/lvl	V	1 round/lvl	1 segment	1 creature or 10 ft. x 10 ft. x 10 ft. cube of matter	None
❑❑❑❑❑	Power Word: Slow	Conj./Summon.	–	5 yards/lvl	V	1 round/lvl	1 segment	1 or more creatures within 30 ft. of each other	None
❑❑❑❑❑	*Rainbow Pattern*	Alt./Illus./Phant.	–	10 yds	S, M	Special	4 segments	30 ft. cube	Negates
❑❑❑❑❑	*Remove Curse* *	Abjuration	–	Touch	V, S	Permanent	4 segments	Special	Special
❑❑❑❑❑	Remove Limb	Necromancy	Woeful	1 yard/lvl	V, S, M	1 round	4 seg.	1 creature	None
❑❑❑❑❑	Segwick's Tool Box	Conj./Summon.	–	0	V, S, M	1 turn/lvl	1 round	Special	None
❑❑❑❑❑	*Shadow Monsters*	Illus./Phant.	–	30 yards	V, S	1 rd./lvl	4 segments	20 ft. cube	Special
❑❑❑❑❑	*Shout*	Evocation	–	0	V, M	Instantaneous	1 segment	10 x 30 ft. cone	Special
❑❑❑❑❑	Silver Globes	Evocation	–	3 feet/lvl	V, S	Instantaneous	1 segment	30-ft radius	Negates
❑❑❑❑❑	*Solid Fog*	Alteration	–	30 yards	V, S, M	2d4 rds.+1 rd./lvl	4 segments	20 x 10 x 10 ft.	None
❑❑❑❑❑	*Stirring Oration*	Ench./Charm	–	0	V	1 turn + 1 rnd./lvl	1 round	20 ft. radius/lvl	None
❑❑❑❑❑	*Stone Passage*	Alteration	–	Touch	V, S	1 turn	4 segments	1 creature	None
❑❑❑❑❑	*Stoneskin*	Alteration	–	Touch	V, S, M	Special	1 segment	1 creature	None
❑❑❑❑❑	There/Not There	Alt./Evoc.	Wild	30 yards	V, S, M	1-6 turns	1 round	10-foot cube	None
❑❑❑❑❑	Tusks of the Oliphant	Alteration	–	10 yards/lvl	V, S, M	Permanent	8 segments	1 creature	Negates
❑❑❑❑❑	*Ultravision*	Alteration	–	Touch	V, S, M	6 trns+6 trns/lvl	4 segments	1 creature	None
❑❑❑❑❑	Unluck	Evocation	Wild	10 yards	V, S, M	2d10 rounds	4 segments	1 creature	Negates
❑❑❑❑❑	*Vacancy*	Alt./Illus./Phant.	–	10 yds./lvl	V, S, M	1 hr./lvl	4 segments	10 ft. radius/lvl	None
❑❑❑❑❑	*Wall of Acid*	Evocation	–	40 yards	V, S, M	Special	4 segments	Special	None
❑❑❑❑❑	*Wall of Fire*	Evocation	–	60 yards	V, S, M	Special	4 segments	Special	None
❑❑❑❑❑	*Wall of Ice*	Evocation	–	10 yds./lvl	V, S, M	1 turn/lvl	4 segments	Special	None
❑❑❑❑❑	Wimpel's Dispelling Screen	Abjur./Evoc.	–	5 yards/lvl	V, S, M	1 round/lvl	5 segments	20-foot square	None
❑❑❑❑❑	*Wizard Eye*	Alteration	–	0	V, S, M	1 rd./lvl	1 turn	Special	None
❑❑❑❑❑	*Zargosa's Lodge/Prot.*	Alt./Ench.	–	20 yards	V, S, M	1d4+1 hrs + 1 hr/lvl	4 turns	30 sq. ft./lvl	None
❑❑❑❑❑	*Zargosa's Tent. Fury*	Conj./Summon.	–	30 yards	V, S, M	1 hr./lvl	1 round	30 sq. ft./lvl	None
❑❑❑❑❑	*Zombie Slave*	Necromancy	–	30 feet	V, S, M	1 hr./lvl	4 segments	Special	None
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* = Reversible

Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.

Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 5th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Advanced Illusion*	Illus./Phant.	–	60 yds.+10 yds./lvl	V, S, M	1 rd./lvl	1 round	Special	Special
❑❑❑❑❑	*Airy Water*	Alteration	–	0	V, S, M	1 trn/lvl	5 segments	Special	None
❑❑❑❑❑	*Animal Growth* *	Alteration	–	60 yds	V, S, M	1 rd./lvl	5 segments	Special	None
❑❑❑❑❑	*Animate Dead*	Necromancy	–	10 yds.	V, S, M	Permanent	5 rounds	Special	None
❑❑❑❑❑	Arbraxious's Horrid Maw	Alteration	–	5 yards/lvl	V, S, M	Permanent	5 segments	1 creature	Negates
❑❑❑❑❑	*Avoidance* *	Abjur./Alt.	–	10 yds.	V, S, M	Until dispelled	5 segments	Up to 3 ft. cube	Special
❑❑❑❑❑	Blood Rot/ Rotting Blood	Necromancy	Woeful	5 yards/lvl	V, S, M	Permanent	5 seg.	1 creature	None
❑❑❑❑❑	Breed Fusion	Alteration	–	Special	V, S, M	Instantaneous	2 days	2 creatures	Negates
❑❑❑❑❑	Centaur's Gift, The	Alteration	–	10 yards/lvl	V, S, M	Permanent	5 segments	1 creature	Negates
❑❑❑❑❑	*Chaos*	Ench./Charm	–	5 yds./lvl	V, S, M	1 rd./lvl	5 segments	Up to 40 ft. cube	Special
❑❑❑❑❑	*Cloudkill*	Evocation	–	10 yards	V, S	1 rd. /lvl	5 segments	40 x 20 x 20 st.	None
❑❑❑❑❑	*Conjure Elemental*	Conj./Summon	–	60 yards	V, S, M	1 trn/lvl	1 turn	Special	None
❑❑❑❑❑	*Contact Other Plane*	Divination	–	0	V	Special	1 turn	Special	None
❑❑❑❑❑	*Containment*	Abjuration	–	10 ft./lvl	V, S, M	5 rounds/lvl	5 segments	10 ft. sq. wall/lvl	None
❑❑❑❑❑	*Demi-Shadow Mon.*	Illus./Phant.	–	30 yards	V, S	1 rd./lvl	5 segments	20 ft. cube	Special
❑❑❑❑❑	*Dismissal*	Abjuration	–	10 yards	V, S, M	Permanent	1 round	1 creature	Negates
❑❑❑❑❑	*Distance Distortion*	Alteration	–	10 yds/lvl	V, S, M	2 turns/lvl	5 segments	10 ft. cube/lvl	None
❑❑❑❑❑	*Dolor*	Ench./Charm	–	1 ft.	V, S	2 rounds	5 segments	1 creature	Special
❑❑❑❑❑	*Domination*	Ench./Charm	–	10 yds./lvl	V, S	Special	5 segments	1 person	Negates
❑❑❑❑❑	*Drayton's Eng. Con.*	Ench./Evoc.	–	10 yds.	V	Special	5 segments	Special	Special
❑❑❑❑❑	*Drayton's Hid. Stsh.*	Alt./Conj./Summon.	–	Special	V, S, M	60 days	1 turn	1 chest: 2x2x3 ft.	None
❑❑❑❑❑	*Dream*	Evoc/Illus./Phant	–	Touch	V, S	Special	1 turn	1 creature	None
❑❑❑❑❑	*Extension II*	Alteration	–	0	V	Special	4 segments	Special	None
❑❑❑❑❑	*Fabricate*	Ench./Alt.	–	5 yds./lvl	V, S, M	Permanent	Special	1 cu. yd./lvl	None
❑❑❑❑❑	*False Vision*	Divination	–	0	V, S, M	1d4 rds./+1 rd./lvl	5 segments	30 ft. radius	None
❑❑❑❑❑	*Feeblemind*	Ench./Charm	–	10 yds./lvl	V, S, M	Permanent	5 segments	1 creature	Negates
❑❑❑❑❑	*Fireball, S.W. (F5)*	Evocation	–	1 mile max	V, S, M	1 rd./lvl	5 segments	10 ft. radius	1/2

