

# SPELLS AND MAGIC



*Containing cantrips, spells, rituals, and magic items for*

**B**EYOND **W**ALL  
THE AND OTHER  
ADVENTURES

*An adventurous pastime from Flatland Games*



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# BEYOND THE WALL AND OTHER ADVENTURES

## SPELLS AND MAGIC

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*meae uxori pulchrae quae mihi semper suffragatur*

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# INTRODUCTION

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This document contains all of the information you need to use magical items, cantrips, spells, and rituals in your game of *Beyond the Wall and Other Adventures*. At the beginning of each section, the rules for using each type of magic are repeated for clarity. While this document contains no new rules for the casting of magic, many rules from the 'Core Rules' booklet are reproduced here for ease of use.

The lists of spells that follow are by no means definitive, but rather contain the most common types of magic encountered in the game.

Gamemasters and players should feel free to design other spells and rituals for use in their own games of *Beyond the Wall*, or to adapt some of their favorites from other games. If there is a question as to whether a new spell or ritual is too powerful or too weak, we find it best simply to ask the rest of the group for an opinion on the matter.

There are no rules in this document for making magical items, beyond some simple potions which may be created by magical rituals. Gamemasters and players are encouraged to find a fun and interesting way to create their own magical items if doing so suits them.

All spells and rituals (though not cantrips) have the following characteristics:

**Range:** This tells how far the mage can cast a spell. A range of *Self* means that the magic only works on the caster. *Touch* is self-explanatory. *Near* spells only affect targets within the immediate presence of the caster (perhaps 50 yards in an open field, or in the same room if indoors). Spells with the range of *Far* can affect things at even greater distances; the spell description will say just how far. Some few spells have a range of 'the Cosmos,' meaning that they affect things from outside of our own plane of existence, such as creatures within the realm of Chaos, or the deepest parts of the world of Faerie.

**Duration:** This tells you how long a spell lasts, either in terms of rounds or, for longer lasting magic, in terms of hours, days, or other real measurements of time.

**Save:** Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not. Unless otherwise noted, the target should make a saving throw versus spell.

Cantrips do not have all of these characteristics, as they are always assumed to have a range of Near, special durations explained in their text, and they always allow their targets to make a saving throw. Their entries, therefore, do not list a range, duration, or save.

Additionally, cantrips and rituals require ability score checks, and so each listing tells you whether the cantrip or ritual in question checks Intelligence or Wisdom.

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## A MAGE'S SPELLBOOK

*We assume that our characters have committed any spells, cantrips, and rituals which they know to memory, and so have no use for carrying around a spell book containing that information.*

*However, a wizard must have learned spells somewhere, and that often means that these spells were written down and studied initially. Players of mage characters may elect to carry with them a written book of spells and rituals which they know. Characters may also find other such books in the course of their adventures, offering them opportunities to learn new spells.*

*If a player chooses to have a mage character carry a book of spells, there is no immediate benefit for doing so, but it may give the character extra bargaining power with other NPC wizards who might wish to trade arcane knowledge.*

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# CANTRIPS

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To cast a cantrip, the mage makes either an Intelligence or Wisdom test (each cantrip's description says which). Success means that the cantrip works more or less as desired. When a mage fails a cantrip roll, one of two things can happen at the player's discretion: either the mage finds himself robbed of his magical energy, or the magic spins out of control.

If the player chooses to run out of magical energy, then the mage has exhausted himself and is unable to use magic of any sort until he has had a full night's sleep. Additionally, any spells or rituals which the mage had cast earlier and which are still in effect immediately stop (barring, of course, spells with a duration of Permanent).

If the player decides to have his cantrip miscast, then the magic has gone horribly wrong. This is dangerous, because now the GM may decide what happens with the magic. In all instances, the spell should have a deleterious effect on the character or his friends; perhaps a light spell darkens an area just when the party needs some light, or a hex meant for an enemy affects the mage himself instead.

In general, cantrips produce only minor effects. They cannot damage a target, they only work at 'Near' range, and they do not produce any permanent effect. The description of a particular cantrip covers roughly what it can do. The gamemaster may determine that a mage is stretching the abilities of a given cantrip and so assign a penalty to the check.

Some cantrips allow a caster to impose penalties on opponents, such as by hexing them. Cantrips are too weak to give any opponent a penalty worse than -2 to a roll.

## BEAST KEN (Wisdom)

A mage with this cantrip speaks the language of the beasts, and may even attempt to call them to him, as the wolf howls to its pack. The caster may speak to any non-magical beast. Casting this cantrip also predis-

poses most animals to speak to the caster where they otherwise might have fled or attacked.

A mage may attempt to speak to multiple types of animals at once, incurring a -3 for each additional type. Convincing animals to take action would also call for a -3 penalty if the caster is attempting to convince the beasts to act outside of their own perceived best interest. In general, animals will not endanger themselves for the user of this cantrip, though a mage may try with a large penalty of -6.

## BLESSING (Wisdom)

With a touch and a word of hope, this cantrip allows the mage to help an ally with a specific future task, giving him +2 to a single roll. When a mage casts the spell, she must name the task for which the character will receive the bonus (e.g. "Smite your enemies!" or "Craft a wondrous sword for the Duke!").

The mage may attempt to give even greater bonuses to her subject, taking additional -5 penalties for each additional +1 she wishes to bestow.

## CONJURE SOUND (Intelligence)

A mage with this cantrip is a master of aural trickery, and may produce sounds with but a wave of his hand. Sounds such as footsteps, clattering, and screams are all at his beck and call. Normally this cantrip produces an indistinct, quiet sound.

A mage may take penalties to make these sounds louder or more specific. For instance, producing indistinct music to the right of a target would give a -3 penalty, while a very specific noise, such as a particular song emanating from directly behind a target, would give -6.

## DRUID'S TOUCH (Wisdom)

Someone with the Druid's Touch can get any cutting to root, any plant to blossom. No matter how small his garden, he will have an abundant harvest. Normal use of this cantrip causes a single plant to sprout and grow



at a prodigious pace (sometimes even springing from the ground before your eyes), or an entire garden to grow at double its normal rate.

This cantrip can even heal a wounded or blighted plant and make it whole again, though doing so gives a -3 penalty to the roll. When the wind is right, a mage with this cantrip can get the trees to tell him their secrets; a -6 penalty allows the mage to speak with a tree, though they often converse in ways alien to man.

### HEXING (Wisdom)

The caster fixes the target with his will and utters a curse. The caster must specify an action such as “strike with a sword,” “climb a tree,” or “talk to a noble,” and the victim then receives a -1 to his next roll involving this type of action.

The caster may utter a stronger curse, giving his victim a -2 to his roll instead, but must take a -3 penalty to do so. The caster may take a -6 penalty to have this cantrip affect the victim until the next sun-up or sundown.



### GLAMOUR WEAVING (Intelligence)

Mages with this cantrip are illusionists, able to conjure silent images. These illusions are simple visions with no depth or weight. Normal use of this cantrip produces the image of a small, immobile object of unimpressive design.

A mage may produce larger or more detailed images by taking a -2 penalty. Creating moving illusions is even harder, and gives a -4 penalty.

### MAGE LIGHT (Intelligence)

This cantrip produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as the tip of his staff or an amulet, or as a simple ball of floating light. The cantrip produces enough light to illuminate an area of about 30 yards; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; summoning the light of several torches into a room gives a -3 penalty, while the equivalent to full daylight would call for a -5 penalty. Producing several globes of colored light that move about on their own would call for similar penalties, as would trying to cast the cantrip in such a way as to produce the light in a particular spot at a distance from the caster (for instance, before the eyes of an enemy, in order to distract him).

Lights produced with this cantrip last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another cantrip will make this spell end immediately.

### SECOND SIGHT (Intelligence)

Using this cantrip allows the caster to see spirits of all sorts: the dead, faeries, and demons of all stripes. This cantrip only grants the caster the ability to perceive these spirits; if she wishes to converse with them, she must know their language.

