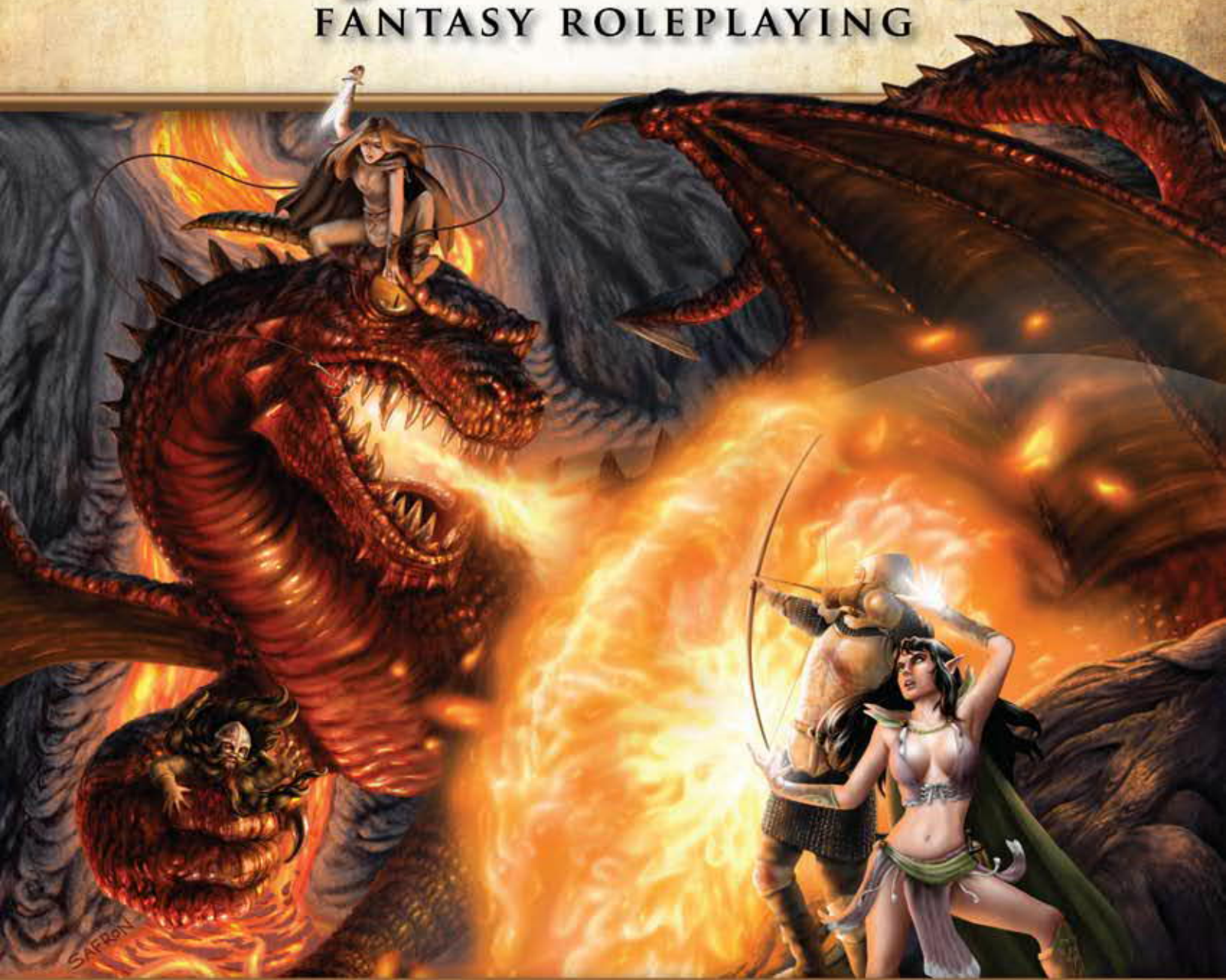


Myth & Magic

FANTASY ROLEPLAYING



PLAYER'S GUIDE

NHG
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CORE RULEBOOK I

BASE
20
TM

Myth&Magic

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Welcome ...

To the *Myth & Magic* **Player's Guide**, the core rules for playing a character in any *Myth & Magic* campaign.

What is Myth & Magic? No quick answer suffices, but I suppose it can be summed up as a game built from the core and ideals of the *2nd Edition Advanced Dungeons & Dragons* game with a few modern gaming standards from the OGL version of the *Dungeons & Dragons* game and also peppered with a few innovative gaming upgrades to make the Myth & Magic Experience unique. At the game table, you should feel as if you're controlling a character built in the older editions, but with transparent rules and more options for exciting character advancement and game play. If I were allowed a second attempt to succinctly categorize *Myth & Magic*, I'd say it was the perfect bridge between classic and modern gaming. *Is it a 2E clone?* No. It may clone the experience, but *Myth & Magic* is more of an expansion and upgrade. While a lot will tickle your nostalgic fancy, there are new and refreshing concepts everywhere.

What is the Player's Guide? The **Player's Guide** is the player's handbook of rules and, together with the **Game Master's Guide**, serves as the essential tome of *Myth & Magic*. It has all the rules you need to create and play a character from 1st level to 20th level. All the races and all the playable character classes (and their optional add-ons) are included. With this core book, you will create an adventurer and begin a long career of heroic (or nefarious) deeds that will no doubt grace the lips of many bards that come to pass.

Before you begin playing, though, I ask that you earnestly accept the two tenets that make a great *Myth & Magic* campaign:

1. Rules form the foundation. What you build atop them forms the game.
2. Good players create memorable characters, not merely powerful ones.

Alright my friend (and you are my friend now) go out and shake it up. Make a memorable player character. Play the game you want to play. Do so with the knowledge that by stepping a bit back into the past, we all preserve the future of roleplaying.

Tom Ryan
-July, 2012

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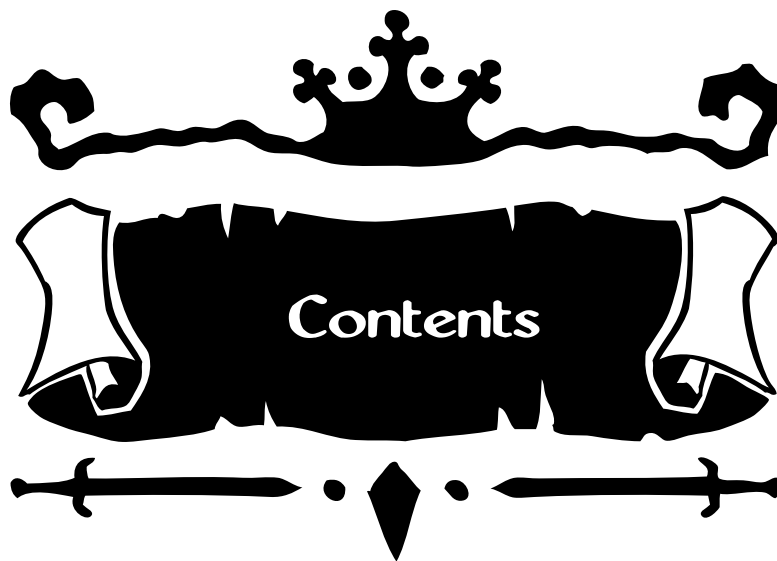
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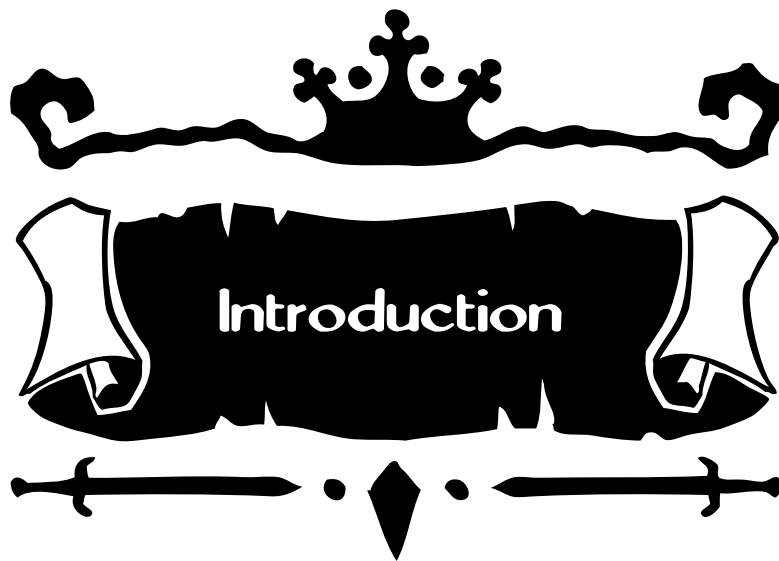
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Myth & Magic

It is with great pleasure that we reopen the gates to *Myth & Magic*, a place where adventurous heroes find glory in the darkest dungeons and in the vast worlds that hold them. Yes, there are dungeons - plenty of them - each filled with monsters, magic and treasure. But, the realms hold so much more: epic struggles between warlords, warring merchant families, encroaching planes of wicked demons and devils. All common concerns in a realm of *Myth & Magic*.

We hope you find the realms chock full of adventure. We hope you transform from an eager-eyed and ambitious upstart to a tremendous power that is whispered about by gods and men. Such heroes are not born daily, but they do exist. Welcome!

What to Expect

This is a roleplaying game and one that assumes you have some experience playing or running such games, or that you have someone in your gaming group that can guide you along. The style of play is considered "old-school". Battle boards and grids are replaced by imagination and narration. Complex rules for every situation are replaced by the Game Master's discretion. Advancement is slick and streamlined. Character creation is a breeze. While adhering to this classic style of play, *Myth & Magic* also brings new and exciting mechanics that build upon what has been defined as the modern standards of roleplaying. It strives to bridge classic and modern gaming.

The Importance of Rules: While *Myth & Magic* is not a rules-heavy game, it is not devoid of mechanics either. But, where rules exist, they leave room for interpretation and expansion. The end result is a malleable system, where the in-game situation affects the rules and not vice versa. Your ability to use class abilities, proficiencies and combat rules, and how far you may stretch these aspects of the game, depends more on the story than the written word.

The Role of the Game Master: With room for interpretation and expansion everywhere, the rules rely on the imagination of the players and the discretion of the Game Master. Players are encouraged to use their abilities as often as possible; they are encouraged to think outside the box. The Game Master is the person at the table that allows or disallows your actions. He or she chooses the rules and how each rule interacts with the situation at hand.

You should also consult your Game Master at character creation. There

are optional rules sprinkled throughout the game and an optional system of character customization, class talents, that require the Game Master's approval before play.

What You Need to Play: In addition to this book, you need a standard set of polyhedron dice from d4 to d20 and a well-defined character, preferably scrawled on the Myth & Magic Character Sheet. A notebook helps to keep track of all treasure, nonplayer characters met in the world, important campaign notes, etc. You might also wish to consider the *Myth & Magic Player's Journal*, a character codex for convenient recording of your characters statistics, abilities, and goals, as well as campaign notes.

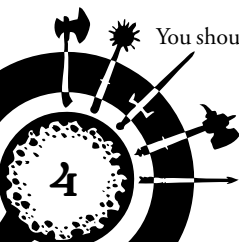
Creating a Character

Character creation is a three-step process. It begins with a concept. Take time to envision the type of character you wish to play, whether it be a trickster rogue, battle-hardened warrior or master of arcane magic. Picture his or her look and personality. Strengths? Weaknesses? Have fun with this. The rules can wait.

The next step is talking to your Game Master. Your GM should understand what you're driving at primarily to determine whether the concept clashes with the planned campaign, but also to determine whether the rules work for you as written. The rules for character creation were not written to accommodate every single possible character concept. Fear not. The GM has discretion to bend the rules to accommodate your concept, provided it's not irresponsible.

Suppose you want to play an illusionist wizard that grew up in a traveling circus. Although your character is a wizard by trade, his years on the road, performing for crowds, has shaped the way he casts magic. You want your character to weave ovation and impersonation into his illusion magic. In this situation, your GM might allow you to take the Performance nonweapon proficiency as if you had in-class access to it and you might be allowed to lace your illusions with dramatic flair.

At this point, you sit down with dice, a pen and some paper. Work through the next several chapters to create your *Myth & Magic* character. The following section takes you through the process step-by-step.





Step-By-Step Walkthrough

Attributes (Chapter 1): Unless your GM is rolling attributes for the players, grab some dice and paper, and head over to Chapter 1. There are seven possible methods of generating attributes with dice: Legacy, Roleplaying, Point Buy, Series, Loaded Dice, Heroic and Class. Check with your GM to see which he prefers. With an eye toward your concept, assign a score to each of your attributes.

Races (Chapter 2): Once you assign scores to your attributes, you choose a race from among the following: dwarf, elf, gnome, half-elf, half-orc, halfling, and human (unless your GM is allowing expansion races from one or more supplements). All races modify your attributes in some fashion. Most increase one strong attribute and decrease another, while humans allow you to add a +1 to any attribute. Also bear in mind that some class/race combinations work better than others, and some races can't enter a certain class without GM permission.

Classes (Chapter 3): There are nine core classes: barbarian, bard, druid, fighter, monk, paladin, ranger, thief and wizard. Each lends to an entirely different play experience. Barbarians, fighters, paladins and rangers are the warrior-types. Clerics and druids are divine spellcasters charged with the advancement of their religious beliefs. Bards and thieves are skill-laden rogues with unmatched social skills. Wizards are arcane spellcasters. Choose one (or a combination of two if multi-classing) and record the information for Level 1 on your class's level chart on your character sheet.

Weapon Proficiencies (Chapter 4): Each class starts at Level 1 with a certain amount of weapon proficiency slots. You spend these slots in Chapter 4. The most commonly used proficiency is weapon use, which allows you to use a weapon with no penalty. Your class may also allow you to choose specialization, or weapon group, as well. There are a few weapon proficiencies that increase your character's chances at defense and called shots, as well.