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Fireball, Torrential*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	5 segments	40 ft. radius	1/2
❑❑❑❑❑	Force Shapechange	Necromancy	–	10 yards/lvl	V, S, M	Instantaneous	5 segments	1 creature/lvl	1/2
❑❑❑❑❑	Haarpang's Polar Screen	Evocation	–	5 yards/lvl	V, S, M	5 rounds/lvl	5 segments	20-ft. square	Special
❑❑❑❑❑	Hiamohr's Unfortunate Incident	Alteration	–	Line of Sight	V, S, M	Permanent	4 segments	Cone 30 yds. + 10 yds./lvl	Negates
❑❑❑❑❑	*Hold Monster*	Ench./Charm	–	5 yds/lvl	V, S, M	1 rd./lvl	5 segments	Special	Negates
❑❑❑❑❑	*Hyptor's F. B-Hnd*	Conj./Summon.	–	10 yards	V, S, M	Special	5 segments	Special	None
❑❑❑❑❑	Jorrel's Private Sanctum	Abjur./Alt.	–	0	V, S, M	1 hour/lvl	2 turns	1 room	None
❑❑❑❑❑	*Lyggl's Cone/Cold*	Evocation	–	0	V, S, M	Instantaneous	5 segments	Special	1/2
❑❑❑❑❑	*Magic Jar*	Necromancy	–	10 yds./lvl	V, S, M	Special	1 round	1 creature	Special
❑❑❑❑❑	Magic Staff	Ench./Charm	–	Touch	V, S, M	Special	Special	Caster's staff	None
❑❑❑❑❑	*Major Creation*	Illus./Phant.	–	10 yds	V, S, M	Special	1 turn	Special	None
❑❑❑❑❑	Manor's Mindsight	Alteration	–	0	V, S, M	5 rds./lvl	6 segments	20 ft. + 5 ft/lvl	None
❑❑❑❑❑	*Monster Sum. III*	Conj./Summon.	–	Special	V, S, M	4 rds. +1 rd./lvl	5 segments	50 yd. radius	None
❑❑❑❑❑	Mummy Rot	Necromancy	–	Touch	V, S, M	1 round/lvl	5 segments	1 victim	Special
❑❑❑❑❑	Pathorgian Death Hex	Necromancy	Vengeance	10 yards	V, S, M	Permanent	9 segments	1 creature	Negates
❑❑❑❑❑	Polymorph Plant to Mammal	Alteration	–	Touch	V, S, M	Permanent	8 segments	1 Plant	Negates
❑❑❑❑❑	Power Word: Charm	Conj./Summon.	–	5 yards/lvl	V	Special	1 segment	1 or more creatures in a 30-ft. radius	None
❑❑❑❑❑	Power Word: Fear	Conj./Summon.	–	5 yards/lvl	V	Special	1 segment	1 or more creatures	None
❑❑❑❑❑	Power Word: Sleep	Conj./Summon.	–	90 yards	V	2 rounds/lvl	1 segment	1 or more creatures	None
❑❑❑❑❑	Preston's Moonbow	Evocation	–	10 yards/lvl	V, S, M	1 to 4 rounds	5 segments	Special	None
❑❑❑❑❑	*Seeming*	Illus./Phant.	–	10 ft. radius	V, S	12 hours	5 segments	1 person/2 levels	None
❑❑❑❑❑	*Sending*	Evocation	–	Unlimited	V, S, M	Special	1 turn	1 creature	None
❑❑❑❑❑	Segwick's Seeking	Divination	–	40 feet	V, S, M	9 rounds	5 segments	Caster	None
❑❑❑❑❑	*Shadow Door*	Illus./Phant.	–	10 yds.	S	1 rd./lvl	2 segments	Special	None
❑❑❑❑❑	*Shadow Magic*	Illus./Phant.	–	50 yds.+10 yds./lvl	V, S	Special	5 segments	Special	Special
❑❑❑❑❑	Shincock's Major Missile	Evocation	–	60 yds. + 10 yds./lvl	V, S	Instantaneous	5 seg.	1 Creature	None
❑❑❑❑❑	Shockley's Seeking	Divination	–	40 feet	V, S, M	9 rounds	5 seg.	Caster	None
❑❑❑❑❑	Spell Shield	Abjuration	–	Touch	V, S, M	2 rds/lvl	1 round	Creature touched	None
❑❑❑❑❑	*Stone Shape*	Alteration	–	Touch	V, S, M	Permanent	1 round	1 cu. ft./lvl	None
❑❑❑❑❑	*Stone Sphere*	Evocation	–	1 yd./lvl	V, S, M	Permanent	5 segments	Special	Special
❑❑❑❑❑	*Summon Shadow*	Conj./Sum./Necr.	–	10 yds.	V, S, M	1 rd+1 rd/lvl	5 segments	10 ft. cube	None
❑❑❑❑❑	*Telekinesis*	Alteration	–	10 yds./lvl	V, S	Special	5 segments	10 yds./lvl	Negates
❑❑❑❑❑	*Teleport*	Alteration	–	Touch	V	Instantaneous	2 segments	Special	None
❑❑❑❑❑	*Tempus Fugit* *	Illus./Phant.	–	0	V, S	5 trns/lvl	5 segments	10 ft. radius	None
❑❑❑❑❑	Throbbing Bones	Necromancy	–	10 yards	V, M	1 round/lvl	3 segments	1 creature	1/2
❑❑❑❑❑	*Touch of Death*	Necromancy	–	Touch	V, S	Permanent	5 segments	1 living creature	Negates
❑❑❑❑❑	*Transm. Rock/Mud* *	Alteration	–	10 yds./lvl	V, S, M	Special	5 segments	20 ft. cube/lvl	None
❑❑❑❑❑	Vortex	Evocation	Wild	30 yards	V, S, M	1d4 rds. + 1 rd./lvl	5 segments	5-foot diameter circle	1/2
❑❑❑❑❑	Wall of Bones	Necr./Conj.	–	60 yards	V, S, M	1 turn	1 round	10-foot square/lvl; 6-inch thickness/lvl	None
❑❑❑❑❑	*Wall of Force*	Evocation	–	30 yds.	V, S, M	1 turn + 1 rd./lvl	5 segments	10 ft. sq./lvl	None
❑❑❑❑❑	*Wall of Iron*	Evocation	–	5 yds/lvl	V, S, M	Permanent	5 segments	Special	None
❑❑❑❑❑	*Wall of Stone*	Evocation	–	5 yds/lvl	V, S, M	Permanent	5 segments	Special	None
❑❑❑❑❑	*Wall Passage*	Alteration	–	30 yds.	V, S, M	1 hr.+ 1 turn/lvl	5 segments	5x8x10 ft.	None
❑❑❑❑❑	Water bomb	Conj./Summon.	–	10 yds/lvl	V, M	1 round	1 round	15-ft. radius	None
❑❑❑❑❑	Waveform	Alteration	Wild	40 yards	S, M	1d10 rounds	5 segments	10-foot cube/lvl	1/2
❑❑❑❑❑	Wings of PanDemonium	Alteration	–	0	V, S, M	10 turns/lvl	5 segments	Caster	None
❑❑❑❑❑	Wizard's Oracle	Divination	–	0	V, S, M	Special	1 turn	Special	None
❑❑❑❑❑	*Zarba's Guardian H.*	Evocation	–	10 yds./lvl	V, S, M	1 rd./lvl	5 segments	Special	None
❑❑❑❑❑	_____	_____	_____	_____	_____	_____	_____	_____	_____
❑❑❑❑❑	_____	_____	_____	_____	_____	_____	_____	_____	_____