The Second Sight cantrip may also give characters certain additional powers over spirits or demons as noted in their monster descriptions found in the ‘Bestiary’ booklet.

# SPELLS

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The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable.

A mage may cast a number of spells per day equal to his level. After that, he is considered to be exhausted and may cast no more, though he may still attempt to cast cantrips or rituals.

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend a full week studying it from a book or a mentor and then make an Intelligence test. If the test is successful, the mage now knows that spell and may cast it as normal. If the test fails then the mage must wait to attempt to learn it again until he has gained another level.

## ABJURATION

**Range:** Near

**Duration:** Instant

**Save:** yes

The mage makes the sign of banishing, and attempts to send a single disembodied spirit back to its home realm. The target must make a saving throw or immediately return to its home realm. This spell only affects spirits not of the natural world who have found their way here from other planes of existence.

## BANISH UNDEAD

**Range:** Near

**Duration:** 10 minutes/level

**Save:** yes

This spell causes mindless fear in all sorts of undead. When the mage casts this spell, any undead creatures in his presence must make a saving throw versus magic or else immediately flee from the caster and hide for the duration of the spell. The targets are free to act normally afterward.

## BAR THE WAY

**Range:** Touch

**Duration:** 1 minute/level

**Save:** no

With a touch and a word of power, the mage bars an ordinary door or gate so that none may pass. Determined opponents may still batter down the door frame.

## BURNING HANDS

**Range:** Near

**Duration:** Instant

**Save:** yes

The caster spreads her hands as her eyes glow with a fiery intensity and flames shoot from her fingertips. The resulting fan of fire extends five feet in front of her in a large arc, causing 1d3 damage, plus 2 points for every level of the caster. Targets who make a saving throw versus spell take half damage.

## CALL THE SWARM

**Range:** Near

**Duration:** Concentration

**Save:** no

The caster speaks in a harsh and whispered tone and the land crawls to her call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves roughly as she commands. Those caught in the swarm take 1 point of damage per turn. The swarm persists until dispersed or until the caster loses concentration; the caster must focus on directing the swarm and nothing else for the duration.

## COMMANDING WORD

**Range:** Near

**Duration:** 1 round

**Save:** yes

With sheer force of will, the mage can force another to obey a single-word command. The target will not directly harm itself, but will otherwise carry out the precise command immediately. A successful saving throw means that the target may ignore the caster's command.

## CONJURE DARKNESS

**Range:** Near

**Duration:** 3 rounds/level

**Save:** no

The entire area in Near range of the caster is blanketed in a shroud of darkness. No light, even from magical sources, can penetrate the abyssal blackness the mage has brought down upon the area. The only exception would be magical light produced by a mage of a higher level than the caster, which will banish the darkness and end the spell immediately.

## ENTANGLEMENT

**Range:** Near

**Duration:** 10 rounds

**Save:** yes

At the behest of the mage, all the plants within range twist and reach out to grab and hold any creatures, save the mage himself, that enter their range. A successful saving throw will allow a slow escape -- at no more than 10 feet per round.

## EVADE THE DEAD

**Range:** Touch

**Duration:** 4 rounds/level

**Save:** no

The target of this spell passes by any undead creatures without their notice, hiding from their dead sight. An undead creature of any kind simply does not notice the character in any way for the duration of this spell. Attacking undead creatures in any way will end the effects of the spell immediately.

## FALSE FRIEND

**Range:** Near

**Duration:** 1 day/level

**Save:** yes

Magic is an alluring force. If the target of this spell fails his saving throw, he believes that the caster is his trusted ally and bosom buddy. While he won't commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or the mage's allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply will not work at all, as the target's sense of self-preservation will override any power the magic might have over him.

## FLAME CHARM

**Range:** Near

**Duration:** Concentration

**Save:** no

Some mages know the tongue of the flames. They can speak soothing words to them, causing fires to dwindle to small coals, or they can speak words of anger, causing the flames to leap higher and dance about. This spell does not create a fire, but may increase or decrease an existing fire's brightness and intensity. The flames still require the normal amounts of fuel to burn, and the caster may do nothing but focus intensely on the fire so long as he wishes to control it.

## FLASH OF BRILLIANCE

**Range:** Near

**Duration:** Instant

**Save:** yes

The mage makes the ancient sign of light with the fingers of both hands, then claps them together with a sharp crack, producing a blinding flash of light. Everyone in the area except for the mage himself must make a saving throw versus spell or be blinded for 2d6 rounds.

## FEATHER FALL

**Range:** Touch

**Duration:** 1 round/level

**Save:** no

The target falls no faster than a feather, taking no damage upon landing. Of course, if the target is still in the air when the spell wears off, her vertiginous descent begins anew.

## GREATER ILLUSION

**Range:** Near

**Duration:** Concentration

**Save:** yes

By speaking ancient words of power, the caster calls forth an image. These ghostly images appear real but have no substance. They make sounds appropriate to the type of image created, but are incapable of intelligent speech or thought. The phantasms will endure until the mage's concentration is broken. Viewers who has reason to believe that the images might not be real may make a saving throw versus spell; success means that they recognizes the shapes as only empty visions.



## HEALING TOUCH

**Range:** Touch

**Duration:** Instant

**Save:** no

The mage lays his hands upon a wounded subject and life flows from his touch. The target regains 1d8 hit points as his vitality is restored.

## INSPIRATION

**Range:** Near

**Duration:** 3 rounds/level

**Save:** no

The caster calls mystical power to aid himself and his allies, increasing their skill, bravery, and fortune. The caster and all allies within range gain +1 to Hit and +1 to all saving throws.

## MAGIC MISSILE

**Range:** Near

**Duration:** Instant

**Save:** no

A bolt of magical energy unerringly strikes a target whom the caster can see. The bolt does 1d6+1 damage. The mage produces one additional bolt per 3 levels of the caster, so two bolts at level 3, three bolts at level 6, etc. If casting more than one bolt, the mage may direct them at one target or different targets.

## MASKED IMAGE

**Range:** Self

**Duration:** 10 rounds/level

**Save:** no

The mage makes a mystical sign across his face with his hands and suddenly appears as another. The caster's appearance, including clothing, height, and weight, changes so that he no longer resembles himself. He may not duplicate the appearance of another specific individual.

## MYSTICAL SHIELD

**Range:** Self

**Duration:** 5 rounds/level

**Save:** no

The mage pulls the forces of magic into a physical barrier before him, granting him +6 AC against all attacks originating from in front of him for the duration of the spell.

## OBSCUREMENT

**Range:** Self

**Duration:** 4 rounds/level

**Save:** no

With a simple gesture, the target becomes hazy and forgettable. She is difficult to see, and won't be noticed by most creatures. She receives +3 to any rolls for sneaking about unnoticed for the duration.

## PASS WITHOUT TRACE

**Range:** Touch

**Duration:** 1 minute/level

**Save:** no

The mage's touch carries the blessing of the earth, and the target can then pass through any terrain, whether mud or snow or forest land, without leaving tracks or prints.

## PETRIFYING GAZE

**Range:** Near

**Duration:** 1 round/level

**Save:** yes

The spellcaster freezes his target with but a look. While the spell lasts, a victim who fails his saving throw is held totally immobile, but is otherwise unharmed. If the target is then attacked he is hit automatically, but this ends the spell.

## PHANTOM SKILL

**Range:** Near

**Duration:** 1 day

**Save:** no

With a gesture and a blessing, the mage blesses one person in his immediate presence with a skill of the caster's choice. The target is not quite sure how she came by such knowledge, but has the full benefits of the skill for one day.

## REANIMATION

**Range:** Near

**Duration:** 3 hour/level

**Save:** no

This dark magic causes the dead to walk. The mage says the words of power and causes 1d4 corpses within near range to become either skeletons or zombies, whichever is appropriate. These creatures are under the control of the spellcaster, and revert to their natural, lifeless state when the spell ends.