Nonweapon Proficiencies (Chapter 5): Each class starts with a number of nonweapon proficiency slots. You spend these slots on non-weapon proficiencies, which are non-combat skills, such as rope-use, acrobatics, spellcraft and knowledge of the dark arts. Check your class list to determine to which lists of nonweapon proficiencies you have access.

Class Talents (Chapter 6): If your GM is allowing class talents, your 1st-level character will have one to choose from among the list provided for your class in Chapter 6. Class talents are chosen to differentiate members of the same class. They provide a boost to either the mechanical or thematic aspects of the class. All classes receive one class talent at 1st level and another talent every 3rd level thereafter.

Equipment (Chapter 7): Your character starts with a certain amount of gold pieces. Each class starts with a range of starting gold; the actual amount is randomly determined by dice. Chapter 7 includes hundreds of different weapons, suits of armor, adventuring accoutrement and general items. You certainly want weapons and armor to start, but some of the less obvious items, such as chalk, powder and mirrors, come in handy too.

The Character Sheet: After you jot down your character's attributes, race, class, proficiencies and class talents, transfer it all to the standard

Character Sheet or deluxe Player's Journal. This record of statistics couples with your created character history to form your Player Character. You're now ready to play.

Base20 System

With the exception of attacks and a few corner cases, such as parries and opposed attribute checks, your rolls will be gauged against the *BASE20 System*. Every task you wish to perform will have a designated difficulty from Basic to Legendary. The difficulties are called "complexities" and each complexity has a required minimum result that must be achieved on a d20 roll. (The various d20 modifiers are discussed in the upcoming chapters.)

BASE20 Chart

Here is the BASE20 chart showing you the five levels of complexity and the required minimum result on a modified roll:

Complexity	Default Result	Grittier Option
Basic	5	10
Average	10	15
Superior	15	20
Exceptional	20	25
Legendary	25	30

Successful Checks: To succeed on a task, your modified roll must equal or exceed the required result for the complexity called for. If your GM asks you to succeed on an Exceptional check, for example, your modified roll must equal or exceed 20; if the rules require an Average result, your modified roll must equal or exceed 10.

Shorthand: Complexities and their required checks appear throughout the game in this fashion: Basic (TC 5). In this example, the target complexity is Basic and the required result is 5 or more. See the next section for more details on target complexities.

Grittier Option: For gaming groups preferring a grittier and more difficult scale of complexities, use the grittier option presented here. The game manual assumes the use of the standard "Default Result" column, so remember to replace the TC references in the rules, if the grittier option makes sense for you.

Target Complexity ("TC")

The acronym for the first four complexities is BASE and each complexity level is represented by an adjective and a target number. The adjectives help the GM and players conceptualize the different levels of complexity. Thus, by putting the following to memory, you and your GM can quickly master the *BASE20 System*:

Basic: Basic tasks are very simple. In most cases, the average person will succeed on a basic task 75% of the time. Climbing up a 10 foot wall with many places to grip and stand is Basic. All checks that equal or exceed 5 succeed on Basic tasks.





Average: Average tasks require a bit more concentration and skill. The average person succeeds on an Average task about half the time. Bashing down a standard wooden door is an Average task. All checks that equal or exceed 10 succeed on Average tasks.

Superior: Superior tasks require a superior set of skills or a superior exercise of one's skill. The average person only succeeds on Superior tasks 25% of the time. Lifting up a standard portcullis in the sewers is a Superior task. All checks that equal or exceed 15 succeed on Superior tasks.

Exceptional: These are the truly awesome tasks that average people succeed with luck alone. The average person has only a 5% chance of succeeding here. Breaking through a metal jail cell door is an Exceptional task. All checks that equal or exceed 20 succeed on Exceptional tasks.

Legendary: These are impossible for an average person to perform. Legendary tasks are only possible for the very skilled or the very gifted. Using the alley wall of two adjacent buildings to scale up 40 feet in one movement is Legendary. Bending the thick bars of a new jail cell to escape is Legendary. All checks that equal or exceed 25 succeed on Legendary tasks.

Base20 in Play

In some situations, the TC is set by the game rules or adventure module. The GM requests whatever complexity is listed. In other situations, the GM has full discretion to gauge the difficulty of a task. If you want to jump across a wide cavern, bluff a priest, recall information you may have learned, the GM looks at the *BASE20* chart and chooses a TC that fits the circumstance. He or she has full discretion in this regard.

As a player, the *BASE20* chart works to your advantage as well. Suppose whatever you wish to perform requires an Average check. You roll into the Exceptional bracket by meeting or beating TC 20. You have over-performed and the results are relative. Perhaps you jumped across the chasm with ease, landing softly on your feet, prepared for battle. Perhaps you gained the trust of a priest from your opposing church. Perhaps you not only remembered the information you were hoping to recall, but also gleaned a valuable secret as well.

The above examples are reactive uses of the *BASE20 System*. The GM required a certain TC and the player rolled high enough to pull off something extraordinary. As a player, you can be more proactive. Use the *BASE20 System* to perform amazing feats. If you're faced with a door behind which your enemies lie, you're not limited to simply breaking it down. You can leap through the door, landing prepped for battle and grabbing surprise. The GM rates your action on the *BASE20* chart and asks for a TC.

BASE20 is easy to use. Over time, you will find it to be a great source of imaginative gaming.

Example of Play

Rob is playing a ranger. Tim is playing a fighter. Kris is playing a wizard and Jim is playing a thief. They are 1st level.

GM: Your journey north up the Telvale Trade Road has been fairly easy going, despite a few scattered thunderstorms and the incessant mosquitoes. Your temporary employers, Argento and "Mum", are sleeping loudly on the driver's bench. You find your time split between keeping a good eye toward the road margins and guiding the horses along as these two archetypical halflings "find their appetites".

Kris: Is there any room on the driver's bench next to the sleeping halflings?

GM: Yes. Why?

Kris: I want to read my new spellbook, the one I bought in town. I'll climb up on the driver's bench and try to scoot onto the bench without waking Argento or Mum.

GM: You climb up. You gently slide Argento over a few inches for more comfort. He grumbles a little, raises his head and then plops it onto Mum's shoulder. You're on the bench now.

Rob: I will use my Animal Handling proficiency to try and work the horses along as easily as possible. Will that help to allow Tim to focus on the road and Kris to read?

GM: Yes, it should.

Rob: I have an Average level of proficiency. Should I roll?

GM: No. This is a Basic use of Animal Handling. You can't fail.

Jim: I'll walk by the side of the cart.

Tim: I'll walk ahead about twenty paces and keep a watchful eye on the road and the tree line.

Kris: Tim, seriously? 20 paces? Stay closer to the cart.

Tim: Sure thing. GM, I walk ahead about *thirty* paces and keep a watchful eye on the road and the tree line.

GM: Roll a Wisdom check for me Tim.

Tim: Why?

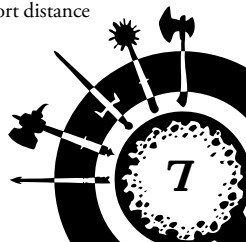
GM: I want to see if you notice me killing your character!

Tim: [Laughing] I rolled a 14. Wisdom is 12, so with a +2 check modifier, the total is 16. I rolled a Superior check.

[Jim passes the GM a note. GM reads it quickly and smirks.]

GM: With dusk approaching, the setting sun is creating many dancing shadows around the tree line. About 20 yards ahead, in a copse of dancing shadows off the road, you notice a dog leashed to a tree.

Tim: Oh, nice! I like dogs. I wanted one at character creation but didn't feel like buying one. My character will jog up slowly ahead but stop a short distance from it so I don't frighten it.



Introduction: Example of Play

GM: Sure thing. Rob, you see Tim's character start to jog and he seems to be heading a bit off road to the right.

Rob: I call out for him, "Hey, where are you going?"

Tim: Nature calls ...

Rob: Very funny.

GM: Rob, as Tim gets about 30 feet away, your character gets a good sense of where he's heading.

Rob: I'll focus my sight to see if I notice anything about where he's heading.

GM: Give me a Wisdom roll. It's a Basic (TC 5) check.

Rob: It's a 3, but with my a +3 attribute mod, I rolled a modified 6. Just made it.

GM: You notice the dog leashed to a tree. It seems the object of Tim's desire. Hold on one second. [GM writes a note to Jim. Jim quickly reads, rolls a d20, writes something on the note and passes it back to the GM.]

GM: Okay. Rob?

Rob: I'll halt the horses and then walk up behind Tim. I want to be mindful not to scare the dog.

Kris: I give Argento a nudge and tell him we're checking something out, so he should wake up and stay alert. Then, I'm jumping down from the driver's bench.

GM: OK. Kris, you do that. Argento stiffens up and nods. Rob, you stop the horses (no roll necessary) and begin to walk up behind Tim.

Kris: Where's Jim?

Jim: Oh, I come running behind as well.

GM: Kris you see Jim come from the back of the cart.

Kris: Thieves. Can't take them anywhere.

GM: Tim, the dog looks quite thin. Its fur is matted. In fact, you can tell the dog has several hairless patches on its body. The dog notices you and stiffens up a bit, but does not bark or lurch forward.

Tim: I don't have Animal Handling, but I'll try to make it like me anyway. How do I do that? I have no food though.

GM: Roll an Exceptional (TC 20) Wisdom check.

Tim: Ya... okaaaaay. I need a natural 20.

GM [Laughing]: Then roll a natural 20.

Tim: [Rolls a d20] Yeah BABY!!!! NAT... U... RAL 20! Come here my pet!

GM: The dog looks at you with kind eyes and begins to walk toward you, wagging its tongue. The leash pulls tight just before the dog reaches you. Rob, you see this whole thing transpire and you're about to reach Tim. You notice the dog looks rather sickly.

Rob: Tim, don't touch the dog; it doesn't look good. Let me take a look to see if it's only hungry or has other conditions.

Tim: Go ahead, but don't pull any of that magic on him. He's mine. I name him Mr. Kingwagger!

Rob: [Completely aghast] What!

GM: Rob, make an animal handling check for me.

Rob: Modified 12, so Average.

GM slips Rob a note.

Rob: [After reading note.] First off Tim, it's a girl. Mrs. Kingwagger makes no sense, so change the damn name. Also, it's very sick and needs food. She's calm now, but she could turn pretty quickly. Be careful. [Rob turns to the GM.] My character will now go to cut the rope leash.

Kris: GM, I'm casting *light* on my staff, so we can get a better look at the dog and its surroundings.

Jim: I don't like this, I'm hitting a shadow. Do I need a roll?

GM: Yes.

Jim: Exceptional.

GM: You practically disappear.

GM: Okay, Rob, you cut the rope with no problem. At that moment, Kris' light spell illuminates the area. Kris, something to the left side, just beyond the radius of your spell, catches your eye. You tense up as three javelins fly into view.

Rob: Great.

GM: ACs please. [The players then call out their PCs' normal, rear and flat-footed Armor Classes. The GM rolls some dice.] Okay, this is a surprise round, so I'm using flat-footed ACs. Kris, a crude looking, small javelin misses you by two feet and ricochets off the tree to your left. Tim, a small javelin strikes your left side between your waist and armpit. [GM rolls damage.] Only 1 point. The javelin failed to pierce you. It broke on impact. Rob, you were also struck. [Rolls damage again.] 4 hit points! A javelin punctured your brigandine armor and stuck you in the upper left thigh. Let's all declare some actions and then roll some initiatives. No one has their weapons out, so don't apply weapon speeds when you roll. Oh, and the dog runs off.

Tim: Come on! Figures. I'm so pulling my sword and running to the area where the javelins came from.

Kris: I'm going to move toward the area from where the javelins came and set up with some cover. The idea is to have the light radius move into the shrubs and trees in that area. So, I'd probably seek a tree, take cover and hold out my staff.

GM: Roger that. Rob and Jim?

Rob: I'll move to a nearby tree for some cover and pull my shortbow with a vantage toward the area where the attackers seem to be hiding.

Jim: I'm staying in shadows, pulling my shortsword and stealthily moving closer to the attackers. I'll stay hidden until an attacker comes into view and then I'll sneak attack.

GM: Got it. Roll 'em. (The players roll their initiative die and declare their numbers. The GM rolls. The order is Rob, Kris, GM, Jim, Fred.)

Jim: 2

Kris: 8

Rob: 7





Tim: 10! Come on!

GM: Jim, you're first, followed by Rob and Kris. I then go, followed by Tim. Jim, you move around a bit toward where you think your attackers lie. Can you roll a Stealth check for me? (Tim rolls a 16, which is another Exceptional Stealth check.) You're fine, Jim; you position yourself about 10 feet away from where you think the attackers are. Rob, you find a tree 5 feet away that will give you 50% cover, drawing your bow and taking aim at the shadows that you believe hide your targets. Kris, you move over with your staff and take cover, while extending your hand to illuminate the area. Rob and Jim, you both see three small humanoid figures burst out of the shadows and head for Tim, who is also charging at them. The three little humanoids look like this (GM shows them a picture of a kobold), and hurriedly reach Tim, each trying to stab at his lower half with handheld javelins. (GM rolls some attack rolls.) Tim, with your full AC, all javelins weakly stab into your hide armor, but none damages you. Your turn.

Tim: All three are within melee obviously?

GM: Yes.

Tim: Can I get crazy with this?

GM: Um... sure. What are you thinking?

Tim: I want to take my two-handed sword and swing across in a way that will slice all three kobolds with one mighty swing.

GM: Interesting. I'd say that's an Exceptional called shot for you, so subtract -8 from the roll. Your modified roll will be matched up against the kobolds' AC and, if you hit, I'll allow one damage roll to apply to all three. If you miss, though, Tim, you've overshot the mark, you'll spin around and land face-first in the dirt.

Tim: Deal! (Tim rolls d20.) Nope. 10. That doesn't work. I'm on the ground. Come on Dice Gods!

GM: Declarations for the second round, please.