* = Reversible

Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 6th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	Aliron's Dark Graft	Necromancy	–	Touch	V, S, M	Permanent	3 segments	1 creature	Negates
❑❑❑❑❑	Anti-Animal Shell	Abjuration	–	0	V, S, M	1 turn/lvl	1 round	10-ft. radius	None
❑❑❑❑❑	*Anti-Magic Shell*	Abjuration	–	0	V, S	1 turn/lvl	1 segment	1ft./lvl diameter	None
❑❑❑❑❑	Blazing Blood	Necromancy	Woeful	10 yards/lvl	V, S, M	5 rounds	6 seg.	10-ft. radius	None
❑❑❑❑❑	*Body Heat Act. Sp.*	Evocation	–	20 ft./lvl	V, S, M	1 day/lvl	1 turn	10 ft. cube/lvl	Special
❑❑❑❑❑	Bradley's Besieging Bolt	Evocation	–	Special	V, S, M	1 round/lvl	1 round	Special	None
❑❑❑❑❑	*Break Hex*	Abjuration	–	20 feet	V, S	Permanent	1 round	Special	None
❑❑❑❑❑	*Chain Lightning*	Evocation	–	40 yds.+5 yds./lvl	V, S, M	Instantaneous	5 segments	Special	1/2
❑❑❑❑❑	*Charm/Undy. Dev.*	Ench./Charm	–	5 yds./lvl	V, S	Special	6 segments	1 person	Negates
❑❑❑❑❑	*Conjure Animals*	Conjur/Summon.	–	Special	V, S	1 rd./lvl	6 segments	30 yrd. radius	None
❑❑❑❑❑	*Contingency*	Evocation	–	0	V, S, M	1 day/lvl	1 turn	Caster	None
❑❑❑❑❑	*Control Weather*	Alteration	–	0	V, S, M	4d6 hours	1 turn	4d4 sq. miles	None
❑❑❑❑❑	Cytogenesis	Alt./Necr.	–	Touch	V, S, M	Permanent	4 segments	Special	Negates
❑❑❑❑❑	Dead Man's Eyes	Necromancy	–	Special	S, M	1 round/lvl	1 round	Special	Special
❑❑❑❑❑	*Death Fog*	Alt./Evoc.	–	30 yds.	V, S, M	1d4 rds.+1/lvl	6 segments	Two 10 ft. cubes/lvl	None
❑❑❑❑❑	*Death Spell*	Necromancy	–	10 yds./lvl	V, S, M	Instantaneous	6 segments	30 ft. cube/lvl	None
❑❑❑❑❑	*Demi-Shadow Magic*	Illus./Phant.	–	60 yds.+10 yds./lvl	V, S	Special	6 segments	Special	Special
❑❑❑❑❑	Detect Ulterior Motive	Divination	–	0	V, S, M	1 round/lvl	6 segments	10 ft./lvl	None
❑❑❑❑❑	*Disintegrate*	Alteration	–	5 yds./lvl	V, S, M	Instantaneous	6 segments	Special	Negates
❑❑❑❑❑	*Enchant an Item*	Ench./Evoc.	–	Touch	V, S, M	Special	Special	1 item	Negates