### SANCTUARY OF PEACE

**Range:** Self

**Duration:** 3 rounds/level

**Save:** yes

The mage creates a sanctuary around herself. Anyone wishing to physically harm her in any way must make a saving throw or find himself unable to do so. The spell ends immediately if the caster takes any offensive action.

### SENSE NATURE

**Range:** Near

**Duration:** Instant

**Save:** yes

A wizard is shrewd and wise, and a whispered incantation can bring much knowledge about a person. By means of this simple but powerful spell, the mage automatically determines the alignment of a single target in his immediate presence. Additionally, the caster may sense if the target is in any way supernatural; for instance, the caster would know if the target were possessed by a demon, or were really a faerie in disguise, or a shapeshifted dragon or wizard. If the target makes a successful saving throw versus spell, the caster learns nothing.

### SILENCE

**Range:** Near

**Duration:** 2 rounds/level

**Save:** no

The mage raises his hand in an arcane gesture and a blanket of complete silence covers the area around him. For the duration of the spell, no sound of any kind issues from or into near range, including speech or the sounds of battle.

### SPIDER CLIMB

**Range:** Touch

**Duration:** 3 rounds/level

**Save:** no

With a gentle touch and a secret sign, the mage gives her target the ability to climb upon vertical surfaces and even to hang from the ceiling like a spider. The target must have bare hands and feet, but can then climb across all surfaces exactly like a spider for the duration of the spell.

### TERRIFYING PRESENCE

**Range:** Near

**Duration:** 2 rounds/level

**Save:** yes

The caster of this spell moves and speaks with terrible authority and causes his enemies to quail before him. The caster may turn his baleful will toward any one opponent per round for the duration of the spell, causing the target to run or hide for the remaining duration of the spell. A successful saving throw on the part of the target negates the spell.

### TINKER'S GIFT

**Range:** Touch

**Duration:** Permanent

**Save:** no

This spell makes whole again that which was broken. It can mend broken chains, rings, or other works of metal, as well as ceramics and wooden objects. The targeted object must be small, no larger than a dagger or water jug. This spell does not affect magical items.

### TRUE STRIKE

**Range:** Self

**Duration:** 1 round

**Save:** no

The mage lays a fell hand upon her blade, granting herself precision and power. If she attacks the round after casting this spell, she receives +10 to her attack roll, can hit incorporeal creatures or those immune to ordinary attacks, and does 2 additional points of damage per level should she hit her target. The mage must attack during the next round of combat, or the casting of this spell is wasted.

### VEIL OF SLEEP

**Range:** Near

**Duration:** 5 rounds/level

**Save:** yes

The wizard whispers soothing words of magic, causing targets to drift into a deep sleep. The spell affects 2d4 hit dice worth of creatures within near range. The sleep caused by this spell is very, very deep, but otherwise natural. Ordinary noises will not wake the targets for the duration of the spell, but physically harming them does. Targets who make a successful saving throw are unaffected.

## WHISPERING WIND

**Range:** Far

**Duration:** Instant

**Save:** no

The mage speaks to the wind in its own tongue and gives it a message, which it then carries to another person known to the mage. Such a message can travel quite far, around a mile per level of the caster, reaching even faraway companions.

## WILD CALL

**Range:** Far

**Duration:** Instant

**Save:** no

Calling the name of any one type of animal native to the local region, the mage lifts her hands and up to 2d6 available creatures from up to a mile away come to her call. It may take the creatures some time to reach the caster, depending on distance; a group of rats would probably arrive within the round when called at the dockyards, but a pack of wolves may take several minutes to reach the mage in a forest. The animals will be predisposed to help the caster, though they are not her slaves, and may ultimately act of their own free will. For clarity, they are likely to defend her in a combat situation, but not die for her.

## WITCH LAUGH

**Range:** Near

**Duration:** 1 round/level

**Save:** yes

Those affected by the witch laughter find everything hilariously funny and laugh uncontrollably to the point of pain. After the mage speaks the words of power, the target begins giggling and then laughing more and more loudly as the rounds progress. Initially, affected targets suffer a -3 to all rolls, but, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything but laughing for the remainder of the duration. Targets which make a successful saving throw are unaffected.

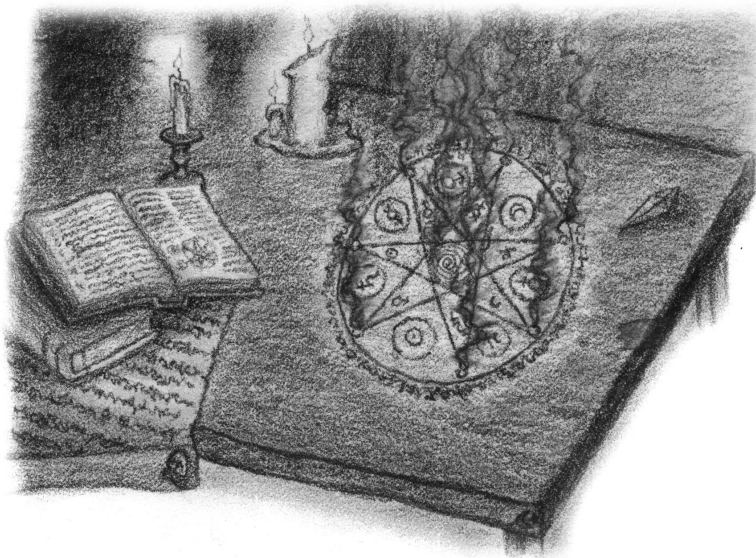
## WORD OF COURAGE

**Range:** Near

**Duration:** 3 rounds/level

**Save:** no

The mage pulls himself up to his full height and shouts words of authority and power, instilling confidence and courage in all friends within Near range. They will stop fleeing if already doing so, and will automatically hold their courage and resist any fear effects for the duration of the spell.



# RITUALS

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For the most powerful sorceries, a mage must spend a great deal of time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Beyond the Wall*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level in order to attempt to cast it. For instance, a level 3 ritual is simply beyond a mage of level 1 or 2, and he cannot attempt it at all.

Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual description. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make an Intelligence or Wisdom check (each ritual's description says which). If the test is successful, the ritual works as described. Should the test fail, the general effects of the ritual take place, but with some sort of twist. The gamemaster decides just what goes wrong. A ritual to summon a great cloud of fog may produce a mist of an unnatural color, covering an area greater than intended, while a ritual to send a whispered message over great distances may send garbled words from realms beyond our own instead.

Learning new rituals is a difficult and time-consuming process. To attempt to do so, a mage must be of an appropriate level to learn the spell, and must spend a week in study per level of the ritual. After this time, a mage must make an Intelligence test. If the test is successful, the mage now knows the ritual and may cast it whenever he desires. If the test is a failure, the mage may only try to learn the spell again after gaining a level.

Mages may attempt to cast rituals which they do not know if they have an appropriate source, such as a book

or scroll detailing the ritual. This is quite dangerous, however, and the test at the end of the ritual suffers a -10 penalty. Remember that the ritual still happens if this test fails, but will be accompanied by unintended consequences. Many foolish apprentices get themselves into a great deal of trouble doing this.

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## DIFFERENT VERSIONS OF RITUALS

*Each ritual's description includes in it the necessary material components for the ritual, as well as the methods a mage uses to cast it. Some descriptions may seem inappropriate for certain characters, and, in this case, the gamemaster and player may design another version of the ritual with the same effects but different components.*

*For instance, a druid who protects a natural grove against all incursions might not need the horn of a ram to cast *Staff of Might*, but would perhaps need a length of petrified oak instead to cast the same ritual.*

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## LEVEL 1 RITUALS

### ARCANE EXPERIMENT (Intelligence)

**Range:** Near

**Duration:** Instant

**Save:** no

By means of this ritual, a mage determines the general properties of a magical item. The caster is able to identify the type of magic associated with the item, but not necessarily its specific uses. For instance, a mage might determine that a ring which turns its wearer into a snake has powerful properties of transformation, but not exactly how the item works.