Kris: I'll peek around the tree and blast *magic missiles* at one of them.

Tim: I get up and smack one with my sword.

Jim: I'll move in to sneak attack one in the back.

Rob: Do I have a clear shot at one, or is Tim totally in the way.

GM: At the moment, Tim is on the floor, so you have a clear shot at all of them.

Rob: Fine then. Let's go for it.

(All players and the GM roll initiative.)

Kris: 4

Rob: 1+6 for shortbow, so 7.

Jim: 3+3 for shortsword, so 6.

Tim: 8+12 for my gigantic two-handed sword, so 20.

GM: Okay, I start the round off, followed by Kris, Jim, Rob, then Tim. The kobolds will all stab down at Tim. They're feeling confident at the moment. (GM rolls some dice.) Okay, with your rear AC and the bonus to hit a prone target, they all hit you. (GM rolls some more dice.) Total of 7 hit points.

Tim: Oh man, this looks bad. I've lost 8 hp so far and only have a few left.

GM: Kris, your magic missile spell goes off on 5. For a moment, there is a spark of light and the missile weaves its way through the air and smacks the nearest kobold in the head. Roll damage.

Kris: 4.

GM: The missile takes the kobold by surprise. It looks up in the direction of Rob, eyes wide open. Blood begins to fall from both of its nostrils and the thing falls face-first on top of Tim, dead as a doornail.

Kris: Nice!

GM: Jim, roll a quick Stealth check.

Jim: Modified 15, so Superior.

GM: Okay, now roll for the shortsword attack.

Jim: Modified 14.

GM: Fine then! Out of the shadows you strike, landing a blow to the back of one of the two remaining kobolds. It yelps in pain. Roll damage.

Jim: Total is 10 points.

GM: Whoa! That yelp quickly drowns into a gurgling as the kobold drops to the ground. Two down! Rob, you let loose a clear shot at the remaining kobold. Roll.

Rob: 17.

GM: It rings true. Roll damage!

Rob: Oh, man: 1 hit point.

GM: The arrow clips the kobold's ear, taking a small sliver off, but the kobold seems not to notice. Tim, you get up and bring to bear your mighty sword. You can tell from the eyes of the kobold that he does not plan to stick around. Roll your attack.

Tim: Booyah! Modified 19! I'll just go ahead and roll damage for you... Max damage! 15 points!

(Everyone at the table reacts with an outburst.)

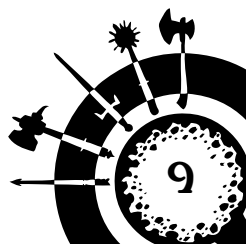
GM: At first, you think you missed. The body of the kobold stands motionless for a few seconds before you register the fact that its head is missing. The body slumps to the floor. Funny thing is that the head is nowhere to be seen.

(Everyone lets out another outburst and exchange a few high-fives.)

Jim: Okay, I quickly begin searching the bodies.

Kris: Hey, hold on there...

(More laughter.)



Glossary

Alignment: A general metric of a person's outlook and attitude. There are two scales of alignment. The first measures a person's tendency toward law or chaos. The second gauges morality in the realm of good and evil.

Armor Class ("AC"): An abstract measurement of a person's defenses. It includes armor, Dexterity, magic, special class abilities and circumstance.

Attack Modifier: A modifier that includes a character's base to hit, attribute modifier, any class-based combat modifiers and magic.

Attack Roll: A d20 roll modified by the Attack Modifier performed to deal damage to an opponent.

Attribute: One of the six core abilities. When taken as a whole, a person's attributes represent their natural strengths and weaknesses.

Attribute Check: A d20 roll that factors in the modifier provided by the appropriate attribute. GMs frequently require attribute checks in noncombat situations when the PCs can ultimately overcome a challenge with raw talent.

BASE20: The difficulty scale system: Basic, Average, Superior, Exceptional and Legendary. The higher the difficulty, the higher target number must be reached on a certain d20 roll: Basic (TC 5); Average (TC 10); Superior (TC 15); Exceptional (TC 20); Legendary (TC 25). There is an option to increase the TCs by five for each category if a group prefers grittier noncombat sequences. Such an option provides for the following scale: Basic (TC 10); Average (TC 15); Superior (TC 20); Exceptional (TC 25); Legendary (TC 30).

Character Level: The power of a person in the game world. Level 1 represents the upstart adventurer.

Common: The "commerce language" spoken by most races in common trade.

Creature: A term that often encompasses player characters or monsters. It is a term used as the subject of many sentences.

d#: Replace '#' with a die number and you have a reference for the type of die required. A d4, for example, is a four-sided die. 2d# requires two of the noted dice be rolled simultaneously and the results added.

Damage: Represented in the reduction of a certain number of hit points, this is the effect of a successful attack.

Demi-human: Non-human race.

Energy Drain: A special attack or effect that strips the subject of experience points, levels and/or ability points.

Experience Points ("XP"): Points earned from adventuring. The total sum of experience the character has attained determines his level.

Flat-Footed: A condition that imposes the flat-footed AC on a subject. Surprise generally brings about flat-footedness.

Followers: Nonplayer characters with no (or very few) class levels that are dedicated to a character who has achieved renown. Followers generally do not risk life and limb, though they are loyal.

GM: The Game Master. He or she creates the world and the adventures, and runs the show.

Henchmen: Nonplayer characters that have class levels and who are dedicated to a player character that has achieved renown. They will adventure with the character or on the character's request.

Hirelings: Those commissioned to assist the characters. They are pay-for-service help.

Hit Dice: The type of die rolled for hit points at each level. After a certain level, no additional hit dice are rolled and only a few hit points are provided.

Hit Points: An abstract metric of a combatant's survivability in battle.

Infravision: Vision that allows one to see heat sources and changes of environmental

heat in the dark. Generally speaking, player characters do not have infravision. It is reserved for certain monsters.

Initiative: A roll performed at the beginning of a combat round to determine the order of attacks. The default initiative die is d10; however, some races and classes have abilities that lower the die type to d8 or d6. Initiative order is determined from lowest to highest.

Magic Resistance: The natural ability to disrupt magic attempting to affect you. Magic resistance is rolled for before a saving throw.

Melee: Combat that occurs in close proximity. All weapons are either handheld or unarmed.

Minor Access: A school or sphere of magic in which the caster is limited to spells of Level 3 or lower.

Movement Speed: The amount of feet a character can move with one secondary action in combat. This speed also helps to determine overland movement over great distances. Movement speed can be impeded when the GM feels that a character is overburdened with weight.

Multi-Class Character: A player character having levels in more than one class. There are two types: staggered and straight.

NPC: "Nonplayer Character". Player characters meet (and defeat) NPCs as they adventure. Some are helpful; some are dangerous.

NWP: Nonweapon proficiency.

PC: "Player Character"; the characters you and your gamers create and control.

Proficiency: Either a nonweapon or weapon proficiency.

Proficiency Check: This is a glorified attribute check. When a player has a proficiency that can be used in lieu of a standard attribute check to overcome a noncombat challenge, the player rolls a d20 and adds a proficiency modifier and attribute modifier.

Ranged Combat: Combat that occurs at a distance that requires ranged weapons.

Renown: The level by which a character has grown famous and begins to attract followers and henchmen.

Round: A measurement of time required for all combatants to act in combat. Groups that prefer more abstract combat can rule that a round equals 30 to 60 seconds. Groups that prefer more sequential, tick-tock-type combat can rule that a round equals 6 seconds.

Saving Throw: (Often shortened to "save".) A character's ability to thwart some special effect or magical spell. There are three saving throws: Fortitude, Reflex and Will. Defending against a special effect is successful when the saving throw roll equals or exceeds the required TC. Defending against a spell requires an Exceptional (TC 20) save.

Size: There are several size categories in the game that often become important: Tiny, Small, Medium, Large, Huge, Gigantic, Colossal. The size of a creature determines equipment size and damage. The size of a weapon determines who can use it.

Staggered Multi-Class: A PC who has abandoned one or more previous classes to begin leveling in a new class. All abilities of previous classes are retained, unless they directly conflict with one or more abilities of the new class.

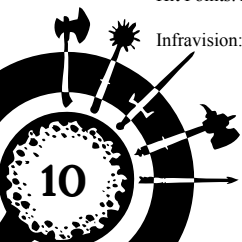
Straight Multi-Class: A PC who levels equally in two or more class. The abilities of all classes are enjoyed, unless they directly conflict with each other.

Surprise Round: When one side of a combat is unaware of the impending battle, some of the unaware combatants may be frozen, unable to act in defense and suffering a flat-footed AC. The surprise round lasts as long as it takes for the attackers (and defenders who are not surprised) to act.

Target Complexity (TC): The target complexity of a BASE20 check, often expressed as an adjective and numeral, i.e., Superior (TC 15).

Touch Attack: An attack that avoids armor worn by the target.

Turn Undead: A special ability of a holy character wherein divine energy is channeled through the character's force of will and personality and it is used to destroy or run off undead creatures.





Attributes represent a character's physical, mental and social potential. At character creation, they portray his natural born talents.

THE SIX ATTRIBUTES

All creatures have certain innate characteristics. When taken as a whole, these innate characteristics compose the actual creature's body, mind, spirit and social aura. An attribute is one such innate characteristic - a basic building block. In *Myth & Magic*, there are six core attributes shared by everyone: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Each attribute is represented in play by a number or "score". The process for determining and assigning these scores is discussed later in this chapter.

Attribute Scores: Attribute scores generally range from 3-18, with 10 representing the human average. Racial penalties lower a score, but cannot lower a score below 1. Racial bonuses increase a score and can increase a score above 18. Racial bonuses, magic and divine gifts can raise a score above 18.

Attribute Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs an attribute check. The attribute check modifiers are standardized across the attributes and are listed in the tables that follow. The human average of 10 provides no check modifier. Score below 10 provide an incremental penalty of -1. Scores above 10 provide an incremental bonus of +1.

In each attribute's entry below, we provide a list of common uses of the attribute in play. **The GM sets the TCs for all attribute checks.** Despite this golden rule, players should have a sense of how attribute checks could be handled in common circumstances, so examples of possible uses with TCs are provided to give a sense of how *BASE20* works with such checks.

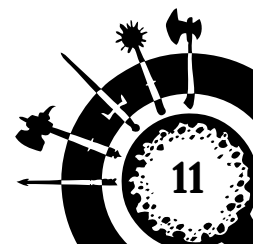
Special Functions: Each attribute affects play in different ways. The entries below have references to various special functions present in each attribute's table. Strength, for example, has a modifier that affect attack and damage rolls. Intelligence and Wisdom provide bonus spells. These special functions are detailed in the entry.

Table 1: Strength Chart

Score	Attribute Check Modifier	Attack & Damage Modifier	Weight Allowance
1	-9	-4	1
2	-8	-4	3
3	-7	-3	5
4	-6	-3	10
5	-5	-2	20
6	-4	-2	30
7	-3	-1	40
8	-2	-1	50
9	-1	0	60
10	0	0	75
11	+1	0	90
12	+2	0	105
13	+3	0	125
14	+4	+1	150
15	+5	+1	180
16	+6	+2	210
17	+7	+2	250
18	+8	+3	300
19	+9	+4	450
20	+10	+5	600
21	+11	+6	800
22	+12	+7	1,000
23	+13	+8	1,200
24	+14	+9	1,500
25	+15	+10	1,750

Strength

Strength is a character's physical power. A high Strength grants a modifier on attack and damage rolls and makes it easier to perform strength-based activities, such as lifting heavy objects or breaking down doors.



Strength checks are called for when the character wishes to perform any show of strength, swim or ply certain trades, such as blacksmithing and leatherworking.

Common Applications: Breaking down a door, jumping over a chasm, forcefully opening a portcullis or lifting up something heavy. Bending bars is another application of Strength, albeit a very difficult one.

Example: Your character faces a locked wooden door and you wish to barrel through it to reach the other side. Your GM, in this instance, requests an Average (TC 10) check. Instead of merely locked, suppose the door is also barred on the other side. Perhaps the GM asks for a Superior (TC 15) check. Now, imagine a plastered wall was built on the other side of the wooden door. Breaking through this barrier could require an Exceptional (TC 20) check.

Attack & Damage Modifier (See Table 1): This column lists the modifier that is added or subtracted to melee attack and damage rolls. The rationale behind this mechanic is based on the fact that extremely weak combatants struggle to maintain force in combat and very strong combatants have an easier time effectively and continually striking with power.

Weight Allowance (See Table 1): This is a rough approximation of how much weight a character can carry around without being considered encumbered. Although encumbrance in *Myth & Magic* is a loose concept (one left almost entirely to the discretion of the GM), this column at least serves as a guideline for determining when a character may be slowed in combat. (Encumbered combatants generally suffer a penalty to their initiative and attack rolls. See the Situational Modifiers section of the *Combat* chapter for more.)

Note: A character can generally lift his weight allowance up and over his head with an Average (TC 10) Strength check.

Dexterity

Dexterity is a character's physical agility, hand-eye coordination and reflexes. Characters roll Dexterity checks when they draw from any one of these three physical components. A high Dexterity grants a bonus to ranged attacks, increases Armor Class, and allows the character to perform split second dodges.

Common Applications: Tumbling, jumping over a chasm, balancing on a rope or ledge, running in pursuit, and catching a tossed object.

Example: Your character's party of adventurers have managed to suspend a cut tree over a chasm. Walking across the tree requires a Dexterity check. Your GM gauges the difficulty at Average (TC 10). If it was raining heavily and the tree was slick, the GM may instead request a Superior (TC 15) check. Add hurricane winds, and the complexity may sensibly be increased to Exceptional (TC 20) or Legendary (TC 25).

Pursuits: Your character is in hot pursuit of an opponent with the same movement speed. This requires opposed Dexterity checks each round. The pursuer catches up to the retreating party if the pursuer rolls higher.