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Ensnarement*	Conj./Summon.	–	10 yrds.	V, S, M	Special	1 turn	Special	Negates
❑❑❑❑❑	*Extension III*	Alteration	–	0	V	Special	6 segments	Special	None
❑❑❑❑❑	*Eyebite*	Ench./Illus.	–	20 yards	V, S	1 rnd/3 levels	6 segments	1 creature	Special
❑❑❑❑❑	Fandango's Fiery Constrictor	Conj./Summon.	–	10 yards/lvl	V, S, M	1 round/lvl	6 segments	1 fire source	Special
❑❑❑❑❑	*Fireball, Prox. Fused*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	1 rd./lvl	6 segments	20 ft. radius	1/2
❑❑❑❑❑	*Fireball, S. N. Mercy*	Evocation	–	10 yds+10 yds./lvl	V, S, M	Instantaneous	6 segments	20 ft. radius	1/2
❑❑❑❑❑	Gauntlet of Teeth	Evocation	–	10 feet/lvl	V, S, M	6 rounds	5 segments	Special	1/2
❑❑❑❑❑	*Geas*	Ench./Charm	–	10 yds.	V	Special	4 segments	1 creature	None
❑❑❑❑❑	*Glassee*	Alteration	–	Touch	V, S, M	1 rd./lvl	1 round	Special	None
❑❑❑❑❑	*Globe/Invulnerab.*	Abjuration	–	0	V, S, M	1 rd./lvl	1 round	5 ft. radius	None
❑❑❑❑❑	*Guards and Wards*	Evoc./Alt./Ench./Char.	–	0	V, S, M	1 hr./lvl	3 turns	Special	None
❑❑❑❑❑	*Haarpang's M.SoF*	Alt./Evoc.	–	Special	V, S, M	Special	6 segments	Special	Special
❑❑❑❑❑	Haarpang's Orb of Containment	Evocation	–	30 yards	V, S, M	Special	1 round	6 in. sphere	None
❑❑❑❑❑	*Hyptor's Ttl. Recall*	Alteration	–	0	V, S	Instantaneous	1 segment	Caster	None
❑❑❑❑❑	*Invisible Stalker*	Conj./Summon.	–	10 yards	V, S, M	Special	1 round	Special	None
❑❑❑❑❑	Invulnerability to Magical Weapons	Abjur.	–	0	V, M	1 round/lvl	3 segments	5 foot radius	None
❑❑❑❑❑	*Karnaac's Transf.*	Alt./Evoc.	–	0	V, S, M	1 rd./lvl	6 segments	Caster	None
❑❑❑❑❑	*Legend Lore*	Divination	–	0	V, S, M	Special	Special	Special	None
❑❑❑❑❑	*Lower Water*	Alteration	–	80 yds.	V, S, M	5 rds./lvl	1 turn	10 ft./lvl sq.	None
❑❑❑❑❑	*Mass Suggestion*	Ench./Charm	–	30 yds.	V, M	4 turns + 4/lvl	6 segments	1 creature/lvl	Negates
❑❑❑❑❑	*Mirage Arcana*	Illus./Phant./Alt.	–	10 yds./lvl	V, S (M)	Special	Special	10 ft./lvl radius	None
❑❑❑❑❑	*Mislead*	Illus./Phant.	–	10 yards	S	1 rd./lvl	1 segment	Special	None
❑❑❑❑❑	*Monster Sum. IV*	Conjur/Summon.	–	Special	V, S, M	5 rds.+1 rd./lvl	6 segments	60 yd. radius	None
❑❑❑❑❑	*Move Earth*	Alteration	–	10 yds/lvl	V, S, M	Permanent	Special	Special	None
❑❑❑❑❑	*Part Water*	Alteration	–	10 yds./lvl	V, S, M	5 rds./lvl	1 turn	Special	None
❑❑❑❑❑	*Perpetual Illusion*	Illus./Phant.	–	10 yds./lvl	V, S, M	Permanent	6 segments	Special	Special
❑❑❑❑❑	*Phantasmagoria*	Illus./Phant.	–	6 ft.	V, S	1 round/lvl	6 segments	Special	Negates
❑❑❑❑❑	Power Word: Forget	Conj./Summon.	–	5 yards/2 levels	V	Permanent	1 segment	1 or more creatures	None
❑❑❑❑❑	Power Word: Silence	Conj./Summon.	–	120 yards	V	Special	1 segment	1 creature	None
❑❑❑❑❑	*Programmed Illusion*	Illus./Phant.	–	10 yds./lvl	V, S, M	Special	6 segments	Special	Special
❑❑❑❑❑	*Project Image*	Alt./Illus./Phant.	–	10 yds./lvl	V, S, M	1 rd./lvl	6 segments	Special	None
❑❑❑❑❑	*Reincarnation*	Necromancy	–	Touch	V, S, M	Permanent	1 turn	person touched	None
❑❑❑❑❑	*Repulsion*	Abjuration	–	0	V, S, M	1 rd./2 levels	6 segments	10 ft. x 10 ft.	None
❑❑❑❑❑	Revelation	Divination	–	Sight	V, S	1 round	1 round	1 portent	None
❑❑❑❑❑	*Shades*	Illus./Phant.	–	30 yards	V, S	1 rd./lvl	6 segments	20 ft. cube	Special
❑❑❑❑❑	Snap Drake	Evocation	–	10 ft/lvl	V, S	Instantaneous	3 segments	1 creature	2-Jan
❑❑❑❑❑	*Spiritwrack*	Evoc./Abjur.	–	1 ft. + 1 ft./lvl	V, M	Special	Special	Special	Special
❑❑❑❑❑	*Stone to Flesh* *	Alteration	–	10 yds./lvl	V, S, M	Permanent	6 segments	1 creature	Special
❑❑❑❑❑	Tentacles	Alt./Conj.	–	0	V, M	1 turn/lvl	1 round	Caster	None
❑❑❑❑❑	*Trans. Water/Dust*	Alteration	–	60 yards	V, S, M	Permanent	5 segments	10 ft. cube/lvl	Special
❑❑❑❑❑	Transmute Metal to Water *	Alteration	–	5 yards/lvl	V, S, M	Permanent	1 segment	5-foot diameter/lvl	None
❑❑❑❑❑	*True Seeing*	Divination	–	Touch	V, S, M	1 rd./lvl	1 round	line of sight	None
❑❑❑❑❑	*Veil*	Illus./Phant.	–	10 yds./lvl	V, S	1 turn./lvl	6 segments	20 ft. cube/lvl	None
❑❑❑❑❑	Velimurio's Merger	Alteration	–	Touch	V, S	10 minutes/lvl	3 segments	2 creatures of equal power	None
❑❑❑❑❑	Wall of Blood	Necromancy	Woeful	5 yards/lvl	V, S, M	Special	6 seg.	Special	None
❑❑❑❑❑	Wall of Thorns	Conj./Summon.	–	80 yards	V, S, M	1 turn/lvl	1 round	One 10-ft. cube/lvl	None
❑❑❑❑❑	Wildshield	Conj./Summon.	Wild	0	V, S, M	1 round	6 segments	Caster	None
❑❑❑❑❑	Wildstrike	Conj./Summon.	Wild	30 yards	V, S, M	2d4 rounds	6 segments	1 creature	Negates
❑❑❑❑❑	*Zarba's Shvng Hnd*	Evocation	–	10 yds./lvl	V, S, M	1 rd./lvl	6 segments	Special	None
❑❑❑❑❑	*Zarba's SoP Incl. W.*	Alteration	–	10 ft./lvl	V, S	2 hours/lvl	1 round	10 ft. radius	Negates
❑❑❑❑❑	_____	_____	_____	_____	_____	_____	_____	_____	_____
❑❑❑❑❑	_____	_____	_____	_____	_____	_____	_____	_____	_____