Casting this ritual requires the mage to spend an hour in intense study of the item, casting several minor magics during the process and testing the item in various ways. To do so, she needs basic alchemical ingredients, such as salts, herbs, and various semi-rare liquids, as well as a great deal of peace and quiet.



Failing the ritual roll usually results in false information. This ritual may not give any information about certain powerful artifacts, though it can determine the general properties of most such items.

### **BIND FAMILIAR (Intelligence)**

**Range:** Far

**Duration:** Permanent

**Save:** no

Wielders of the arcane arts are often shunned by common folk who do not understand their ways, but some find solace in the friendship of a familiar, a small, intelligent, and magical animal companion. This ritual allows the caster to locate an appropriate animal and bind it to herself as her familiar.

The mage must find a suitable, quiet location in the wilderness and burn on a silver plate the droppings of the sort of animal she wishes to attract, along with incense, rare herbs, and some food appropriate to the type of animal. If a suitable animal is within a ten mile radius, it will heed her call and approach her at the end of the hour long ritual. The animal is not yet her familiar, however; she must treat the animal with care and affection for a season, never being separated from it, before she may call it her familiar.

Familiars are more intelligent than the average animal of their kind, rivaling the intelligence of an average human. They can communicate with their masters through an odd combination of animal noises, human speech, body language, and empathic understanding. A mage may see through the eyes of her familiar if she concentrates intensely on doing so. A mage and her familiar will never allow themselves to be far apart; if they are separated by more than a mile, they both become intensely irritable and depressed, and will attempt to find each other by whatever means necessary.

The type of animal chosen for a familiar is personal to the mage in question. They are invariably small creatures, such as rabbits, birds, or frogs. A common cat is about as large as most familiars get.

A character who begins the game knowing this ritual may be presumed to have already cast it and, therefore, begin play with her familiar already bound.



### **CIRCLE OF PROTECTION (Intelligence)**

**Range:** Near

**Duration:** 1 hour/level

**Save:** yes

The mage draws a complex series of interlocking circles and warding runes, creating a barrier against creatures of Chaos. Any creature with a Chaotic alignment may not enter the circle unless first passing a saving throw versus spell. Even if they manage to pass the circle, once inside they suffer a -2 on all attack rolls and those within the circle receive a +2 bonus to any saving throws against such creatures.

Other versions of this ritual exist, offering protection from other types of dangers. Examples include: Law, dragons, the dead, and faeries.

To draw the circle, the caster needs quite a bit of chalk and powdered silver (about 20 coins worth of it).



### GATHER MISTS (Intelligence)

**Range:** Near

**Duration:** 1 hour/level

**Save:** no

This ritual allows a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch fog, though a very strong wind from a great storm might blow it away.

A mage wanting to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

### GOODBERRY (Wisdom)

**Range:** Touch

**Duration:** Permanent

**Save:** no

With the blessing of the unseen world, the berries affected by this ritual become powerful sources of curative magic. The ritual affects 2d4 berries, and anyone eating one immediately heals 1 point of damage.

The best berries for this ritual are those grown by the mage himself, but any fresh, clean berries will do. In addition, the caster must wash the berries with pure water from a fresh spring and store them in a never-before used pouch of soft leather which he has stitched closed himself.

### MAGE ARMOR (Intelligence)

**Range:** Self

**Duration:** 1 month

**Save:** no

The mage draws runes on his skin with the blood of a tortoise, making him resistant to the attacks of his enemies. He gains +4 AC. Every time he is damaged, the magic he has wrought upon himself weakens. Once the caster has taken 8 points of damage, the effect of this ritual ends. The amount of damage the caster can take before losing the bonus AC is modified by +1 per level, so, for instance, a 3rd level mage could take 11 points of damage before losing the bonus.

In addition to inscribing the runes upon himself, the caster must melt five silver coins and then pour the molten metal onto the back of his left hand. The metal does not burn him, but rolls and evaporates into smoke when it touches his runed fist. At that point, the bloody runes fade and the caster gains the full benefits of the ritual.

### STAFF OF MIGHT (Wisdom)

**Range:** Touch

**Duration:** 1 day/level

**Save:** no

The caster imbues his own cudgel, walking stick, or staff with his magical strength so that he may smite his foes. The weapon gains a +1 bonus to hit and damage, and may harm any foe, regardless of any special rules. This ritual only works on an ordinary piece of wooden equipment.

While casting this ritual, the mage crushes the horn of a ram with a mortar and pestle and sprinkles the dust along the wooden weapon, blessing it with names of power. The mortar and pestle remain intact after the completion of the ritual, but the horn is spent in the process.

The mage burns a length of oak, directing its smoke to imbue his wooden weapon with its strength.

### STEED OF THE SORCERER (Intelligence)

**Range:** Near

**Duration:** 11 hours

**Save:** no

Wizards and sorcerers of old would ride upon the backs of ghostly steeds with black coats and eyes like fire. This ritual summons such a steed to serve the caster. The beast will suffer no other to sit upon its back and fades to mist after eleven hours of service. It is faster than ordinary horses, and moves in complete silence, its hooves making no sound as they fall.

The caster must sit perfectly still for the hour it takes to cast this ritual, uttering only a single, unintelligible word at the culmination: the name of his dark steed. He must then saddle his mount with a pristine, never used harness and saddle of black leather, which will fade with the beast when it departs this world.

### UNSEEN SERVANT (Intelligence)

**Range:** Near

**Duration:** 1 day/level

**Save:** no

Also known as the “sorcerer’s friend,” an unseen servant is a spirit of another world, summoned by the charms and will of a mage. The spirit is invisible and incorporeal, but can lift and carry small objects, open doors, and clean chambers. It obeys mindlessly and silently, and will not leave Near range of the caster. It cannot fight for its master, and is not very strong, but it can carry or move perhaps 40 pounds of weight.

This ritual requires that the caster create a small, often horrific looking figure over the course of an hour; some mages carve theirs out of wood, others tie together bundles of sticks and leaves. While crafting this figure, the mage etches runes into it with the point of a knife and then submerges it in water from a pure spring. Finally, the figure is consigned to the fire while the mage calls loudly the name of a spirit from beyond the veil.

### WITCH’S WATCHMAN (Intelligence)

**Range:** Near

**Duration:** 10 hours

**Save:** no

By pacing out a warding circle around a place of rest, the mage protects herself and her allies from ambush. After casting the spell, a shrill wailing voice, like the song of a banshee, will call out should anyone enter the bounded area, which is perhaps 20 feet in diameter.

The mage requires enough sand to mark the threshold of the protected area, which she will spread slowly over the course of the ritual, speaking incantations at the four directions of the compass as she goes. She then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but may otherwise be reused.

### WIZARD’S MARK (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** no

Every mage has his own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe his mark on any non-magical substance, including stone and metal. The rune remains permanently upon the

surface, only disappearing if the item or surface itself is destroyed. The mage may choose to make this mark visible to all, or only to those with the sight (meaning that most folk will not be able to see it at all, but anyone of the mage class or any creature capable of casting spells will see it).

In order to make his mark, a mage must light a fresh candle and stand it upon the surface to be marked in its own wax. He then pricks his finger with a silver stylus and draws his rune upon the surface, very slowly and deliberately, with his own blood, seven times. Upon the seventh and final drawing, the blood fades, the candle falls away, the stylus cracks, and the mark is finished.

## LEVEL 2 RITUALS

### AURA OF POWER (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** no

Mages are strange and fickle creatures, prone to trickery and confusion. By casting this ritual, a mage causes an ordinary object to seem quite magical. In fact, the item does indeed become magical, and will seem as such to anyone attempting to detect magic, though it has no special effects beyond this aura.