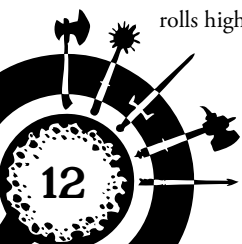
Table 2: Dexterity Chart

Score	Attribute Check Modifier	Ranged Attack Modifier	Defense Modifier
1	-9	-4	-4
2	-8	-4	-4
3	-7	-3	-3
4	-6	-3	-3
5	-5	-2	-2
6	-4	-2	-2
7	-3	-1	-1
8	-2	-1	-1
9	-1	0	0
10	0	0	0
11	+1	0	0
12	+2	0	0
13	+3	0	0
14	+4	+1	+1
15	+5	+1	+1
16	+6	+2	+2
17	+7	+2	+2
18	+8	+3	+3
19	+9	+4	+4
20	+10	+5	+5
21	+11	+6	+6
22	+12	+7	+7
23	+13	+8	+8
24	+14	+9	+9
25	+15	+10	+10

Flat-footed in Combat: At the beginning of a combat encounter, those that are unprepared for battle are caught flat-footed, a condition that reduces one's Armor Class for a short time. You can avoid becoming flat-footed by succeeding on an Average (TC 10) check. (This is one of the few cases where the TC is set by the rules and not the GM. See the *Combat* chapter for more.)

Ranged Attack Modifier (See Table 2): Use this modifier for all attack rolls made with any makeshift, mechanical or muscle-based ranged weapon.

Defense Modifier (See Table 2): This number modifies a character's Armor Class and a character's Reflex saving throw. The Reflex saving throw is used against traps, breath weapons, certain spells and other dangers that call upon a character's Dexterity to avoid. Armor Class is a term that represents a person's martial defenses in terms of innate skill and gear. Dexterity helps to dodge and to maneuver one's armor in a way to effectively soften or deflect a blow. Therefore, this adjustment applies when wearing any type of armor or when wearing no armor at all.



**Table 3: Constitution Chart**

Score	Attribute Check Modifier	Fortitude Modifier	Shock Survival
1	-9	-4	Cannot Survive
2	-8	-4	Cannot Survive
3	-7	-3	Cannot Survive
4	-6	-3	Cannot Survive
5	-5	-2	Cannot Survive
6	-4	-2	Average (TC 10)
7	-3	-1	Average (TC 10)
8	-2	-1	Average (TC 10)
9	-1	0	Average (TC 10)
10	0	0	Average (TC 10)
11	+1	0	Average (TC 10)
12	+2	0	Average (TC 10)
13	+3	0	Average (TC 10)
14	+4	+1	Average (TC 10)
15	+5	+1	Average (TC 10)
16	+6	+2	Average (TC 10)
17	+7	+2	Average (TC 10)
18	+8	+3	Average (TC 10)
19	+9	+4	Always Survive
20	+10	+5	Always Survive
21	+11	+6	Always Survive
22	+12	+7	Always Survive
23	+13	+8	Always Survive
24	+14	+9	Always Survive
25	+15	+10	Always Survive

Constitution

Constitution is physical sturdiness, stamina and the ability to withstand damage. It also relates to the body's natural power to fend off unwanted agents and to survive shocking ordeals, like transformation or resurrection. Constitution is critical for martial classes, as the more sturdy one is, the more hit points one has.

Common Applications: Continue running, marching or wading in water; avoid intoxication after imbibing alcohol; shrug off extreme cold or heat; continue traveling when debilitated from hunger, thirst or disease; and shrugging off toxins.

Example: Your party struggles to wade through the thick briars of the forest. Suddenly, your character steps into a pit of dagger-sized thorns and shreds his right foot. The GM requires an Average (TC 10) check each hour to maintain the march; failure forces you to stop. Suppose you march onward for three days, injured still, and cannot find sustenance. This greatly complicates matters and the GM now requires an Exceptional (TC 20) check each hour to keep moving.

Fortitude Modifier (See Table 3): This is the number of bonus hit points granted at each level the character rolls for additional hit points (but not when a fixed amount is provided as is common at or around 10th level and beyond). The Fortitude Modifier also modifies the character's Fortitude saving throw, which is the save versus poisons, gases, certain spells and other hazards that call upon a character's inner fortitude to stave off, such as petrification and polymorphing.

Shock Survival (See Table 3): This column shows that, most of the time, a character will be required to perform an Average (TC 10) Constitution check to survive a shocking ordeal, such as the loss of a limb, a polymorph spell, or being turned to stone. Those with a Constitution score of 5 or less cannot survive shock, while those with a score of 19 or higher always succeed. No roll is needed.

Intelligence

Intelligence is brain power, aptitude and a metric of how easily one learns new material. It affects a character's ability to comprehend and analyze, to concentrate, to decipher ancient languages, and to properly understand the machinations of ancient arcane secrets. Intelligence determines the amount of additional languages known at character creation, and serves as an arcane spell caster's primary attribute.

Spellcasters rely on Intelligence more than other classes, often rolling checks for a number of reasons related to spells, scrolls and other magical items.

Common Applications: Recall information known; memorize new information; decipher the meaning of a strange script; solve a riddle or complete a puzzle (if the GM permits such rolls). All knowledge-based nonweapon proficiencies require Intelligence checks as well.

Example: The adventurers stumble upon a blasted wizard's lab deep in the heart of a set of labyrinthine ruins. You are the party's wizard. The lab shows evidence of an explosion. You wish to discern what possibly could have caused it. The GM requires an Average (TC 10) Intelligence check to locate the origin of the explosion. Suppose you succeed and discern the origin point and discover several shards of metal, some bone fragments, a charred unicorn's horn and several urns. Not quite sure yet what caused the explosion, you ask the GM whether you can glean clues as to whether the explosion was caused by improper spell research, magical item creation or alchemical preparations. Your GM allows it, but requires an Exceptional (TC 20) check. If you are again successful, perhaps your proficiencies (Spellcraft or Alchemy) will assist you further.

Note on Scroll Activation: Spellcasters who wish to safely and accurately activate a scroll of a spell beyond the level they cast must succeed on an Exceptional (TC 20) Intelligence check. The spell must be on their list, meaning a wizard cannot activate a divine scroll and so on.

Bonus Languages (See Table 4): Every creature capable of speech can speak its own language. Bonus languages are given for above-average Intelligence. These are in addition to native languages and must be chosen at character creation. If a character's Intelligence increases during play, he does not automatically learn a new language. He may fill the language slot after taking the necessary time to become fluent. It is important to note that a character who chooses a bonus language does

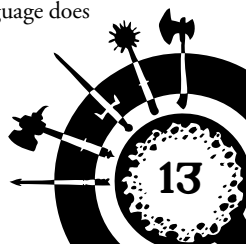


Table 4: Intelligence Chart

Score	Attribute Check Modifier	Bonus Languages	Bonus Arcane Spells/Day	Maximum Arcane Spells/Level	Learn New Arcane Spell	Maximum Arcane Spell Level
1	-9	0	0	0	Impossible	--
2	-8	0	0	0	Impossible	--
3	-7	0	0	0	Impossible	--
4	-6	0	0	0	Impossible	--
5	-5	0	0	0	Impossible	--
6	-4	0	0	0	Impossible	--
7	-3	0	0	0	Impossible	--
8	-2	0	0	0	Impossible	--
9	-1	0	0	0	Impossible	--
10	0	0	0	7	Average (TC 10)	3rd
11	+1	0	0	8	Average (TC 10)	4th
12	+2	1	0	9	Average (TC 10)	5th
13	+3	2	0	10	Average (TC 10)	5th
14	+4	3	1	11	Average (TC 10)	6th
15	+5	4	2	12	Average (TC 10)	7th
16	+6	5	2/1	13	Average (TC 10)	8th
17	+7	6	2/2	14	Average (TC 10)	8th
18	+8	7	3/2/1	15	Average (TC 10)	9th
19	+9	8	3/3/1	16	Average (TC 10)	9th
20	+10	9	3/3/2	No limit	Average (TC 10)	No limit
21	+11	10	3/3/3/1	No limit	Average (TC 10)	No limit
22	+12	11	3/3/3/2	No limit	Always	No limit
23	+13	12	3/3/3/3/1	No limit	Always	No limit
24	+14	13	3/3/3/3/2	No limit	Always	No limit
25	+15	14	3/3/3/3/3	No limit	Always	No limit

not automatically know how to read and write that language - a separate proficiency (Know Language) is required. This number also equals the number of bonus nonweapon proficiency slots at 1st level.

Bonus Spells per Day (See Table 4): Wizards rely solely on Intelligence for their casting potential. Those with a high Intelligence are granted bonus spells per day. The numbers in this column represent the amount of additional spells per day the caster can memorize. These additional spells must be from the levels indicated. For example, a wizard with an Intelligence of 17 can memorize two additional spells of 1st and 2nd level per day in addition to what is provided by his class description.

Maximum Spells per Level (See Table 4): A caster can only retain so much knowledge and the quest to learn spells from higher levels generally forces most casters to forego learning every spell of every level. The numbers in this column are the maximum number of spells the caster can know for each level. For example, a caster with an Intelligence of 11 can only know 8 spells of any level she can cast.

Learn New Spell (See Table 4): This column lists the difficulty of an Intelligence check to learn a new spell, provided the spell is of a level the character can learn in the first place. A failed roll indicates that the caster cannot understand the way in which the spell is being taught. A different source must be sought.

Maximum Spell Level (See Table 4): This is the maximum spell level from which he may learn to cast.

Wisdom

Wisdom is the ability to reason and to comprehend right from wrong. Wisdom is the all-seeing eye and the inner voice of a person. Wisdom represents the power of one's will, insight and attunement to one's surroundings, as well as the strength of one's spiritual connection.

While it governs many of the abilities of divine spellcasters, Wisdom is also perceptiveness, an important tool of survival and gain. The adventuring world is filled with hidden dangers and treasures. Perceptive characters survive because they notice peculiar irregularities or shifting shadows. Perceptive characters also spot the glittering gold or the diamond in the rough.




Table 5: Wisdom Chart

Score	Attribute Check Modifier	Will Save Modifier	Bonus Divine Spells	Mind-Affecting Spell Immunity
1	-9	-4	0	--
2	-8	-4	0	--
3	-7	-3	0	--
4	-6	-3	0	--
5	-5	-2	0	--
6	-4	-2	0	--
7	-3	-1	0	--
8	-2	-1	0	--
9	-1	0	0	--
10	0	0	0	--
11	+1	0	0	--
12	+2	0	0	--
13	+3	0	0	--
14	+4	+1	1	--
15	+5	+1	2	--
16	+6	+2	2/1	--
17	+7	+2	2/2	Cause Fear
18	+8	+3	3/2/1	Charm Person, Command
19	+9	+4	3/3/1	Ray of Enfeeblement
20	+10	+5	3/3/2	Silent Image
21	+11	+6	3/3/3/1	Suggestion, Mass suggestion
22	+12	+7	3/3/3/2	Major Image
23	+13	+8	3/3/3/3/1	Confusion
24	+14	+9	3/3/3/3/2	Lesser Geas, Illusory Surface
25	+15	+10	3/3/3/3/3	Dominate Person, Persistent Image

Common Applications: Building a fire; quickly searching a body or pile of debris; hearing the details of a muffled conversation; hearing the approach of a skulking assailant; and spotting an ambush or track.

Example: The lich lies dead at your feet, its body practically lost under heavy robes, sigil-sewn sashes and jewelry. You need to search the body quickly before your wizard companion loses control over the gate. “Hurry”, she says, “I can’t hold this for long!” You tell the GM you’re attempting to rummage the body of the lich for the fabled Eye before the wizard loses her control and the gate reopens. The GM asks for a Wisdom check, stating, “Higher is faster”. Your Average (TC 10) check causes a smile to appear on your wicked GM’s lips.

Surprised in Combat: Being surprised is a different condition than being flat-footed. Surprised combatants not only suffer a flat-footed AC, but they cannot act until the first surprise round has ended. The attacker uses Dexterity to sneak. Your character relies on Wisdom to notice the approach. Your Wisdom check opposes the assailant’s Dexterity check. If you roll higher, you avoid being surprised.

Will Save Modifier (See Table 5): This number modifies the Will saving throw, which helps to avoid illusions, death spells, and mind-affecting spells.

Bonus Divine Spells (See Table 5): Divine spellcasters with high Wisdom scores receive bonus spells per day. The numbers listed in this column represent the amount of bonus spells the spellcaster receives for each spell level. A single number represents 1st level bonus spells. Numbers appearing in a sequence denote bonus spells of the next spell level. For example, a cleric with Wisdom 17 receives two additional spells per day of both 1st and 2nd level; a cleric with Wisdom 25 has three bonus spells from levels 1 through 5.

Mind-Affecting Spell Immunity (See Table 5): Characters with high Wisdom scores become immune to the effects of some spells that rely entirely on insight and will. Whenever a listed spell is cast at the character that appears on his immunity list, the spell simply fails as if the character had 100% magic resistance.

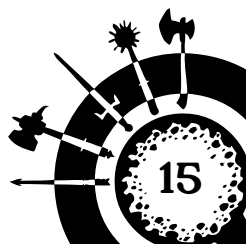


Table 6: Charisma Chart

Score	Check Modifier	Maximum Henchmen	Influence
1	-9	0	-4
2	-8	0	-4
3	-7	0	-3
4	-6	0	-3
5	-5	0	-2
6	-4	0	-2
7	-3	0	-1
8	-2	1	-1
9	-1	2	0
10	0	3	0
11	+1	4	0
12	+2	5	0
13	+3	6	0
14	+4	7	+1
15	+5	8	+1
16	+6	10	+2
17	+7	12	+2
18	+8	15	+3
19	+9	20	+4
20	+10	25	+5
21	+11	30	+6
22	+12	35	+7
23	+13	40	+8
24	+14	45	+9
25	+15	50	+10

Charisma

Charisma is the measure of a person's social aura - their charm, magnetism, persuasion and guile. A charismatic character can alter a merchant's price, win over a king, and incite courage in others.