* = Reversible

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Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 7th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Anger Deity*	Ench./Charm	–	Infinite	V	Instantaneous	1 round	1 gawd	None
❑❑❑❑❑	Anticipation	Divination	–	0	S	1 round	1 seg.	60-ft. radius	None
❑❑❑❑❑	*Banishment*	Abjuration	–	20 yards	V, S, M	Instataneous	7 segments	60 ft. radius	Special
❑❑❑❑❑	Blood Drain	Necromancy	Woeful	1 yard/lvl	V, S, M	Permanent	7 seg.	1 creature	None
❑❑❑❑❑	Bone Javelin	Alt./Evoc.	–	10 yards/lvl	V, S, M	1 rd./lvl	7 seg.	Creates 1 javelin	None
❑❑❑❑❑	*Cacodemon*	Conj./Summon.	–	10 ft.	V, S, M	Special	Special	Creature summoned	Special
❑❑❑❑❑	*Charm Plants*	Ench./Charm	–	30 yards	V, S, M	Permanent	1 turn	10 x 30 ft.	Negates
❑❑❑❑❑	Command Element	Alteration	–	10 ft./lvl	V, S	1 rd./lvl	7 seg.	1,000 cu. ft./lvl	None
❑❑❑❑❑	*Control Undead*	Necromancy	–	60 ft.	V, S, M	3d4 rnds+1 rd/lvl	1 rd.	1d6 undead	Special
❑❑❑❑❑	Create Blood Golem	Necromancy	Woeful	10 yards	V, S, M	Special	1 turn	1 creature	None
❑❑❑❑❑	Create Shade	Alteration	–	10 yds./lvl	V, S	1 turn/lvl + 2d4 turns	7 seg.	10-ft. cube/lvl	None
❑❑❑❑❑	Dragon Breath	Evocation	–	Varies	V, S, M	3 rounds	3 seg.	Varies	Special
❑❑❑❑❑	*Duo-Dimension*	Alteration	–	0	V, S, M	3 rds + 1 rd./lvl	7 segments	Caster	None
❑❑❑❑❑	Find the Path	Divination	–	Touch	V, S, M	1 turn/lvl	7 segments	Caster + 1-2 others	None
❑❑❑❑❑	*Finger of Death*	Necromancy	–	60 yds.	V, S	Permanent	5 segments	1 creature	Negates
❑❑❑❑❑	*Fireball, Dlyd Blst*	Evocation	–	100 yds+10 yds./lvl	V, S, M	Special	7 segments	20 ft. radius	1/2
❑❑❑❑❑	Flame Chase	Evocation	–	30 yards + 10 yards/lvl	V, S, M	2 rounds + 1 round/lvl	3 segments	Special	1/2
❑❑❑❑❑	*Forcecage*	Evocation	–	10 yds./2 lvls	V, S, (special)	6 turns + 1/lvl	3 to 4 segments	20 ft. cube	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
☐☐☐☐☐	Harm	Necromancy	–	Touch	V, S	Instantaneous	7 segments	Creature touched	None
☐☐☐☐☐	*Hyptor's Sh. Sw.*	Evocation	–	30 yds.	V, S, M	1 rd./lvl	7 segments	Special	None
☐☐☐☐☐	Life Creation	Alteration	–	10 yards	V, S, M	Permanent	4 turns	Special	None
☐☐☐☐☐	*Limited Wish*	Conj./Sum./Evoc.	–	Unlimited	V	Special	Special	Special	Special
☐☐☐☐☐	Major Domination	Ench./Charm	–	10 yards/lvl	V, S	Special	7 segments	1 creature	Negates
☐☐☐☐☐	Manor's Mind Vision	Divination	–	0	V, S, M	2 rds./lvl	1 round	90 ft. radius	None
☐☐☐☐☐	Mass Hypnosis	Ench./Illus.	Hypnotist	0	V, S	1 turn/lvl	7 segments	5 yards + 5 yards/lvl	Negates
☐☐☐☐☐	*Mass Invisibility*	Illus./Phant.	–	10 yds./lvl	V, S, M	Special	7 segments	60 x 60 yds	None
☐☐☐☐☐	Merrywether's Dramatic Death	Illus./Phant.	–	10 yards/lvl	V, S	3 rounds/lvl	1 segment	Special	None
☐☐☐☐☐	Merrywether's Frost Fist	Evocation	–	0	V, S	1 round/lvl	1 segment	1 creature or object	Special
☐☐☐☐☐	*Monster Sum.V*	Conj./Summon.	–	Special	V, S, M	6 rds.+1 rd/lvl	6 segments	70 yd. radius	None
☐☐☐☐☐	*Phase Door*	Alteration	–	Touch	V	1 usage/2 levels	7 segments	Special	Special
☐☐☐☐☐	Power Word: Deafen	Conj./Summon.	–	5 yards/lvl	V	Special	1 segment	15-ft. radius	None
☐☐☐☐☐	Power Word: Dispel	Conj./Summon.	–	5 yards/2 levels	V	Instantaneous	1 segment	1 creature	None
☐☐☐☐☐	Power Word: Heal	Conj./Summon.	–	5 yards/2 levels	V	Instantaneous	1 segment	1 creature	None
☐☐☐☐☐	*Power Word: Stun*	Conj./Summon.	–	5 yds./lvl	V	Special	1 segment	1 creature	None
☐☐☐☐☐	*Prismatic Wall*	Conj./Summon.	–	10 yrds.	V, S	1 turn/lvl	7 segments	Special	Special
☐☐☐☐☐	*Reverse Gravity*	Aleration	–	5 yds./lvl	V, S, M	1 rd./lvl	7 segments	30 ft. x 30 ft.	None
☐☐☐☐☐	Sanboreg's Surge Selector	Alteration	Wild	0	V, S, M	Special	1 round	Caster	None
☐☐☐☐☐	*Sequester*	Illus./Phant./Abjur.	–	Touch	V, S, M	1 week+1 day/lvl	7 segments	2 ft. cube/lvl	Special
☐☐☐☐☐	*Shadow Walk*	Illus./Ench.	–	Touch	V, S	6 turns/lvl	1 segment	Special	None
☐☐☐☐☐	Shadowcat	Illusion	–	10 yards/lvl	V, S, M	1 turn/lvl	3 segments	Special	None
☐☐☐☐☐	*Simulacrum*	Illus./Phant.	–	Touch	V, S, M	Permanent	Special	1 creature	None
☐☐☐☐☐	Spell Shape	Alteration	Wild	0	V, S, M	1d4+1 rounds	1 round	Caster	Special
☐☐☐☐☐	*Spell Turning*	Abjuration	–	0	V, S, M	Up to 3 rds./lvl	7 segments	Caster	None
☐☐☐☐☐	*Statue*	Alteration	–	Touch	V, S, M	1 hr./lvl	7 segments	Creature touched	Special
☐☐☐☐☐	Steal Enchantment	Ench./Charm	–	Touch	V, S, M	Instantaneous	1 hour	1 item	Negates
☐☐☐☐☐	*Teleport w/o Error*	Alteration	–	Touch	V	Instantaneous	1 segment	Special	None
☐☐☐☐☐	*Torment*	Evoc./Alt.	–	1 ft.	V, S, M	Special	1 round	1 creature	Special
☐☐☐☐☐	*Transm. Rock/Lava*	Alteration	–	20 ft./lvl	V, S, M	Special	1 round	2 cubic feet/lvl	None
☐☐☐☐☐	*Truename*	Ench./Alt.	–	3 ft.	V, S	Special	Special	Thing named	Negates
☐☐☐☐☐	Tybalt's Planar Pacifier	Alt./Ench.	–	Touch	V, S, M	1 day/lvl	1 item	Special	None
☐☐☐☐☐	*Vanish*	Alteration	–	Touch	V	Special	2 segments	1 object	None
☐☐☐☐☐	*Vision*	Divination	–	0	V, S, M	Special	7 segments	Caster	None
☐☐☐☐☐	*Volley*	Abjuration	–	Special	V, S, M	Special	1 segment	Special	Special
☐☐☐☐☐	*Zarba's Grspng Hnd*	Evocation	–	10 yds./lvl	V, S, M	1 rd./lvl	7 segments	Special	None
☐☐☐☐☐	*Zarba's Sol*	Ench./Charm	–	10 ft./lvl	V, S, M	Special	7 segments	1 creature	Special
☐☐☐☐☐	*Zargosa's Inst. Sum.*	Conj./Summon.	–	Infinite + Special	V, S, M	Instantaneous	1 segment	1 small object	None
☐☐☐☐☐	*Zargosa's Oplnt Mnr H.*	Alteration	–	10 yards	V, S, M	1 hr./lvl	7 rounds	300 sq. ft./lvl	None
☐☐☐☐☐	Zombie Double	Necromancy	–	0	V, S, M	1 turn/lvl	1 turn	Special	None
☐☐☐☐☐									
☐☐☐☐☐									