The caster must wrap the object in a silk cloth, which might be very difficult or expensive to obtain. Over the course of the two hour ritual, the mage must prick each of her fingers with a silver needle, letting the drops of blood fall upon the silk.

### CALL STORM (Intelligence)

**Range:** Far

**Duration:** 1 hour/level

**Save:** no

Spirits of wind, rain, and lightning heed the old signs of power. By calling on the four winds and commanding the clouds, the mage summons an intense thunderstorm which lasts for the duration of the ritual.

The caster utters names of power and prostrates himself beneath the sky for two hours. The winds require the ritual burning in a bronze brazier of a parchment covered in arcane runes. The spirits of thunder and lightning require the mage to break over his knee a

branch from a tree struck by lightning. The brazier remains after use.

### ENDURE THE ELEMENTS (Wisdom)

**Range:** Touch

**Duration:** 1 day/level

**Save:** no

This ritual protects the mage and all of his companions from normal extremes of temperature and weather for the duration. While they can still be burned by fire or frozen by magical frost, ordinary heat and cold have no adverse effect on them.

To cast the ritual, the mage must gather his companions to him and speak the names of the ancient gods of the seasons. Over the course of the two hour ritual, the caster must inscribe these names on the flesh of himself and his companions with ink from an unused well of pure copper while keeping lit a fire of yew wood.

### FEAST'S BLESSING (Wisdom)

**Range:** Near

**Duration:** Instant

**Save:** no

Even the most meager or tainted of provisions can serve as a king's feast for the caster of this ritual. This magic purifies any food or drink, even rotten meat or rancid water, causing it to become pure and suitable for consumption. Additionally, it flavors any of these provisions so that they taste as good as any lavish banquet and fill the stomachs of all participants.

Besides some sort of food or drink, this ritual requires the caster to bless all of the components of the feast with a small silver holy symbol and a branch of holly. The silver symbol must be submerged in the drink, and the branch used in the serving of the food.

### MAGIC STONES (Wisdom)

**Range:** Touch

**Duration:** Permanent

**Save:** no

Priests of the old gods would bless the sling stones of warriors before they went into battle. This ritual blesses six such small stones, which may be either thrown at an enemy or fired from a sling. Each stone has a +1 chance to hit and causes 2d6 hit points of damage.

Only perfectly smooth river stones, entirely unworked by man, are appropriate for use in this ritual. The caster must then spend the duration of the ritual carving upon the stones ancient signs of power and war with an iron stylus. The stylus is not destroyed in the process of casting the ritual, and so may be used more than once.

### SUMMONING (Intelligence)

**Range:** The Cosmos

**Duration:** Instant

**Save:** yes

The mage crafts a gateway into another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater demon or one of the gods. The target may make a saving throw, but receives a penalty equal to the caster's level. The target spirit is under no compunction to obey the caster upon arrival.

Should the caster fail the ritual roll, it is very likely that something else will come through the portal and into the mortal realm. Good luck.

This ritual requires that the mage draw various intricate circles and signs in chalk and call out the names of the spirit which he wishes to summon. Knowing the spirit's true name gives the caster a +5 bonus to the Intelligence test for the ritual, making him much more accurate in his summoning.

## LEVEL 3 RITUALS

### CONTINUAL LIGHT (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** no

This ritual causes an object to glow with a light as bright as full daylight. For all intents and purposes, the light produced from this spell is sunlight. The glow lasts forever.

When casting this ritual, the mage must chant for three hours over the object in the light of the full moon, and must immerse the object in pure spring water which captured the light of the noonday sun from that same day.

### FRIENDS (Wisdom)

**Range:** Self

**Duration:** 1 day/Level

**Save:** no

Blessing himself with powers of leadership and trust, the mage grants himself 2d4 points of Charisma for the duration of the ritual. While the ritual is in effect, all who meet him are impressed by his words and bearing.

The mage requires various mystical herbs, which he makes into a thick drink and then imbibes. To make his words sweet, he then paints his lips with his own blood at the culmination of the ritual.

### MINOR ANIMATION (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** no

Granting a portion of her own power to a mundane object, the mage fills it with magical power and a crude sense of devotion. This ritual turns an ordinary object of medium size, such as a sword or broom, into an Animated Object, as found in the Bestiary booklet.

To cast the ritual, the mage needs the object in question, a quiet sanctuary, and a pound of silver dust. Once the ritual is cast, the mage loses a point of Constitution. The mage may, at any time, destroy her own Animated Object, thereby regaining this lost Constitution. Alternatively, if the object is ever destroyed by another, the mage then regains her lost Constitution.

### NEPENTHEAN DRINK (Wisdom)

**Range:** Touch

**Duration:** Permanent

**Save:** no

This ritual allows the mage to create a batch of healing draughts for later use. Upon completion of the ritual, the caster produces a number of potions equal to his level, each of which keeps more or less forever so long as it is sealed.

A mage requires a quiet place to create his potions, perhaps his private laboratory or a sacred grove. The caster requires a number of clean, crystal phials equal to the number of potions he is creating, each costing about 30 silvers and probably difficult to find. These phials are reusable once emptied, provided that the mage cleans

them with the water of a clear stream. Additionally, the mage needs an assortment of herbs or other ingredients which are often hard to come by.

### SKIN OF THE TREANT (Wisdom)

**Range:** Touch

**Duration:** 2 hours/level

**Save:** no

Binding the spirit of the forest to her target, bark quite literally grows out of the target's skin, providing +2 AC and +1 to all saves for the duration of the spell.

The magic requires bark from a living tree in the dark heart of the forest, affixed to the target's bare skin with a paste of tree sap and the spell-caster's own blood.

### WIZARD LOCK (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** no

The mage chants the words of secrecy, permanently sealing a door or chest so that only she may open it, or another to whom she has given the command word. The door may still be forced open by strength, but may otherwise never be breached.

This ritual requires a tiny silver key and the first flower of an elderberry tree. The mage must make a paste from the flower and other, common ingredients, rubbing this substance on the door in question. At the culmination of the ritual, the caster must swallow the key and say the word of entry aloud.

## LEVEL 4 RITUALS

### ALTER SELF (Intelligence)

**Range:** Self

**Duration:** 1 day/level

**Save:** no

Then this ritual is cast, the caster can alter her own appearance in many different ways, changing her height or weight and features to that of any other human or human-like creature. In order to impersonate a particular person or creature, the caster must succeed on a separate Charisma test at a -5 penalty.

The mage must gather the hair of three unblemished yearlings from the same flock and a shawl knitted from

fresh, undyed cotton. Placing the hairs upon her own head and covering her face and shoulders with the shawl, the mage then reveals herself in her new form.

### **AUGURY (Wisdom)**

**Range:** The Cosmos

**Duration:** 1 month

**Save:** no

By stretching his will into other realms, the mage asks questions about the near future and opens himself to the inscrutable answers of those who dwell beyond. The caster states one of the particular challenges which lie ahead of him (facing the warband of the orc warlord, my presentation at the king's court, battling the dragon queen Brachylyx) and then gains a +2 bonus to all ability score checks or saving throws made regarding that challenge for the duration of the ritual.

This ritual is very dangerous. The mage risks opening a gate to the outer realms; should he fail his Wisdom check when casting the ritual, then a demon or wicked spirit of some sort has gained entry into our world. This spirit probably doesn't make itself known immediately, but will be very, very interested in the caster who brought him here.

Casting this ritual requires a clean brazier of cold iron, which the mage fills with various offerings to propitiate the spirits beyond, such as small sacrifices, sweet-smelling incense, or some of his own personal valuables.

### **HEART OF THE OX (Wisdom)**

**Range:** Near

**Duration:** 1 hour/level

**Save:** no

Blessing each of his companions in turn, the mage grants them the strength of the other world. The caster may affect all of his companions, including himself, in near range, up to a dozen individuals. Each affected character gains 1d6 points of Strength for the duration of the ritual, up to a maximum score of 19.