Charisma checks are requested for social interactions from which the character wishes to gain something from the exchange. For example, they are required when a character uses guile or persuasion to cause a person to act in a helpful manner.

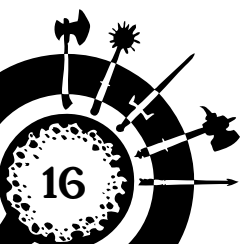
Common Applications: Befriending a merchant, gathering information in a tavern, bluffing someone, maintaining morale and performing an art form.

Example: Your party has entered one of the city's taverns. You want to learn more about the local black market (and whatever less interesting tidbits of local lore you can dig up). The bartender seems eager to speak, so you head over. The GM asks for a general Charisma check to gauge how charming he finds you. You roll a natural 1 and decide to move on, instead asking the GM what general information about local thieves and fences he plucks from the crowd after a half-day of rubbing elbows and picking up tabs. Your second roll is a modified 4. No information. You draw the ire of the local guard though, who accost you as you exit the tavern and demand you answer for your incessant questioning on unlawful affairs. A quick bluff, perhaps? Your GM requests an Exceptional (TC 20) check.

Maximum Henchmen (See Table 6): This is the maximum number of special henchmen (per the class entry) that may ultimately come to the character after the character has reached the level of renown (which is 9th or 10th level). This maximum number does not include any servitors, aids or key NPCs that may have been secured or otherwise hired. A character may employ as many such hirelings as the GM deems fit. Henchmen are special and so are limited by Charisma.

Charisma and Underlings: When a character's henchmen or hirelings face dire odds, and the GM feels there is a chance they may flee, the character rolls a Charisma check to maintain his underlings' morale.

Influence (See Table 6): Standard applications of Charisma, such as using a Charisma-based proficiency, are resolved with the attribute check modifier. In this respect, the attribute check modifier applies to active attempts at gaining some sort of upper hand in a social interaction. The influence modifier is both passive and active. On a passive level, the influence modifier adds to the current morale of any hirelings or henchmen. The player character's passive magnetism and esteem bolster the allegiances of those that work for him. For example, if a player's cohort cleric has a 12 morale, and the player has a 14 Charisma, the cohort's morale is actually 13. Conversely, the influence modifier directly alters many class-based abilities that rely on Charisma. For example, the paladin's holy sword draws from the paladin's influence modifier in the form of an attack and damage boost and the cleric's turn undead ability is bolstered by his influence. There may be other possible applications of a passive or active influence bonus that creep up in play. If so, the GM has discretion to allow it.



Rolling for Attributes

Players use the default method to generate attribute scores; however, several alternative methods exist and can be used with GM permission. *Myth & Magic* assumes two to three scores of 9 - 12, two to three scores of 13 - 14 and only one or two scores that hit the 15+ range. The combat system and *BASE20* do not require a swath of high attribute scores for success. Heroes in *Myth & Magic* are not defined by six scores of 16+. The game becomes more challenging (and fun) if the players shy away from attribute generation methods that produce high results and instead focus on in-game triumphs.

All players of the same group generally use the same method.

Default Method

Roll 3d6 seven times, drop the lowest and arrange the six remaining scores as you see fit among the attributes.

Alternate Methods

Here are six optional alternatives to attribute generation. With the exception of the Legacy Method, the following generally produce higher results than the default.

1) Legacy Method: List the attributes in order from Strength to Charisma. Roll 3d6 twice for each attribute in the order they appear, taking the higher result for each attribute. Thus, the first highest 3d6 roll determines the character's Strength, while the last determines Charisma. This method almost assuredly determines what character classes would be wise to play - mechanically speaking of course.

2) Series Method: Roll 3d6 six times. Repeat this process two additional times for a total of three series. Choose the best series and distribute the six scores among the attributes as desired.

3) Point Buy Method: The point buy method provides a score of 8 in each attribute and the you have 24 points to spend. Each increase from 8 to 15 costs 1 point. Raising an attribute from 15 to 16 costs 5 additional points. No attribute can be raised above 16 with this method.

4) Heroic Method: The heroic method is to roll 4d6, drop the lowest roll. Do this six times and distribute the scores among the attributes as desired.

5) Loaded Dice Method: Roll 3d6 and re-roll any results of '1'. Do this six times and distribute the scores among the attributes as desired.

6) Class Method: The class method should only be used by groups using the optional attribute requirements per class rules. It helps ensure that players in such groups have access to their favorite character class by providing the minimum required attribute scores to become a member of a chosen class. 3d6 is then rolled four times for each remaining attribute, taking the best result for each. The remaining scores can be distributed in any fashion.

Attribute Checks

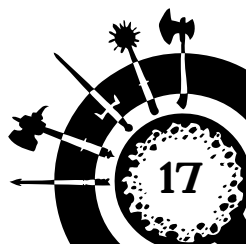
Attribute checks are common. They resolve a character's attempts to perform noncombat tasks. In almost every case, the attribute that is most responsible for the task is easy to recognize and your GM will make the right call. An attribute check is a d20 roll modified by the attribute check modifier.

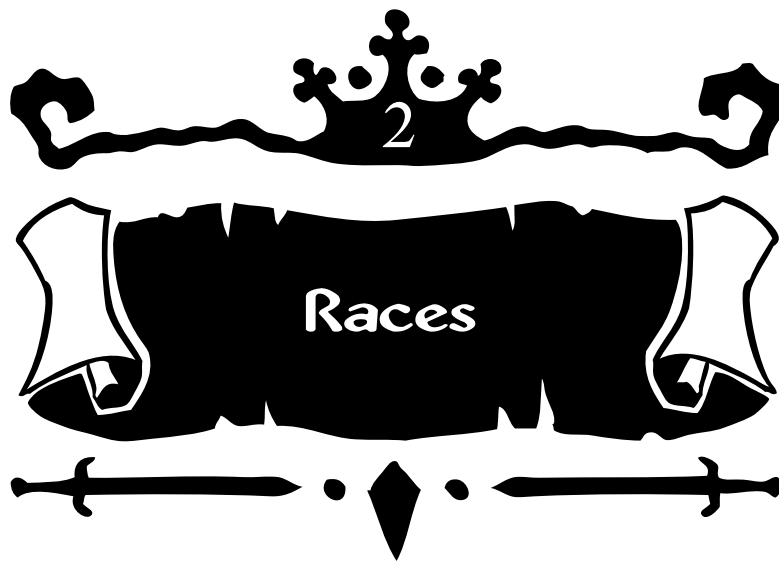
$$\text{Attribute Check} = \text{d20} + \text{Attribute Check Modifier}$$

Successful Checks

Attribute checks are successful when the modified roll meets or exceeds the required TC. To reinforce the chart, here it is again for reference:

Target Complexity	Check Result
Basic	5
Average	10
Superior	15
Exceptional	20
Legendary	25





Race symbolizes descent and heritage. It is responsible for the varied and unique genetic codes, traditions, morals and norms that bring color to a fantasy setting.

Oddities do exist, but members of a race often share common physical and emotional traits. Some of these traits have a certain synthesis with a class or two, or perhaps an outright clashing, so it is important to keep one eye on a prospective class while casting the other eye on available races. This is merely a suggestion. Sometimes, the best player characters spawn from the most unique and unassuming builds.

This chapter contains seven races: dwarf, elf, gnome, half-elf, half-orc, halfling and human.

Reading The Entries

Each racial entry contains several categories of information, such as physical and social traits, languages, attributes, combat speed, weapons and armor, special senses and proficiencies. The information is fairly straight-forward; we provided some information to help roleplay the race and other information to help you build your character.

One tidbit is optional: Racial Weaponry. Check with your GM to see if he or she is allowing racial weapon proficiencies and/or bonuses. The use of racial proficiencies and bonuses can be viewed as campaign-specific and the allowance of them is discretionary.

Dwarf

Dwarves are an ancient race of strong and hearty folk. They prefer to dwell in hilly and mountainous regions far from the civilizations of humans and elves. This isolation is a product of their love for mining and their general desire to live among their own kind. They are the foremost authorities of mining and engineering and long to work precious metals and gems into fine dwarven arms, armor, and jewelry.

Social relations with other races is tenuous at best, though they tend to get along well enough with gnomes and humans. Other races find dwarves to be rude and crass. Dwarves are simply not interested in diplomacy and pay little mind to the sensibilities of other races, a fact that drives a wedge between elves and dwarves.

Dwarves hate orcs and goblins. These races have been warring against each other for the underdark mines for ages. Dwarves view orcs and goblins as spawns of filth – filth that dirties their sacred mines.

Dwarves stand around 4' tall, but weigh more than the average human. They are strong and have a physical fortitude unmatched by other races. Male dwarves have long and plentiful beards - to not have one is akin to being marked as an outcast. (Contrary to popular belief, dwarven females do not maintain facial hair; whether they have the ability to grow one is an entirely different question.) Dwarven surnames represent clan history and are often descriptive: Battleslayer, Beardslayer, Hammerthrow, Godsmith, etc.

Dwarves start play with the dwarven and common languages. They find it useful to spend bonus language slots on gnome, giant, goblin, kobold and orc.

Attributes & Speed

Dwarves have an unmatched fortitude. They receive a +2 bonus to Constitution. They are also crass and misunderstood, suffering a -1 penalty to Charisma.

Dwarves' base movement speed is 25 feet.

Weapons & Armor

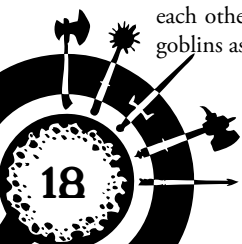
Dwarves may wield any weapons and wear any armor allowable by their class; however, they tend not to use bows (or other elven heritage weapons) or wear elven armor.

Racial Weaponry [Optional]: Dwarves often hail from clans of forgers and miners, so they have grown up with a hammer or pick in hand. Dwarfs have a proficiency in either hammers or picks. Whichever weapon is chosen, the dwarf is proficient with both the one and two-handed version.

Dwarven Senses

Darkvision: Dwarves have very enhanced sight. They can see up to 60 feet in total darkness.

Stonecunning: Dwarves hone a great sense of underground gradations and worked stone. If attempting to discern some interesting feature of a slope or section of worked stone within 20 feet, the dwarf rolls a Wisdom check (or Perception check, if trained) against a TC set by the GM. Common applications of stonecunning include: detecting grades or slopes; detecting new construction or secret walls and rooms; detecting stonework traps and hazards; and determining underground depth.





Protection from Magic

Dwarves have an innate resistance to most magic that is tied to their fortitude and will. They receive a +2 bonus to their Fortitude saving throw and a +1 bonus to their Will saving throw.

Magic Disruption

Dwarves have a natural defense mechanism against magic that disrupts the use of any magical item that is not considered a weapon, suit of armor, shield, set of gauntlets or girdle. Such magical items include amulets, rings, wands, rods, staves, potions and many wondrous items. The only exception to magic disruption is magical items specifically created to be used by a dwarf or the dwarf character's class, such as a divine scroll in the hands of a dwarven cleric. Each time the dwarf attempts to use a magical item, the dwarf must roll a d%: A result of 1-80 allows the dwarf to use the item normally; a result of 81-100 indicates that the dwarf's resistance disrupted the magical item and the dwarf must wait one round before attempting to use the item again. "Using" a magical item generally entails putting the item on (in the case of constant-use items, such as girdles, amulets, some rings and ioun stones) or activating a use of the item (in the case of potions, scrolls, some rings, wands, etc.). If the dwarf unsuccessfully attempts to use a cursed item, the dwarf immediately discovers the presence of a curse, but not the specifics of the curse.

In addition, a standard dwarf cannot learn arcane spellcasting, unless this racial trait can somehow be suppressed. Divine spellcasting is granted by the gods and not through practice, so dwarves may still cast divine spells.

Heritage Enemies

Dwarves have historically warred with the orc and goblinkind. They train very young to defeat these monsters and so receive a +1 to attack rolls against orcs, half-orcs, goblins, and hobgoblins.

Giant Guard

Giants and their monstrous kin, such as ogres and trolls, have historically invaded dwarven territories. Thus, dwarves have learned to use their short stature to their advantage in evading weapon attacks from all monsters sized Large or bigger. Dwarves receive a +4 temporary AC bonus against all attacks from these creatures.

Heritage Proficiencies

All dwarves receive Basic proficiency in either Engineering or Mining. Engineering checks are limited to skills involved in construction, weaponry and tools.

Elf

Elves are a deeply historic race. Storied chronicles that date back to the beginning of recorded history recount the existence of elves and their role as protectors and defenders of the worlds' natural beauty. As the world expands and moves on, elves tend to remain in their ancestral homelands, practicing the arts taught to them by their elders. Elves live in "Ancient Nature", whether it be fabled mystical forests or sprawling shorelines untouched by exploration.



Human

Half Orc

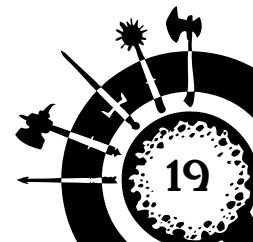
Dwarf

Elf

Halfling

Half Elf

Gnome



Elves are long-lived and very patient. They tend not to deal in extremes, whether it be excessive eating, drinking, or merrymaking. They prefer to take their time and weigh all options, especially when something of high importance is at stake. However, elves can easily put aside their contemplation in times of great need. They are children of the world and will quickly aid any other race in the world's protection.

Elves accept all other races, even half-orcs, though they find social relations with dwarves too tedious to upkeep. Elves view dwarves as the personification of the world's crudeness: rough, unpredictable and stubborn.

Elves of both genders generally stand a few inches shorter than humans and maintain a slender build. Each has tall, pointy ears and a thin, angled face. It is a fair, but ill-received characterization that both male and female elves are "pretty". Elven surnames are poetic, as they are crafted with the elven language and infused with some relation to nature or honor: Illuswan, Testhulian, Verisat, etc.