* = Reversible

Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 8th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
☐☐☐☐☐	Age	Necromancy	Woeful	5 yards/lvl	V, S, M	Permanent	8 seg.	1 creature	None
☐☐☐☐☐	*Antipathy-Sympathy*	Ench./Charm	–	30 yards	V, S, M	2 hrs./lvl	1 hour	10 ft. cube/1 item	Special
☐☐☐☐☐	*Binding*	Ench./Evoc.	–	10 yards	V, S, M	Special	Special	1 creature	Special
☐☐☐☐☐	Blizzard	Evocation	–	30 yards	V, S, M	4 rounds + 1d6 rounds		8 segments	Special1/2
☐☐☐☐☐	*Clone*	Necromancy	–	Touch	V, S, M	Permanent	1 turn	1 clone	None
☐☐☐☐☐	Death Chain	Necromancy	–	5 yards/lvl	V, S, M	10 minutes/lvl	1 round	20 ft. radius sphere	Negates
☐☐☐☐☐	Defoliate	Necromancy	–	30 yards	S, M	Special	1 round	50-foot square/lvl	None
☐☐☐☐☐	*Demand*	Evoc./Ench./Charm	–	Unlimited	V, S, M	Special	1 turn	1 creature	Special
☐☐☐☐☐	Dispel Enchantment	Abjuration	–	0 or touched	V, S, M	1 round/lvl or 1 turn/lvl	8 segments	120-ft. radius or item touched	None
☐☐☐☐☐	Diviner's Insight	Divination	–	Touch	V, S	2 turns/lvl	8 segments	1 character	None
☐☐☐☐☐	*Fireball, Dth. Brsher*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	8 segments	20 ft. radius sph.	1/2
☐☐☐☐☐	*Fireball, Maximus*	Evocation	–	10 yds.+10 yds./lvl	V, S, M	Instantaneous	8 segments	20 ft. radius	1/2
☐☐☐☐☐	Freeze	Evocation	–	Variable	V, M	Instantaneous	1 segment	10^{10} joules/lvl	None
☐☐☐☐☐	*Gandle's Sp. Imnty.*	Abjuration	–	Touch	V, S, M	1 turn/lvl	1 rd./recipient	Creature(s) touched	None
☐☐☐☐☐	*Glassteel*	Alteration	–	Touch	V, S, M	Permanent	8 segments	Object Touched	None
☐☐☐☐☐	*Grasping Death*	Conj./Summon.	–	5 yds/2 lvls	V, S	Permanent	3 segments	1 creature	None
☐☐☐☐☐	*Haarpang's Mag. SoT*	Evoc./Alt.	–	20 yds.	V, S, M	2 rnds./lvl	4 segments	Special	Negates
☐☐☐☐☐	Hornet's Nest	Evocation	–	100 yards + 10 yards/lvl	V, S	5 rounds	9 segments	80 foot radius	1/2
☐☐☐☐☐	*Incendiary Cld.*	Alt./Evoc.	–	30 yds	V, S, M	4 rds.+1d6 rnds.	2 segments	Special	1/2
☐☐☐☐☐	Jonid's Jewel	Conj./Div.	–	0	S, M	24 hours	7 segments	1 gem	None
☐☐☐☐☐	Life Drain	Necromancy	Woeful	5 yards/lvl	V, S, M	Permanent	8 seg.	1 creature	None
☐☐☐☐☐	*Mass Charm*	Ench./Charm	–	5 yds./lvl	V	Special	8 segments	30 ft. cube	Negates
☐☐☐☐☐	*Maze*	Conj./Summon.	–	5 yds./lvl	V, S	Special	3 segments	1 creature	None
☐☐☐☐☐	*Mimic Caster*	Enchantment	–	Touch	V, S, M	1 turn/lvl	1 turn	Person Touched	None
☐☐☐☐☐	*Mind Blank*	Abjuration	–	20 yards	V, S	1 day	1 segment	1 creature	None
☐☐☐☐☐	Mind Maze	Illus./Phant.	–	10 yards/lvl	V, S	Special	5 segments	1 creature	1/2
☐☐☐☐☐	*Monster Summoning VI*	Conj./Summon.	–	Special	V, S, M	7 rds + 1 rd./lvl	8 segments	80 yd. radius	None
☐☐☐☐☐	*Munari's Irresistible Jig*	Ench./Charm	–	Touch	V	1d4+1 rnds	5 segments	creature touched	None
☐☐☐☐☐	*Permanency*	Alteration	–	Special	V, S	Permanent	2 rounds	Special	None