In the casting of the ritual, the mage must sacrifice a healthy ox with an obsidian dagger which must be shattered against the beast's breastbone.

### **INVISIBILITY (Intelligence)**

**Range:** Touch

**Duration:** 1 day/level

**Save:** no

This magic makes the target completely invisible; he may not be seen by any natural means, though he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Wielding such powerful magic requires the sacrifice or true name of an appropriate spirit, such as a wind elemental or demon of secrecy. Such spirits may, if they survive the ritual, become angry with the caster.

## **LEVEL 5 RITUALS**

### **STORM'S WRATH (Intelligence)**

**Range:** Far

**Duration:** 1 hour/level

**Save:** yes

This powerful magic summons a great storm, complete with roaring winds, heavy rain, and deafening thunder. The storm covers a wide area, perhaps a square mile or more, and dissipates naturally at the end of the ritual's duration. For the duration of the storm, the mage may call down bolts of lightning onto his enemies within near range. The mage may do so once per level, and each bolt does 1d6 damage per level of the caster. For example, a fifth level mage would be able to call down 5 bolts of lightning, each doing 5d6 points of damage, over the course of a five hour storm. If the target makes a successful saving throw, he only takes half damage. In order to call down these lightning strikes, the mage must stay within the area of the storm, and both he and the target must be under the open sky.

In order to cast this ritual, the mage must propitiate the winds and the storm clouds by chanting the secret names of the winds and sacrificing an unblemished yearling from a flock with a silver dagger. The dagger is then thrown into a large fire, which the first rains of the storm soon extinguish. The mage must also have a branch of an oak struck by lightning within the past moon, which he points at his target to direct the lightning strikes.



### DISPEL MAGIC (Intelligence)

**Range:** Near

**Duration:** Instant

**Save:** no

Casting this ritual instantly ends all magical effects within near range of the target. All spells, rituals, and cantrips stop immediately, as do the powers of magical creatures and items. Magic items thus affected may even permanently lose their magical properties; each item affected has a 50% chance of permanently losing all magical powers, though mighty artifacts are never affected in this way.

Note that spells and rituals with a duration of instant are not lasting magical effects themselves, and so cannot be dispelled.

This is an academic process for most mages, who must spend the casting time in research of the magic which is affecting their immediate area, casting small, minor magics along the way. Completion of this ritual requires various arcane components which are common to a wizard's laboratory, costing around 500 silvers.

### RITUAL OF HEALING (Wisdom)

**Range:** Touch

**Duration:** Instant

**Save:** no

By the powers of growth and life, the mage blesses a companion, curing him even of serious wounds, which knit themselves back before his eyes. Upon completion of the ritual, a single target regains 1d10 hit points per level of the caster, up to his normal maximum hit points.

The mage must minister to the target's wounds with unsoiled cloth of linen, and prepare a poultice of rare herbs. After working with the patient and chanting prayers and blessings for the five hour ritual, the mage must bury a piece of gold beneath an elm tree as an offering to the gods.

### TRUE IDENTIFICATION (Intelligence)

**Range:** Touch

**Duration:** Instant

**Save:** no

While the level one ritual Arcane Experiment gives a vague idea of the properties of a magical item, this

ritual allows the caster to fully determine the function of such items. If successfully cast, the GM should tell the player the full effects of the item in question.

This process is much the same as it is for the level one ritual, and requires the complete focus and attention of the caster over the course of five hours of study and experimentation. The mage needs an equipped alchemical laboratory to perform such tests, and must melt 1,000 silvers worth of pure gold in the process, which is used to test the purity of various bits of the item.

If cast upon an artifact of power, this ritual gives no more information than Arcane Experiment. Such items defy full understanding.

## LEVEL 6 RITUALS

### CONTAGION (Wisdom)

**Range:** Far

**Duration:** Instant

**Save:** yes

This widely feared magic brings an ordinary but virulent plague to a large area, either a major city, or perhaps a small county of several villages. After the completion of the ritual, every member of the populace in the area must make a saving throw versus spell or come down with the disease, which will then run its normal course. The disease is virulent, but not necessarily fatal; you may assume that many of the young and old fall victim to it, but that many of the healthy adults shake it off. If it is important to know if a particular character survives the plague, have him make a Constitution check with a +3 bonus to make it out after several days of illness.

Legends say that the Great Summoner cast this on the capital city of the ancient empire before conquering it, weakening the population to the point that they could offer no significant resistance.

This ritual requires several difficult to find and foul ingredients, which will vary based on the particular sort of disease which the caster chooses. Examples of ingredients include the corpses of a dozen recent victims of plague, the heart of a demon of disease, and the tooth of a basilisk.

### **FIREBALL (Intelligence)**

**Range:** Near

**Duration:** Instant

**Save:** yes

The mage rains fiery destruction upon her foes, obliterating whole military units or large, dangerous beasts. While the ritual takes quite a time to cast, if the mage can find her way to a safe hill or tower near a battle, she is likely to destroy her foes upon its completion, when a small ball of flame flies from her hand and explodes into a raging inferno, forty feet or more in diameter. All targets within the inferno immediately suffer 1d8 points of damage per level of the caster, though they may take a saving throw for half damage. Furthermore, everything within the inferno is likely to catch fire, as are any combustible materials near the blaze, which may mean that the fire spreads quite far.

Such powerful magic requires intense concentration and the essence of a fire spirit. This can only be gained by knowing the true name of such a spirit or elemental and binding it into a small object of some sort, which is destroyed in the ritual.

### **THE GREAT CURSE (Wisdom)**

**Range:** Far

**Duration:** Permanent

**Save:** yes

The mage utters a mighty curse, which bestows crippling penalties upon the target for the rest of his life, causing him to suffer a -5 penalties on all rolls. Hopefully the poor soul can find some other magic which can counteract the curse.

This ritual requires that the mage craft a likeness of the target from pure gold, which she then hurls into a raging fire while uttering a single word of dark magic.

### **WIZARD'S FLIGHT (Intelligence)**

**Range:** Touch

**Duration:** 1 hour/level

**Save:** no

The target of this ritual takes to the skies and flies just like a bird. When the ritual ends, the target immediately descends to the earth, but does not fall.

The mage must craft a drape of feathers from unusual birds in order to cast this ritual. For instance, the mage

might make a cloak from the tail feathers of the ravens who dwell in the dark heart of the wood, or a mantle of feathers from the rare phoenix.

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### **THAT'S A LOT OF SAVING THROWS**

*Certain rituals, such as Contagion and Dream, affect whole populations but allow a saving throw. Obviously, rolling the saving throws of a couple thousand peasants is ridiculous. We recommend two options.*

*First, most of the time, there is no need to know whether the spell affects a particular individual unless that character appears in the game, in which case the gamemaster can make the saving throw for the NPC right then, even though the ritual might have been cast some time ago.*

*Secondly, the gamemaster may assume that a specific percentage of the populace is affected, based on the average saving throws of the inhabitants. For instance, the average human has a saving throw of 17 versus spells, so the GM may assume that 85% of the population has been affected.*

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## **LEVEL 7 RITUALS**

### **AWAKEN THE WOOD (Wisdom)**

**Range:** Far

**Duration:** 1 day/level

**Save:** no

The trees live and breathe, but they are sleepy creatures. This ritual awakens the trees of a forest, though it does not control them, so a mage never knows just what the wood will do. Upon completion of the ritual, the forest in which the mage is standing awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. The trees will attack those who anger them, having a +4 to hit and causing d6 damage. The forest is likely large enough that fighting back is effectively impossible for the victims, who would be wise to flee instead. The forest may move itself up to a mile per day.