Elves start play with the elven and common languages. They find it useful with their bonus language slots to learn gnoll, gnome, goblin, halfling, hobgoblin and orc.

Attributes & Speed

Elves are insightful and agile. They receive a +1 attribute bonus to Dexterity and Wisdom. They are also slender and slightly more fragile than some races, thus they suffer a -1 penalty to Constitution.

Their base movement speed is 35 feet.

Weapons & Armor

Elves may wield any weapons and wear any armor allowable by their class; however, they tend not to use axes or heavy armor. There is no restriction against the use of either axes or heavy armor, but their up-bringing tends to focus them away from this gear.

Racial Weaponry [Optional]: Elves learn weapons training at a young age. All elf characters start with a free weapon proficiency in one of the following: longsword, elven thin blade, short sword, rapier, or bow.

Elven Senses

Dark Vision: Elves have enhanced sight. They can see up to 60 ft. in total darkness.

Lowlight Vision: Elves can see up to 60 feet in shadowy illumination (not quite total darkness) as if it were daylight.

Superior Focus: Elves receive a +1 bonus on any checks to notice secret or otherwise concealed objects, such as a secret door or trap.

Danger Sense: Elves are better than most races at noticing nearby danger. They receive a +2 bonus on any roll to avoid being surprised or caught flat-footed.

Strength of Mind

Over the centuries, elves have built up an iron-tower of mental defense. A small testament to this fact can be seen in the elven sleep cycle.

On average, an elf requires about 8 hours of total rest (not necessarily sleep) every two days. Their strong mental fortitude is either a divine gift after centuries of defending the world or is actually an adaptation to survive borne from early generations. Regardless, elves embrace this trait.

In addition to requiring very little rest, elves are also immune to magical sleep effects and receive a +2 modifier on Will saving throws versus any mind-affecting spell, including illusions and charms. This racial bonus stacks with any bonus provided for high Wisdom.

Improved Initiative

Elves are agile, intuitive and insightful combatants. Their quicker set of combat reflexes reduces the elf's base initiative die type to d8.

Gnome

Gnomes are an enterprising stock of small humanoids that live away from the hostiles of nature and expansion. Similar to dwarves, they are wary of other races and tend to cluster away in clans. Gnomes are somehow kindred spirits to dwarves and are perhaps born from the same creation pool, but there is no definitive answer as to how these two races are related. Of course, both vehemently deny any direct relation, often pointing out the sharp differences between the two races. The gnome says, "Dwarves are stupid, hairy and gruff!" The dwarf responds, "Those weirdos are short, fat, silly and big-nosed."

Outsiders see only the happy-go-lucky attitude of a friendly gnome and remember the tales of gnomes being simple tricksters and tinkers. The truth is that gnomes are amazing engineers. While dwarves focus their engineering on construction and weaponry, gnomes prefer to build utilitarian devices, such as watches, spyglasses and water clocks. In the grand scheme of inventions, gnomish contributions are out-shadowed by the war creations of the dwarves. Thus, gnomes are considered tinkers.

The "trickster" tag is earned. Most young gnomes go through a period of several years in a state of whimsical folly. They wander around nature making friends with fey creatures and exhibiting a mischievous attitude. These young gnomes have some of their race's engineering genius and use it to adolescent ends, such as building silly traps. They also experiment with their natural talent for illusions. Due to the difficulty to which other races distinguish young gnomes from old ones, young Gnomish antics have served to scar the reputation of the race as a whole. Interestingly, gnomes don't care to set the record straight.

Gnomes are consummate tunnelers, even if they prefer to live on the surface. They love to roam and work in natural caverns and tunnels. Thus, gnomes have become great miners, a fact that has led the culture to revere gems and precious metals. With the advent of certain polishing and cutting accoutrement, gnomes are quickly becoming the known experts of gemology.

An average gnome stands a few inches taller than 3' and weighs up to 75 pounds. He or she can have any complexion and any hair color, although most gnomes will have hair tinted or highlighted with drastic bright colors (blues and reds). Their surnames are almost always





consonant heavy and constructed of multiple syllables, for example: Billabok, Fonwinken, Ambraskram, and Offwinkledon.

All gnomish adventurers start with the common and gnome languages and may find it useful to spend bonus language slots on dwarf, halfling, kobold, and goblin.

Attributes & Speed

Gnomes are small, charming and intelligent. The following adjustments are made at character creation: Strength -2, Intelligence +1, Charisma +2.

A gnome's base movement speed is 25 feet.

Weapons & Armor

Gnomes may wield any weapons and wear any armor allowable by their class. All weapons wielded by a gnome are considered one size category smaller and deal one less dice category in damage. For example, a 1d6 weapon becomes a 1d4 weapon in the hands of a gnome.

Racial Weaponry [Optional]: All gnomes train with the shortspear and so start proficient with that weapon. They are exceptionally adept at setting the shortspear for a charge, dealing double damage on successful attacks when set.

Heritage Proficiencies

All gnomes receive Basic proficiency in Gemcutting and Engineering, free of charge.

Gnomish Senses

Darkvision: Gnomes can see up to 60 feet in total darkness.

Low-light Vision: Gnomes see twice as far as a human can in low-light or shadowy lighting.

Underground Survival

Long-time tunnelers, gnomes have honed an instinct of underground gradations and hazards. A gnome may attempt to discern an interesting feature of a natural passage or cavern within 20 feet by rolling a Wisdom check (or Perception proficiency check, if trained). The GM sets the TC based on how difficult the discernment is for the circumstance. Common applications include: detecting grade or slope; detecting an unsafe wall, ceiling or floor; discerning underground depth; and discerning true North when underground.

Protection from Magic

Gnomes are born with a natural resistance to spells and supernatural effects. All gnomes receive a +1 bonus to all saving throws.

Magic Disruption

Similar to dwarves, gnomes have a natural defense mechanism against magic. The gnome disrupts the use of any magical item that is not considered a weapon, suit of armor, shield, illusionist item (scrolls, wands, rods, etc.) or an item specifically crafted for a gnomes or a member of the gnome's class. Each time the gnome attempts to use a

magical item that he or she could disrupt, the gnome must roll a d%: A result of 1-80 allows the gnome to use the item normally; a result of 81-100 indicates that the gnome's resistance disrupted the magical item and the gnome must wait one round before attempting to use the item again. "Using" a magical item generally entails putting the item on (in the case of constant-use items, such as vests, amulets, some rings and ioun stones) or activating a use of the item (in the case of potions, scrolls, some rings, wands, etc.). If the gnome unsuccessfully attempts to use a cursed item, the gnome immediately discovers the presence of a curse, but not the specifics of the curse.

This resistance disrupts the casting of all arcane spells, except illusions. Divine spells may be cast, since they are granted by the gods.

Heritage Enemies

Gnomes are tunnelers who tend to wander the shallow caves of the surface world and live in villages either on the surface or in a nearby cave system. Thus, they come into contact with certain monsters that often threaten these environments. Gnomes encounter kobolds and goblins very frequently and, due to the small size of kobolds and goblins, gnomes train to defeat them in battle. Gnomes receive a +1 bonus to attack rolls against these two monsters.

Gnomish villages are also subject to the threats of larger creatures common to the hills, deep forests and caves. Instead of learning to attack these monsters, gnomes train to avoid their wrath. As such, gnomes enjoy a +4 temporary bonus to AC when fighting any of the following monsters: gnolls, bugbears, trolls, ogres, and giants.

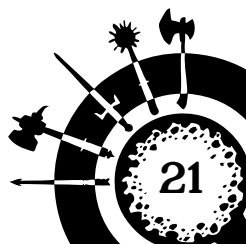
Illusions

Gnomes are born to cast illusion magic. Not only does illusion magic elude the gnome's magic disruption, each gnome is born with the ability to cast a certain amount of minor illusion spells per day. Once per day, the gnome may cast one of the following three spells: *ventriloquism*, *minor cantrip* (if used to temporarily create an effect), and *phantasmal image* (no object, creature or force larger than Tiny may be created). The level of the gnome at the time of casting is considered his caster level.

Gnomes are the only race that may multi-class with a specialist wizard class (illusionists).

Half-Elf

Elves and humans are a common interracial union. By and large, their offspring look identical to either their elven or human parent (though slither and more nimble than humans), though they tend to have one signature trait of the other race, such as a son that looks ruggedly human with pointed ears. Elven societies usually banish an offspring that looks predominately human, so most of these banished children grow up in human civilizations. "Pure half-elves" are rare and somehow take on a perfect mixture of both human and elven characteristics. Elven societies retain a pure half-elf if his or her elven parent is someone of stature, and the child is then bred for ambassadorship, an aide to strengthen the relations between elves and humans.



Half-elves want to belong and try hard to emulate their peers. Half-elves who grow up in a human culture are just as ambitious and enterprising, but often over think situations and question the rapidity to which humans learn and adapt. Half-elves who grow up in an elven culture are just as patient and focused, but often become frustrated at the rate of their development and tutorship.

While any given half-elf may take on almost all the physical characteristics of either their elven or human parent, pure half-elves look more elven than human, with slightly pointed ears, a narrow face and a slender build. They tend to take on the better and fairer features of each parent. They usually stand a few inches shorter than their average human counterpart and always maintain a lean appearance. They live in relative good health for 150 years.

Unique racial surnames do not exist for half-elves. The half-elf will be provided the surname of his or her elven or human parent depending upon in which of the two cultures the half-elves grows up.

Half-elves speak common and, if raised in an elven culture, speak elven as well. They find it useful to spend bonus language slots on elven (if they do not already speak it), dwarven, gnome, goblin, halfling, hobgoblin and orc.

Attributes & Speed

Half-elves are nimble and receive a +1 bonus to Dexterity.

Half-elves' base movement speed is 30 feet.

Weapons & Armor

Half-elves may use any weapon or wear any suit or armor not forbidden by their class.

Racial Weaponry [Optional]: Half-elves start their adventuring career proficient in either the longsword, elven thin blade, rapier or any bow.

Ambitious Start

Half-elves receive one additional proficiency slot at character creation. This can be a nonweapon or weapon proficiency slot.

Half-Elven Senses

Low-light Vision: In moonlit conditions, half-elves see as well as a human can in clear daylight and can see as far as 60 feet in shadowy illumination (not quite total darkness).

Enhanced Focus: Half-elves receive a +1 bonus on any check to notice a secret or otherwise concealed object, such as a secret door or trap.

Elven Strength of Mind

Half-elven characters have 50% magic resistance against magical sleep effects and receive a +1 Will saving throw bonus against any mind-affecting spell, including illusions and charms. This save bonus stacks with any bonus granted for high Wisdom.

Half-Orc

Half-orc lineages are born from the unnatural union of an orc and female human. Often orphaned or cast into the wild, many half-orcs grow up alone and under the weight of a foreign society's hostility toward human or orc, a situation that relegates the half-orc to a life of scraping and scratching for survival and respect.

The half-orc's ill-fated existence hardens them and turns them into natural survivalists. In some instances, such an upbringing turns an otherwise benign personality into a monstrous one. As a consequence, the evil alignment comes easily to some half-orcs.

Evil is not a foregone path, though. Some separate themselves from both their orc and human backgrounds and prefer to view "half-orc" as a distinct race that must forge its own status. Half-orc adventurers often fall into this category and risk life and limb to ensure the acceptance of their descendents.

Half-orcs are wary of strangers. This is a defense mechanism and one that tends to lead others to view half-orcs as crass and brooding. Despite this generalization, half-orcs can grow to be trusted allies.

The average half-orc stands two to four inches taller and weighs 15 to 50 pounds more than the average human. They have a thick build, coarse hair and a wide jaw. Two canine teeth protrude up and over their top lip. Their eyes are slightly slanted upward and topped with a thick and twisting brow, and their ears are slightly pointy. Overall, they look like bestial humans.

Half-orcs do not have their own language. While their surnames may mirror the commonalities of whatever culture they grew up in, many half-orcs have short, consonant-heavy and guttural names, such as Hurkes, Brik or Morgand.

Half-orcs start play with both the common and orc languages. More intelligent half-orcs are likely to spend bonus language slots on giant, gnoll, kobold and goblin.

Attributes & Speed

Half-orcs are strong and sturdy, but socially inept. The following adjustments are made at character creation: Strength +1, Constitution +1 and Charisma -1.

A half-orc's base movement speed is 30 feet.

Weapons & Armor

Half-orcs may wield any weapons and wear any armor allowable by their class.

Racial Weaponry [Optional]: Half-orcs take to the axe like a fish takes to water. They are also consummate brawlers, learning to use their hands as weapons at an early age. All starting half-orc characters are proficient in any one axe and unarmed attacks.





Heritage Proficiencies

All half-orcs receive Basic proficiency in either Wilderness Survival or Mountaineering free of charge.

Orcish Senses

Darkvision: Half-orcs see up to 60 feet in total darkness.

Low-light Vision: Half-orcs can also see in shadowy or lowlight conditions (moonlight) as far as a human can in the daytime.

Frenzy

Whether by virtue of a life beset by persecution or a strange by-product of the mixing of orc and human blood, half-orcs possess a frightening temper. Once per day, a half-orc may enter a frenzy that lasts no more than 10 consecutive rounds. This frenzy causes the half-orc to fight powerfully, but recklessly. The half-orc suffers a -2 penalty to Armor Class, but gains a +2 bonus to attacks and damage rolls. Furthermore, the half-orc will fight on until brought to -10 hit points, upon which time he immediately dies. Entering the frenzy requires a secondary action. Exiting the frenzy before 10 rounds requires a full round.

Halfling

Halflings are a peaceful, cheerful and optimistic race of small humanoids. They tend to live in forested villages that exemplify a like-minded air of happiness. Halfling villages have houses built into rolling hills and meeting spots built seamlessly into their glades. To other races meeting a halfling or visiting a halfling village for the first time, the halfling seems content and halfling life seems almost perfect.