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	*Polymorph Any Object*	Alteration	–	5 yds./lvl	V, S, M	Variable	1 round	Special	Special
❑❑❑❑❑	*Power Word: Blind*	Conj./Summon.	–	5 yds/lvl	V	Special	1 segment	15 ft. radius	None
❑❑❑❑❑	Power Word: Banish	Conj./Summon.	–	5 yards/lvl	V	Instantaneous	1 segment	1 or more creatures	None
❑❑❑❑❑	Power Word: Terrify	Conj./Summon.	–	5 yards/lvl	V	Special	1 segment	1 or more creatures	None
❑❑❑❑❑	Sanboreg's Random Dispatcher	Abjuration	Wild	30 yards	V	Instantaneous	2 segments	1 creature	Negates
❑❑❑❑❑	*Screen*	Div./Illus.	–	0	V, S	1 hr./lvl	1 turn	30 ft. cube/lvl	Special
❑❑❑❑❑	Shadow Form	Necr./Illus./Phant.	–	0	V, S, M	1 round/lvl	1 round	Caster	None
❑❑❑❑❑	Shooting Stars	Evocation	–	5 yards/lvl	V, S, M	1 round/lvl	8 seg.	Special	Special
❑❑❑❑❑	*Sink*	Ench./Alt.	–	10 yds./lvl	V, S	Special	8 segments	Special	Special
❑❑❑❑❑	*Symbol*	Conj./Summon.	–	Touch	V, S, M	Special	8 segments	Special	Special
❑❑❑❑❑	*Trap the Soul*	Conj./Summon.	–	10 yards	V, S, M	Until Broken	Special +1	1 creature	Special
❑❑❑❑❑	Wildzone	Conj./Summon.	Wild	0	V, S, M	2d6 turns	1d6 rounds	300-ft. by 300-ft square	None
❑❑❑❑❑	*Zarba's Fist of Rage*	Evocation	–	5 yds./lvl	V, S, M	1 rd./lvl	8 segments	Special	None
❑❑❑❑❑									
❑❑❑❑❑									

* = Reversible
Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.