This ritual requires that the mage propitiate the spirits of the wood with a great many offerings over the course of the ritual. Just what these offerings are might vary; perhaps the mage drapes rare silks over the branches of

the oldest trees, feeds the roots of the youngest with her own blood, and waters the edges with magical spring water of some kind.

#### **DETERMINE TRUE NAME (Intelligence)**

**Range:** The Cosmos

**Duration:** Instant

**Save:** no

The mage reaches into the Cosmos in deep contemplation and determines the true name of his target, no matter what plane of existence it inhabits.

The mage must have a silver plaque of perfect dimensions to cast this ritual. After burning incense atop the plaque, the true name of the target appears briefly in flames upon the surface, burned into the silver forever.

#### **SCRYING (Intelligence)**

**Range:** Far

**Duration:** 1 hour

**Save:** yes

This ritual allows the mage to spy upon an individual, seeing and hearing everything that happens in the target's presence for an hour. If the target makes a saving throw versus spell, not only does the ritual fail, but the target also knows that something is amiss.

The mage must have a silver basin of pure water in which to view the target, and must have a magical connection to the target, such as a piece of hair.

## **LEVEL 8 RITUALS**

#### **RAISE UNDEAD HORDE (Intelligence)**

**Range:** Near

**Duration:** Permanent

**Save:** no

The mightiest necromancers can command whole legions of the dead, and mortals rightly fear such dark magic. This ritual transforms all corpses within range of the caster into appropriate undead creatures, either skeletons or zombies. These creatures are assumed to be under the control of the caster so long as they are animated in this way.

Such dark magic requires the foulest of all components: a human sacrifice. The victim must be bound for the duration of the ritual and then slain with a dagger of

iron. Hopefully the heroes can stop the ritual in time!

#### **WOODED GUARDIAN (Wisdom)**

**Range:** Touch

**Duration:** Permanent

**Save:** no

This ritual transforms an ordinary, fully grown tree into a living guardian with the stats of a treant. The guardian has its own will and personality, but is naturally loyal to the caster. The guardian must remain within 300 yards of the spot on which it was summoned, so most mages cast this ritual just outside their homes or some other location which they wish to protect.

The mage must grow the tree himself, from the time it was a sapling. This means that few young mages are able to attain such protection, though there are other magics which can accelerate the growth of the tree.

#### **SHAPESHIFT (Intelligence)**

**Range:** Near

**Duration:** 1 day/level

**Save:** yes

By means of the magic of shape and form, the mage transforms himself or another into a different creature entirely. The assumed form can be of any size, but must be a living creature with a physical body, and must have no more hit dice than the caster does levels. The target may return to human form at any time before the ritual's end, but this ends the magic. There is no need for the target to make a saving throw if he is a willing participant, though unwilling targets may. A successful saving throw negates the ritual entirely.

This ritual requires some material component from the desired form, whether a dragon's scale or an eagle's feather. Additionally, the mage must have at hand a brooch covered in runes of changing and life, which is smashed in the process of the ritual.

## **LEVEL 9 RITUALS**

#### **DREAM (Wisdom)**

**Range:** Far

**Duration:** 1 week/level

**Save:** yes

The mage sleeps and enters a lucid dream for many hours. While there, she crafts dreams and nightmares

of her choosing. Upon completion of the ritual, all inhabitants of an entire region who fail a saving throw will have similar dreams. The mage does not have complete control over what the inhabitants dream, though a general message and emotion can be passed through the dream. For instance, the mage could not have all the inhabitants of the duchy receive a specific message in their dreams telling them to visit a hidden spring at an exact time, but she could make them experience repeated visions, leaving them with a strange and powerful desire to wander into the woods near the spring.

The mage can make these dreams so terrifying or disorienting that those who fail their saving throws have a -3 penalty to all of their die rolls for the duration of the ritual. Great sorcerers of long ago eras were said to cast this ritual before sending their armies to invade a region.

Before the mage sleeps for the nine hours of the ritual, she must dress in a cloak of faerie silk and place upon her head a crown of silver and platinum worth 2,000 silvers. When she wakes, the crown will be gone, left in the world of dreams.

### NIGHTMARE (Intelligence)

**Range:** Far

**Duration:** 1 week

**Save:** yes

The mage summons a horrific creature of shadow who sits upon the sleeping target's chest every night for a week, allowing it no rest and draining him of strength. The target is allowed a saving throw every night, though at a -5 penalty. If the target passes any of these saving throws, then the nightmare dissipates and may not return. While in effect, the nightmare causes the target 1d10 hit points of damage every night, and causes very unpleasant dreams, not allowing spell casters to recover their magical energy for the next day, allowing no healing for rest, and causing a -3 penalty to all rolls for the duration of the ritual.

The caster must have a magical connection to the target, whether a bit of hair or a true name. The caster must also craft a hideous statue from obsidian, which melts into a swift moving shadow and then travels to plague the victim.

## LEVEL 10 RITUALS

### RESURRECTION (Wisdom)

**Range:** Touch

**Duration:** Instant

**Save:** no

By means of this ritual, a mighty mage may bring the dead back to the world of the living. The target must make a Constitution test in order to make it back to the lands of the living, or else remain forever dead.

The dangers are great. Whether the target manages the Constitution test or not, this ritual opens a gate between the worlds of the living and the dead, and something *will* find its way through. The GM is encouraged to have an appropriate monster plague either the characters or the region in which the ritual was performed.

This ritual requires that the mage wrap the target in fresh linen and burn rare and wondrous herbs for ten hours. Over the course of that time, the mage places his hands upon the target's head and, in spirit, enters the land of the dead. While there, the mage must make a great sacrifice, leaving behind either a part of himself (permanently losing a point from one of his ability scores), or something more precious (some of his most valued memories, a level, or even his sight).

### WALL OF STONE (Intelligence)

**Range:** Far

**Duration:** Instant

**Save:** no

The mage causes the earth to quake, and a great sheet of rock bursts from the ground. The resulting wall is several yards thick and up to a half mile in length, forever changing the landscape. The caster can determine a rough shape for the wall, even using this ritual to encircle her tower or sanctum, though the stone is obviously unworked, and will never be uniform or perfect.

The mage must place upon a golden plate a gem of incredible value (perhaps as much as 5,000 silvers worth). This gem is then swallowed by the resulting wall, buried deep in the rock. While the duration of the spell is Instant (meaning that Dispel Magic cannot cause the wall to disappear), should an enterprising sort manage to mine into the center of the wall and remove the gem, the stone will collapse.



# MAGICAL ITEMS

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The sorcery of mages is not the only sort of magic in the world. Many items carry magical powers of their own, either because they were enchanted by powerful wizards, blessed by the gods, or last and best, infused by magic due to fate or circumstance. Each magical item is a unique treasure with its own rules. Some are simple and only narrowly useful, such as a lover's charm, while others have the power to shake kingdoms.

The gamemaster will frequently find treasure to be a useful reward to entice the players into action. Many stories begin with young heroes seeking magical treasures.

Here are some sample magic items to use in your games of *Beyond the Wall*.

## WEAPONS

All adventurers wish they had a magical blade at their side. Most magical weapons give a bonus to hit and to damage; for instance, a +2 sword gives its bearer +2 on all to-hit rolls and does an additional 2 points of damage when it does hit. Many magical weapons also have other effects.

### AXE OF THE DEEP

Forged long ago by the King under the Mountain, this battle axe is covered in beautiful gold filigree. It grants the bearer +2 to hit and damage. Perhaps more importantly, the bearer of this axe may see in even pitch blackness, and gains +2 on all tests to command others in battle.

### BROTHER'S KEEPER

This long sword has a notch broken out where two hundred years ago, on the very day it was forged, a younger son broke it on his brother's neck. Ever since then, the notch has wept blood whenever its bearer was in danger. Additionally, it grants +1 to hit and damage, but +3 against the bearer's own relatives. Its curse is that the +3 bonus will be sorely needed.