The common halfling attitude is to work and play hard, but to never look or wander beyond the borders. Halflings that exemplify this attitude prefer a life among their family and friends. They are diligent and fun-loving. They never adventure.

A small number of halflings exhibit wanderlust. Such halflings keep a watchful eye for any opportunity to steal away. They are fearless. They are impetuous. They are adventurous. They also find themselves often in insurmountable odds. Interestingly, this highlights a fascinating trait of the race. They are supremely lucky. It is not uncommon to hear a halfling adventurer recount the many close calls of the day with the old halfling saying, "By the hair of my feet!"

Halflings understand their place in the wider world. For many centuries, they simply lived among their people in far-off villages. With the increased expansion of some races and the need for most races to assimilate into larger societies, halflings now understand the need to be accepted and try to get along with members of most races. They find some sort of kinship in gnomes and dwarves, although they view gnomes as slightly dangerous and dwarves as slightly dour. They view humans with caution, but this initial distrust often gives way. They admire elves and find the half-elf's struggle to transcend social acceptance and reach a station of power laudable. Among the various playable races, halflings trust half-orcs least.

An average halfling stands 3' and weighs 60 pounds. Thick and curly hair covers their heads and feet. Their complexion is usually fair. Their surnames seem strangely jovial and strong, for example: Hammerdon, Marralisa, Plumber, and Meno.

All halflings start with the common and halfling language and may also use bonus language slots to learn dwarven, elven, gnome, giant, kobold and goblin.

Attributes & Speed

Halflings are small, charismatic and dextrous. The following adjustments are made at character creation: Strength -2, Dexterity +2 and Charisma +1.

A halfling's base movement speed is 25 feet.

Weapons & Armor

Halflings may wield any weapons and wear any armor allowed by their class. All weapons wielded by a halfling are considered one size category smaller and deal one less dice category in damage.

Racial Weaponry [Optional]: Halflings train with slings and other ranged weapons from a very young age. Hence, all halflings have a free weapon proficiency in slings and one of the following weapons: javelins, throwing dagger, throwing axe or spear. Halflings receive a +1 attack and damage bonus with slings.

Halfling Senses

Low-light Vision: Halflings can see twice as far as a human can in low-light conditions.

Protection from Magic

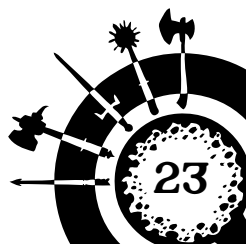
While slightly impetuous and not terribly wise, halflings still have a strong resistance to all magical influences over their mind or will power. Halflings receive a +2 bonus to their Will saving throw.

Poison Resistance

For centuries, halflings have lived among nature and have often encountered and utilized nature's various poisons. This exposure has hardened the halfling against natural poisons, granting them a +2 bonus on any Fortitude save to stave off the effect of a natural poison.

Uncanny Luck

For some reason, adventurous halflings are the realms' luckiest folk. The halfling receives one re-roll per day for every four levels of experience. The player controlling the halfling may use an uncanny luck roll to reattempt any roll or to force the GM to re-roll an attempt made at the halfling. (The forced re-roll may be used at any time, provided the halfling is the only target.)



Human

Humans are the most eager and enterprising race. They live a relatively short life in good health and reproduce often and young. Their population is ever expanding and so too are their civilizations.

Humans are impatient, but focussed. They can learn very quickly and become masters of their crafts in less than a lifetime. This impatience and ambition has led many members of the human race to occupy the highest rung of power. Most kings and church leaders are human. Most powerful adventurers are as well.

Human appearances vary widely and often depend upon local fare. They all speak common, but find it useful to learn dwarven or elven as well, since it helps with trade and relations.

Attributes & Speed

Humans are very ambitious and seek to capitalize on their stronger trait. They choose any attribute to receive a +1 bonus at character creation.

Humans' base movement speed is 30 feet.

Weapons & Armor

Humans may wield any weapon and wear any armor allowed by their class, and all have some training in the weapon of war, the sword. All starting humans choose one sword with which to be proficient.

Ambitious Start

Humans receive one additional weapon proficiency slot and one additional nonweapon proficiency slot at character creation.

Racial Traits

A player has total control over what his character looks like, but a few guidelines as to how an average member of each playable race appears can help. Below are a few charts that show the average height and weight of a member of a race, as well as their average life spans.

Details such as hair color, skin color, eye color, distinguishing marks and body composition are all subject to the player's inclination. Players should also create a biographical history of the character that includes information on his family and the reasons he adventures.

Table 7: Average Range of Height and Weight

Race	Height in Inches		Weight in Pounds	
	Male	Female	Male	Female
Dwarf	43-53	41-51	130-210	100-150
Elf	55-65	50-60	90-140	70-100
Gnome	38-42	35-38	65-80	55-70
Half-elf	60-72	58-70	110-150	85-125
Half-orc	64-84	60-80	165-415	140-300
Halfling	38-42	35-40	60-70	55-65
Human	60-80	56-78	140-400	100-260

Table 8: Average Life Spans and Aging Effects

Race	Middle Age*	Old Age**	Venerable***
Dwarf	125 years	167 years	250 years
Elf	175 years	233 years	350 years
Gnome	150 years	200 years	300 years
Half-elf	62 years	83 years	125 years
Half-orc	45 years	60 years	90 years
Halfling	50 years	70 years	110 years
Human	45 years	60 years	90 years
* -1 Str/Con; +1 Int/Wis			
** -2 Str/Dex, -1 Con; +1 Wis			
*** -1 Str/Dex/Con; +1 Int/Wis			

Languages

All characters speak Common and their racial language, if any. Characters may also start with additional languages based on high Intelligence. These initial bonus languages should first be chosen based on the Bonus Languages Per Race table below. Only with the GM's permission may a player choose a bonus language not listed in this chart.

Table 9: Bonus Languages Per Race

Race	Available Bonus Languages at Creation
Dwarf	Gnome, Goblin, Hobgoblin, Kobold and Orc.
Elf	Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll and Sylvan.
Gnome	Dwarf, Halfling, Kobold and Giant
Half-elf	Gnome, Halfling, Goblin, Hobgoblin, Orc, Giant, Gnoll and Sylvan
Half-orc	Giant, Gnoll, Goblin and Kobold
Halfling	Dwarf, Elf, Gnome, Goblin and Orc
Human	Any



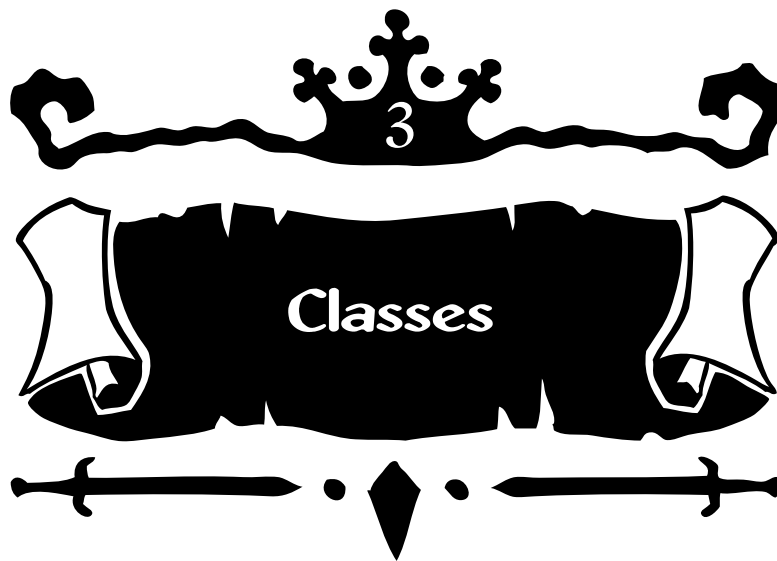


Highly Specialized Languages: One can assume that any race (or monster) could, if intelligent, create its own distinct language or speak an almost unrecognizable dialect of another language. For example, many drow elves use a special form of sign language they created to communicate without sound. Characters with experience dealing with such languages in their setting could start with one or more of these highly specialized languages or dialects as bonus languages.

Common Languages: There are uncountable languages and dialects. While many are campaign-specific, here is a list of some of the more commonly encountered languages in a fantasy setting.

Table 10: Common Fantasy Languages	
Common	Language of trade, spoken by most races.
Elven	Spoken by all forms of elves and most half-elves.
Dwarven	Spoken by dwarves and descended from Giant.
Halfling	Spoken by halflings.
Undercommon	Spoken by underdark races, such as drow.
Terran	Predominately spoken by earth elementals and other natives of the Elemental Plane of Earth.
Ignan	Predominately spoken by fire elementals and other natives of the Elemental Plane of Fire.
Auran	Predominately spoken by air elementals and other natives of the Elemental Plane of Air.
Aquan	Predominately spoken by earth elementals and other natives of the Elemental Plane of Water.
Sylvan	The forest language; spoken by dryads, centaurs and other fey creatures.
Gnome	Spoken by gnomes.
Orc	Spoken by orcs; a slang version is often spoken in by other intelligent mountain-dwelling monsters.
Celestial	The language of the good-aligned celestial planes; spoken by angels and gods.
Draconic	The ancient language of the dragons; used primary by arcane circles
Goblin	The language of the goblin-kind. Hobgoblins have their own distinct dialect.
Abyssal	The language of the evil-aligned Abyss; spoken by demons and their servants.
Infernal	The language of the evil-aligned planes of Hell; spoken by devils and their servants.
Giant	The language of the giant-kin; spoken by all giants, ettins, titans and other ancient behemoths.





This chapter includes the characteristics and level-based abilities of the following core character classes: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, thief and wizard.

Each class description includes general background information, prerequisites and restrictions (some entirely optional) and the benefits provided at each level of progression. Here are the various entries:

Attribute Requirements (Optional): All classes have certain minimum attribute scores that must be attained. These are entirely optional, so check with your GM before play.

Race and Alignment: This entry details any race and/or alignment restrictions that must be followed.

Prime Example (Optional): Members of certain races, who also have certain minimum attribute scores, tend to excel faster in certain classes. The prime examples of each class are optional, so check with your GM before play.

Weapons & Armor: Here you will find information on the class's weapon proficiency availability and armor restrictions.

Nonweapon Proficiencies: Each class has access to one or more nonweapon proficiency groups. This entry lists such groups and any notes regarding the skills background of the class.

Magical Item Use: This entry lists the types of magical items the class may use (or of which they may simply enjoy the benefits).

Class Abilities: All the level-based abilities of the class are listed here.

There is also an easy-to-read level chart with important information pertinent to each level of play.

Here is a definition of each entry in the level charts:

XP: This is the number of experience points needed to attain the level. Note there is an optional, faster progression in the *Experience* chapter.

Base HP: This is the total number of base hit points the character has at any certain level. Bonus hit points may be provided at each level if the character's Constitution score is high enough. Note that after a certain level, characters do not roll any additional hit dice. They merely receive a few hit points.

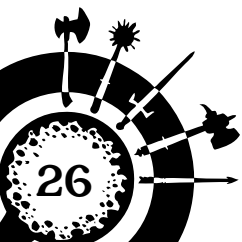
Attack Rate: This is the number of attacks the player may take over the course of one or two rounds. A number such as 3/2 means three attacks may be taken over the course of two rounds. More information on multiple attacks can be found in the *Combat* chapter.

NWP Slots: This is the number of slots the character has to learn or enhance nonweapon proficiencies.

WP Slots: This is the number of weapon proficiency slots the character has to learn combat-oriented skills, such as weapon use, weapon specialization and fighting styles.

Saving Throws: A character's Fortitude, Reflex and Will saving throw bases are provided in these three columns. The base listed adds to any bonus provided by a high Constitution (Fort), Dexterity (Reflex) or Wisdom (Will).

Special: This column lists level benefits that require more discussion. All level-based class abilities are detailed within the class's entry.



Barbarian

The barbarian is a frontiersman, a survivalist fueled by strength, endurance and insight. While the so-called civilized folk live sheltered from the dangers and elements of the wilderness, the barbarian prefers to embrace them.

Clans and tribes of barbarians form villages where the strongest rule and a constant war is waged against the wicked side of nature and the hordes of evil that populate the fringe-lands.

Barbarians are not complex people. They require little material wealth, complex engineering or intricate social structures to survive. Consummate hunters and gatherers, they are the masters of their home terrain. As fierce warriors, they train tirelessly on the tools of war, preferring to wield terrible, head-cleaving weapons. Sustenance and defense of the tribe and homeland are two central concerns to the existence of a barbarian settlement at the edge of civilization.

The vast majority of barbarians are uneducated and illiterate. As such the default barbarian cannot read or write.

Outsiders may view barbarians as simple savages, but the barbarian culture is firm, sound and steeped in religious tradition. Most barbarian tribes have at least one spiritual leader, a shaman, who works to strengthen the bond between the living tribesmen and the dead ancestors that empower them. Tribes and clans tend to also worship the gods of battle and nature, drawing upon the strength of the divine in times of great need.

Attribute Requirements

To survive as a barbarian, Strength and Constitution are critically important. Barbarians that do not have a minimum Strength and Constitution score of 12 find the life of a barbarian extremely difficult and suffer a 10% penalty on all awards of experience.

Race and Alignment

Humans and half-orcs make up the lion's share of barbarians; both races exhibit the necessary physical endurance and social behaviors to succeed in a clan-like fashion on the brink of civilization. In the past, a few half-elves have been born into a barbarian society from the union of a human barbarian and elf. Some of these half-elves grow to exemplify the physical and/or mental prowess to excel as a barbarian; if not, they become spiritual aids or fighters with a savage personality. Certain elves and halflings (known as wildlings) become barbarians and belong to very small cloisters of feral examples of their races. While members of the other races, such as gnome, may find themselves entwined in a barbarian society, they usually cannot survive the rigors of their world and either die or leave.

Any alignment is allowed.