Magic-User 9th Level

Memorized	Name	Type	Specialization	Range	Components	Duration	Casting Time	Area of Effect	Saving Throw
❑❑❑❑❑	Alter Reality	Conj./Illus.	–	Unlimited	V	Special	Special	Special	Special
❑❑❑❑❑	*Astral Spell*	Evocation	–	Touch	V, S	Special	9 segments	Special	None
❑❑❑❑❑	Blood Curse	Necromancy	Woeful	Special	V	Special	1 round	Special	None
❑❑❑❑❑	*Crystalbrittle*	Alteration	–	Touch	V, S	Permanent	9 segments	2 cu. ft./lvl	Special
❑❑❑❑❑	*Death Rune*	Necromancy	–	60 ft.	V, S, M	Permanent	9 segments	1 creature	Negates
❑❑❑❑❑	*Demon Flame*	Conj./Summon.	–	Caster	V, S, M	1 turn + 1 rnd./lvl	9 segments	10 foot radius	1/2
❑❑❑❑❑	Detect All	Divination	–	0	V, S, M	1 turn/lvl	9 segments	10 foot x 90 foot path	1/2
❑❑❑❑❑	Elemental Aura	Abjur./Evoc.	–	0	V	1 hour/lvl	1 round	Caster	None
❑❑❑❑❑	*Energy Drain*	Evoc./Necrom.	–	Touch	V, S, M	Permanent	3 segments	1 creature	None
❑❑❑❑❑	*Fawlgar's Grspng Dth*	Necromancy	–	5 ft./lvl	V, S, M	Instantaneous	9 segments	1 creature	Special
❑❑❑❑❑	*Fireball, Lava Yield*	Evocation	–	10 yds. + 10 yds/lvl	V, S, M	Instantaneous	9 segments	20 ft. radius	1/2
❑❑❑❑❑	*Fireball, Nuclear Winter*	Evocation	–				[Rescinded in HackMaster 4th Edition]		
❑❑❑❑❑	*Foresight*	Divination	–	0	V, S, M	2d4 rds.+1 rd./lvl	1 round	Special	None
❑❑❑❑❑	*Gate*	Conj./Summon.	–	30 yards	V, S	Special	9 segments	Special	None
❑❑❑❑❑	Glyph of Divination	Divination	–	Touch	V, S, M	Until Discharged	Special	Special	None
❑❑❑❑❑	Greater Divination Enhancement	Div.	–	0	V, S	2 turns + 3 rds./lvl	6 segments	Caster	None
❑❑❑❑❑	*Hyptor's Disjunction*	Alt./Ench.	–	0	V	Instantaneous	9 segments	30 ft. radius	Special
❑❑❑❑❑	Ice Juggernaut	Evocation	–	10 ft./lvl	V, S, M	1 round/lvl	9 segments	Special	None
❑❑❑❑❑	Immunity to Undeath	Necr./Abjur.	–	0	V, S, M	1 round/lvl	1 round	40 foot radius	None
❑❑❑❑❑	*Imprisonment* *	Abjuration	–	Touch	V, S	Permanent	9 segments	1 creature	None
❑❑❑❑❑	Jebidiah's Ultimate Circle	Abjuration	–	0	V, S, M	1 turn/lvl	9 rounds	Circle, up to 40 ft. in diameter	None
❑❑❑❑❑	Kachirut's White Lance	Evocation	–	70 yards + 20 yards/lvl	V, S, M	Instantaneous	10 segments	Special	Special
❑❑❑❑❑	Mass Domination	Ench./Charm	–	60 yards	V, S	Special	9 segments	30 ft. cube	Special
❑❑❑❑❑	Master Undead	Necromancy	–	10 yards/lvl	V, S, M	5 rds./lvl	9 segments	50-ft. cube	Negates
❑❑❑❑❑	*Meteor Swarm*	Evocation	–	40 yds.+10 yds./lvl	V, S	Instantaneous	9 segments	Special	1/2 (None)
❑❑❑❑❑	*Monster Summ. VII*	Conj./Summon.	–	Special	V, S, M	8 rds.+1 rd./lvl	9 segments	90 yd. radius	None
❑❑❑❑❑	*Power Word: Kill*	Conj./Summon.	–	5 yds./2 levels	V	Permanent	1 segment	10 ft. radius	None
❑❑❑❑❑	Power Word: Annihilate	Conj./Summon.	–	5 yards/2 levels	V	Instantaneous	1 segment	1 creature or 15 x 15 x 15 ft. cube	None
❑❑❑❑❑	Power Word: Dance	Conj./Summon.	–	5 yards/2 levels	V	1d4 rounds	1 segment	1 or more creatures	None
❑❑❑❑❑	*Prismatic Sphere*	Abjur./Conj./Summ.	–	0	V	1 turn/lvl	7 segments	20 ft. diameter sph.	Special
❑❑❑❑❑	Programmed Amnesia	Ench./Charm	–	20 yards	V, S	Special	Special	1 creature	Special
❑❑❑❑❑	Ring of Swords	Alteration	–	10 yards/lvl	V, S, M	Special	1 round	Special	None
❑❑❑❑❑	Seek Teleporter	Divination	–	0	V, S	Instantaneous	3 segments	150-ft radius	None
❑❑❑❑❑	Shadow Creep	Illus./Phant.	–	10 yds./lvl	V, S, M	Permanent	9 segments	Special	None
❑❑❑❑❑	*Shape Change*	Alteration	–	0	V, S, M	1 turn/lvl	9 segments	Caster	None
❑❑❑❑❑	Stabilize	Abjuration	Wild	0	V, S	1d4+1 turns	1 turn	30-foot radius circle	None
❑❑❑❑❑	*Succor*	Alt./Ench.	–	Touch	V, S, M	Special	1 to 4 days	1 individual	None
❑❑❑❑❑	*Tele. Intercampaignia*	Alteration	–	Special	V, S	Instantaneous	1 segment	Special	None
❑❑❑❑❑	*Tele. Intragenre*	Alteration	–	Special	V, S	Instantaneous	1 segment	Special	None
❑❑❑❑❑	Tempestcone	Alt./Evoc.	–	Touch	V, S	1 round/lvl	9 seg.	Creature touched	None
❑❑❑❑❑	*Temporal Stasis* *	Alteration	–	10 yards	V, S, M	Permanent	9 segments	1 creature	None
❑❑❑❑❑	*Time Stop*	Alteration	–	0	V	Special	9 segments	15 ft. radius sph.	None
❑❑❑❑❑	Wave of Death	Necromancy	Woeful	0	V, S	1 round/lvl	9 seg.	Special	None
❑❑❑❑❑	*Weird*	Illus./Phant.	–	30 yards	V, S	Concentration	9 segments	20 ft. radius	Special
❑❑❑❑❑	Wildfire	Evocation	Wild	0	V	Variable	1 segment	Variable	Variable
❑❑❑❑❑	Wildwind	Conj./Summon.	Wild	100 yards	V, S	1d3 turns	8 segments	Special	None
❑❑❑❑❑	*Wish*	Conj./Summon.	–	Unlimited	V	Special	Special	Special	Special
❑❑❑❑❑	*Zarba's Crushing Hnd*	Evocation	–	5 yds./lvl	V, S, M	1 rd./lvl	9 segments	Special	None
❑❑❑❑❑									
❑❑❑❑❑									

* = Reversible
Italics indicate a spell that appears in the HackMaster 4th Edition Player's Handbook.
Underline all Spells appearing in your Spellbook Check a box for each Spell Memorized.


COUPON
HackMaster
NO CASH VALUE

HackMaster Coupon

Remember That Lab Accident?

upgrade primary spell book to fire resistant cover



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Twelve Secret Herbs and Spices

good for 1d6+1 points of healing



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Thesis In Genetic Engineering

remedy one familiar unique ability



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HackMaster Coupon

Experience Is What Happens To You While You Are Making Other Plans

+9% EPs for any one gaming session (if multi/dual classed, applies only to MU class)



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HackMaster Coupon

Boxed Set

receive a free teak spellbook case (89 gp value)



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Check Out The Big Brain On Brett

+3d10 fractional points to Intelligence



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HackMaster Coupon

Xerox

you may make a scroll of any one spell you have in your spell book (free of charge but takes one week)



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HackMaster Coupon

HappyJack

you may cast one spelljacked spell with no chance of error or mishap



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Book of the Month Club

receive *The Courage To Be Me* by Mage Karnaac (27 gp value)



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Booster Rocket

cast one spell up to 150% of normal range



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

Vigorous Writing Is Concise

receive a vial of extra fine ink



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Coupon

I've Got A Secret

you may cast Secret Page on any one document



To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HackMaster Spellslinger's Guide to Wurld Domination — Coupon Sheet — 4/4

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