### THE FREE ARROWS

These seven arrows are obviously of strange make, with heads of a dark, shiny metal. They automatically strike their target, doing the normal damage for a bow. However, the player should still roll to hit; if they roll a 1, the arrow instead strikes one of their friends or allies. Each arrow may only be used once.

### SERPENT SLAYER

Fae lords of old forged this kingly weapon for the slaying of the mighty dragons who once ruled the skies. It is a great sword with +2 to hit and damage, but +5 against dragons and serpents of all kinds. Furthermore, the bearer gains +5 to all saving throws versus dragon breath, and the blade glows with a pale light when in the presence of true dragons.

### WEYLAND'S IRON

This deceptively simple blade was forged long ago from meteoric iron by Weyland Smith himself. It grants +1 to hit and damage, and can harm any creature, no matter its immunities.

## ARMOR

Magical armor typically increases the AC of its wearer. Characters must follow the normal armor restrictions of their classes when using these items. Alas, no matter how nice that suit of magical plate looks, a mage cannot wear it.

### KING'S THIEF REDS

Worn by Oswald the Red when he stole the crown from the Stone King, this red-dyed leather armor grants +2 AC as normal, as well as +2 to all Stealth checks.

### MAIL OF RIGHTEOUSNESS

This bright suit of chainmail will never rusts and grants the full protection of a suit of plate mail, provided the wearer is worthy. The armor gives +8 AC for any Lawful character, +4 AC for any Neutral character, but -4 AC for any Chaotic character.



## SHIELD OF THE LION

A fierce lion's head, cast in bronze, sits in the center of this round shield of ancient design. It grants the bearer +3 to AC and, once per day, a bearer who knows its power may cause the lion's head to let out a terrible roar, causing all enemies in near range to take a saving throw versus magic item or flee for 1d8 rounds.

## POTIONS

Potions are a staple of fantasy and legend, not to mention a quick way to give a flagging character a chance to bounce back. Village wise women and stuffy alchemists across the lands make minor potions for various reasons, kind or cruel. Here are four:

### FULL SIGHT

This rare and airy brew will let the drinker see spirits, ghosts, and the invisible until the next sun-up or sun-down. It's a mean trick to spike someone's drink with this.

### HEALING

The hero's favorite: a flask of this concoction will restore 1d8 hit points of damage to a character who drinks it.

### LOVE

A staple of every witch's repertoire, the love potion's strength will vary by maker. Our local wise woman's brew made me fall in love with the next woman I saw; it took the work of another three witches to free my heart. The drinker is affected as though the target cast the False Friend spell.

### STRENGTH

A single flask of this harsh brew will grant the drinker Strength 19 until sun-up or sun-down, whichever comes first.

## RODS, STAVES, AND WANDS

Wizards are particularly fond of magical wands. Some of these items are usable only by mages, but others can be used by any class.

### ROWAN WAND

An enterprising young mage crafted this twisted wand to help him in his spell casting. Only mages may use the Rowan Wand. It allows the bearer to cast an extra

spell per day. Additionally, when the proper command word is uttered, a blue candle flame will spark at the tip of the wand.

### STAFF OF SNAKES

This staff is carved in the shape of a snake, and with a drop of human blood and a command word, it will turn into a Giant Snake (see monsters) for 4 rounds. The creature obeys the will of the one whose blood was used.

### WIZARD'S STAFF

A potent symbol of magical power, this is one variant of the sort of magical staff made by the strongest of mages. It produces the light of a torch upon command, increases its bearers AC by 3, and grants +2 to hit and damage. Its greatest powers, however, and those which enhance its owner's spellcasting: the staff allows the mage to automatically pass a single cantrip or ritual test once per day.

### YEW BRANCH

This lithe wand holds great power over the dead. With a successful wisdom check, the user can cast the spell Banish Undead. This wand can be used three times per day.

## MISCELLANEOUS MAGIC

Many magic items do not fit into any of the above categories. Stories and legends are full of magic rings, robes, statues, and other things.

### CURSED POUCH

A small pouch of worn leather, this item seems at first to be a blessing. Legend says it was made by a clever witch many years ago to teach a greedy merchant a lesson. It can hold about 30 coins at a time, and doubles any money held inside during the full moon. However, the owner faces several dangers when carrying this pouch: he suffers a -5 to all saving throws and cannot heal naturally from rest or the ministrations of those with the healing skill.

### PROTECTOR'S BAND

This simple silver bracelet protects its wearer from various sorts of danger, granting +4 to AC and a +2 bonus to all saving throws.

## RING OF GILLS

This copper ring is carved in the shape of a fish eating its own tail, and grants its wearer the ability to breathe underwater.

## THE SHELF OF DISORDER

“All is entropy,” say the sages. “Where did I put that tool,” says the owner of the Shelf of Disorder. A strip of light pine awash in knotholes, this seemingly innocuous board rearranges whatever is set down near it. Small items left unattended within 5 feet of the board are randomly switched about the area when no one is watching. Mages find it impossible to cast rituals while in the same room as this shelf, and are in danger of having any such castings go horribly wrong should they persist.

Once, set upon a kitchen table, this simple board reduced an entire castle guard to soft cries of pain in the castle bathrooms.

## SHOE SOULS

Simple, but indestructible, cuts of leather adorned with images of kindness serve as the soles of a battered pair of boots. Its wearer gets +4 to his Charisma if he’s done a selfless act for a stranger or enemy within the last hour.

## ARTIFACTS

Artifacts are wholly unlike other magical items. These items have incredible power, far beyond that of other magical items, but also a mind of their own. Their origin stories are often complex, and certainly the stuff of legends; often they were crafted by the gods themselves, and bear weighty places in history. They are not found casually in an orc’s lair (unless they want to be), and they tend to change any campaign into which they are placed. Think of an artifact as an extremely powerful, but limited, NPC. Like a good nemesis, an artifact will shape the story. Here is an example of the sort of artifact around which a game can be made.

## THE FOUNDATION OF PEACE

This square of limestone appears to be quite large and heavy, but is actually quite light, and may be lifted by anyone with strength 10 or higher. Legends say that a being from the realm of Law carved this to protect the realms of men against marauding demons.

If the Foundation is used in the construction of a stone building, the structure gains several magical powers. First, only characters and creatures of Lawful alignment may enter the building; Neutral and Chaotic beings simply cannot step foot inside. While the master of the building is touching the Foundation of Peace, he can instantly determine if anyone in his presence is lying to him.

The true powers of the stone become apparent only when placed in the foundations of a lord or ruler’s keep. Anyone who swears (and keeps!) an oath of fealty to the master of the house containing the Foundation gains several benefits. First, they receive +5 Armor Class while within the domain of the ruler. Furthermore, they gain +10 to all saving throws against magical effects cast by Chaotic creatures and characters, regardless of their distance from the stone. Finally, all of these oath-sworn can instantly recognize one another, knowing friend from foe.

The Foundation of Peace does not help men for their own gain, whatever the king may tell himself; it is not a tool meant to make happy kingdoms. Rather, it is a powerful artifact of rigid Law, and its goals are stability and order above all. If placed in the foundation of a ruler’s keep as described above, all of that ruler’s subjects will gradually find themselves losing their sense of creativity and innovation, but won’t quite be able to explain why. For every year that the stone is in a ruler’s foundation, all of his subjects must make a saving throw versus magic item; failure causes their alignment to shift immediately to Lawful. This alignment change is permanent and may only be reversed if the Foundation is removed or the keep demolished. In this case, the inhabitants’ alignments slowly revert to normal over the course of the next year.

Finally, the Foundation leeches away all magical power within its realm. Every year that a character with the mage class lives within the stone’s domain, he must make a saving throw versus magic item or lose a level. Levels lost in this way are regained as soon as a mage makes his home outside of the stone’s domain. Magical beasts are likewise affected, losing a hit die every year instead of a level.

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