Prime Example

Human and half-orc barbarians with Strength and Constitution scores of at least 16 are prime examples of the barbarian class and receive a 10% bonus on all awards of experience.



Table 11: Barbarian Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d12 (max)	+0	1/1	2	4	+6	+5	+4	Danger Sense, Home Terrain, Warrior Prowess, Wilderness Skills
2	2,250	2d12	+1	1/1	2	4	+7	+5	+4	First Ancestral Power
3	4,500	3d12	+2	1/1	2	5	+7	+6	+5	
4	9,000	4d12	+3	1/1	3	5	+8	+6	+5	Second Ancestral Power
5	18,000	5d12	+4	1/1	3	5	+8	+7	+6	
6	36,000	6d12	+5	1/1	3	6	+9	+7	+7	Third Ancestral Power
7	75,000	7d12	+6	3/2	3	6	+9	+8	+7	
8	150,000	8d12	+7	3/2	4	6	+10	+8	+8	Enhanced Ancestral Power
9	300,000	9d12	+8	3/2	4	7	+10	+9	+8	
10	600,000	9d12+3	+9	3/2	4	7	+11	+9	+9	Enhanced Ancestral Power
11	900,000	9d12+6	+10	3/2	4	7	+11	+10	+10	
12	1,200,000	9d12+9	+11	3/2	5	8	+12	+10	+10	Enhanced Ancestral Power
13	1,500,000	9d12+12	+12	2/1	5	8	+12	+11	+11	
14	1,800,000	9d12+15	+13	2/1	5	8	+13	+11	+11	Legendary Ancestral Power
15	2,100,000	9d12+18	+14	2/1	5	9	+13	+12	+12	
16	2,400,000	9d12+21	+15	2/1	6	9	+14	+12	+13	Legenday Ancestral Power
17	2,700,000	9d12+24	+16	2/1	6	9	+14	+13	+13	
18	3,000,000	9d12+27	+17	2/1	6	10	+15	+13	+14	Legendary Ancestral Power
19	3,300,000	9d12+30	+18	2/1	6	10	+15	+13	+14	
20	3,600,000	9d12+33	+19	2/1	7	10	+15	+13	+14	Ascension

Weapons & Armor

Barbarians may become proficient in the following weapon groups, or in any singular weapon in any of these groups: axes, blades, bows, clubs and maces, picks and hammers, simple melee, simple range.

Some of the more iconic starting weapons are: battle axe, great axe, blowgun, common club, great club, dagger/dirk, javelin, quarterstaff, shortbow, sling, spear and sword (bastard, great, long, or short).

In terms of armor, barbarians may wear padded cloth, leather, studded leather and hide armor. They may use bucklers and small shields.

Nonweapon Proficiencies

Barbarians have access to the General and Nature nonweapon proficiency lists.

A beginning barbarian may hail from a society where technology is very limited. If so, any starting craft proficiency is limited to what the specific barbarian worked with. For example, a weaponsmith hailing from a society with no access to metal alloys may only be skilled at creating bone or stone weaponry.

Magical Item Use

Barbarians may enjoy the effects of potions, defensive or healing scrolls, and all magically enhanced weapons, armor and shields.

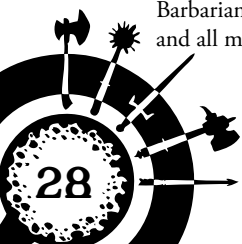
Class Abilities

The following are the barbarian's featured class abilities:

Danger Sense: Barbarians have instincts that help them become aware of a creature or character attempting to strike them from behind. On a successful Average (TC 10) Wisdom check, any bonuses normally applied to a sneak attack are nullified and the attack, if successful, is considered a normal attack that deals normal damage. (Danger sense does not protect against advanced versions of a sneak attack, i.e., death attacks.) Danger sense also applies to surprise and flat-footedness — a barbarian receives a +2 bonus on all checks made to avoid either.

Home Terrain: At character creation, barbarians choose a home terrain from the list that appears on Table 12 on the next page. They receive a +2 bonus on any trained General or Nature proficiency when employing the proficiency in their home terrain. This bonus reflects the fact that a barbarian learns to benefit from a familiarity with his home terrain.

Warrior Prowess: Barbarians tap into nature strength more effectively in battle. Any barbarian with a Strength score of 15 or higher receives an additional +1 bonus to his Strength-based attack and damage modifier. Likewise, any barbarian with a Constitution score of 15 or higher receives an additional +1 hit point per level above that normally granted for his Constitution score.



**Table 12: Barbarian Home Terrain Chart**

Terrain	Description
Aquatic	Underwater or open seas, also includes small remote islands.
Arctic	Extremely cold, snowy, windy expanse, i.e. glacial tundras,
Cold Forest	Forests in climates that rarely exceed 40 degrees Fahrenheit.
Cold Mountains	The peaks, valleys and holes that comprise mountain ranges with higher elevations or ranges with raging cold and snow.
Desert	Hot sandy wastelands with very little annual precipitation.
Hills	Rolling or craggy landscapes, often in the foothills of larger mountain range
Jungle	Tropical landscape overgrown by vegetation.
Plains	Broad expanse of flat land, often covered in prairie, steppe and grassland.
Subterranean	Deep underground terrain with very little or no reliance on surface environment.
Swamp	Wetlands riddled with flooding and pockets of shallow water or dry-land protrusions; also covered by teeming aquatic vegetation.
Temperate Forest	Hospitable forests with warm summers and cool winters and adequate rainfall, also includes rainforests.
Temperate Mountains	The peaks, valleys and holes that comprise mountain ranges with lower elevations or ranges with cooler winters.

Wilderness Skills: At character creation, barbarians receive Basic proficiency in Wilderness Survival and any one of the following nonweapon proficiencies: Acrobatics, Animal Handling, Climbing, Set Snares and Tracking.

Ancestral Power: Barbarians worship their dead ancestors and the gods of battle and nature that served as patrons to their families for centuries. At 2nd level, a barbarian may tap into his spiritual connection in times of great need to receive a boon that will assist him. There are five minor ancestral powers from which a barbarian may choose at 2nd level. He receives an additional ancestral power at 4th and 6th level. Once the initial three powers are chosen, the barbarian cannot change them.

It is important to note that a barbarian is not required to worship only one ancestor or god. In fact, most barbarians pray to and hope to appease a variety of spiritual powers. His spiritual connection is not akin to that of a cleric or paladin. This is a special, non-magical connection that is inherent to the barbarian's bloodline and ancestral heritage.

A barbarian may call upon his ancestral powers a number of times per day equal to his Wisdom check modifier plus 1 per 3 levels (rounded down to a minimum of 1). This is cumulative and he may call upon one or more powers multiple times per day. Calling upon an ancestral

power is a secondary action (except the Rush power). Durations are specific and noted in the description. Each power has an enhanced and legendary version; the effects of such enhanced and prime versions are noted in the description.

Damage Reduction: The barbarian strengthens himself against physical harm, providing the barbarian with damage reduction until the barbarian's turn the next round. During this round, the barbarian reduces 2 hit points of damage from any source (also called DR 2).

Enhanced Power: Reduces 3 hit points of damage from any source (also called DR 3) in the round.

Legendary Power: Reduces 4 hit points from any source of damage (also called DR 4) in the round.

Heightened Senses: The barbarian enters the mind-set of the survivalist and hunter. For a number of minutes equal to the barbarian's Constitution check modifier, the barbarian receives a +2 to all Wisdom checks and cannot be surprised. The latter boon also enhances his Danger Sense protection, automatically warding the barbarian against extra damage from sneak attacks without requiring a Wisdom roll.

Enhanced Power: +3 to all Wisdom checks and opponents receive no attack bonus when flanking the barbarian.

Legendary Power: +4 to all Wisdom checks and opponents receive no attack bonus when surrounding the barbarian.

Magic Resilience: The barbarian's ancestors temporarily fortify him against magic, providing a 35% magic resistance until the barbarian's turn the next round.

Enhanced Power: 50% magic resistance.

Legendary Power: 65% magic resistance.

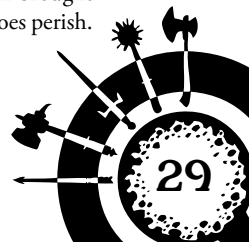
Rage: The barbarian takes on the ferocity of his forebears and unleashes a frenzied rage. For a number of consecutive rounds equal to the barbarian's Constitution check modifier, the barbarian rages. While raging, the barbarian suffers a -2 to his Armor Class, but enjoys a +2 to Strength and Constitution checks, attack rolls, and Fortitude and Will saves. He also enjoys a +4 bonus on all damage rolls and receives a number of hit points equal to his level plus Wisdom check modifier that are expended before the loss of any existing hit points ("temporary hit points").

The rage is a difficult power to predict. A Superior (TC 15) Wisdom check is required to fully shut down the rage before it expires. Failure creates the chance that the barbarian will either harm someone he normally would not harm or immediately seek out another target regardless of his friends' protests. Each rage is different. Each barbarian is different. Therefore, the GM tailors each failed attempt to calm down in whatever way he or she feels most appropriate.

Enhanced power: The number of temporary hit points increases to two times the barbarian's level plus Wisdom check modifier.

Legendary power: There is no Armor Class penalty and the bonus to Strength checks, Dexterity checks, attack rolls, Fortitude saves and Will saves increases to +4.

Rush: The barbarian facing death draws upon his spiritual connection to provide the vitality to fight on. For a number of rounds equal to the barbarian's Constitution check modifier, the barbarian remains fighting with no penalties when at or below 0 hit points. If brought to -10 hit points during this time, however, the barbarian does perish.



If the barbarian receives healing that brings his hit point total above 0, the rush still commences and the barbarian acts normally once the rush ends. If the rush concludes at a time where the barbarian has fewer hit points than 0, but more than -10, the barbarian immediately falls unconscious. (The barbarian does not activate this power. It automatically occurs when he reaches 0 hit points, provided the barbarian has one remaining daily ancestral power; if not, the power does not function.)

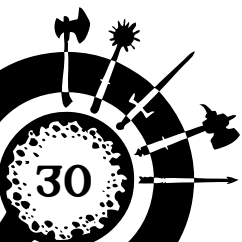
Enhanced power: The barbarian may live until reaching -20 hit points; however, he may only expend one secondary action each round in which his hit point total is -10 or lower.

Legendary power: The duration in rounds doubles to twice the barbarian's Constitution check modifier.

Enhanced and Legendary Ancestral Powers: At Levels 8, 10 and 12, the barbarian chooses any one of his known ancestral powers and thereafter enjoys the enhanced version of that power. At Levels 14, 16 and 18, the barbarian chooses any one of his enhanced ancestral powers to elevate further to legendary status.

When consulting a power's entry, the enhanced or legendary version specifies which parts of the lesser ancestral power enhance. If the enhanced or legendary power is silent on one or more components of the lesser version, assume that such components remain unchanged.

Ascension: At this point forward, immediately upon the barbarian's death, his body erupts in a glorious blaze that is safe to touch and deals no damage to others or its surroundings. The body of the fallen barbarian evaporates into the flame after one minute. The soul of the barbarian thenceforth becomes part of the tribal weave that empowers all barbarians and his name is forever etched into the annals of tribal history.



Bard

Bards are the traveling masters of lore. They have an unyielding passion to accumulate knowledge, document rare deeds and share their experiences through storied presentations. Among the bravest of thrill-seekers and the most versatile of adventurers, bards put themselves into the thick of epic struggles and live to tell the tale. They walk the world, meet uncountable personalities and stamp their persona with each experience.

Bards never focus on one skill set, instead valuing a sampling of expertise in a number of varied abilities. Competent and complimentary to a wide range of adventuring groups, bards survive alone or as a part of a traveling group. They are truly the most resourceful adventuring class. The old adage sums it up, "Where there's a bard, there's a way."

Attribute Requirements

Bards travel, meet new people, gain trust, gather vital information and use this acquired information to advance. Truly great bards quickly recount the details of lost lore on the fly and can even understand the intricacies of arcane magic. Bards traveling the world with an Intelligence score lower than 12 and a Charisma score lower than 14 find the way of the bard too difficult. The very obscure (and often life saving) information is too easily forgotten and the bardic charm that gains trust and provides protection to others is a bit less glitzy. Such bards suffer a 10% penalty on all XP awards.

Race and Alignment

The life and labors of a bard suit a narrowly tailored group. Only humans, half-elves, halflings and gnomes may take upon the task. Furthermore, bards must have neutrality in their alignment. This allows them to remain detached from extremism, which can be a crutch when trying to establish one's life from time to time. Bards feel the pull of adventure and harbor no reservations against moving on and experiencing the new.

Prime Example

Legendary bards are known for their cunning minds and outlandish personalities. A bard of any allowed race with an Intelligence and Charisma score of at least 16 is a prime example of the bard class and receives a 10% bonus on all XP awards.

Weapons & Armor

Bards may become proficient in any weapon group or any weapon in a group, however they do not use weapons larger than their size. Attacks made with a nonproficient weapon suffer a -3 penalty.

They may wear any of the following armor types: padded cloth, leather, studded leather, hide, ring mail, brigandine, and chainmail. They may use bucklers, as well.

Nonweapon Proficiencies

Bards have access to all nonweapon proficiency lists.



Table 13: Bard Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d6 (max)	+0	1/1	3	2	+4	+5	+4	Bardic Knowledge +1, Bardic Performance +1, Rogue Proficiencies
2	1,250	2d6	+0	1/1	3	2	+5	+6	+4	Arcane Spells, Armored Caster, Bardic Knowledge +2
3	2,500	3d6	+1	1/1	3	2	+5	+6	+5	Bardic Performance +2
4	5,000	4d6	+1	1/1	4	3	+5	+7	+5	Bardic Knowledge +3
5	10,000	5d6	+2	1/1	4	3	+5	+7	+6	
6	20,000	6d6	+2	1/1	4	3	+6	+8	+6	Bardic Knowledge +4, Bardic Performance +3
7	40,000	7d6	+3	1/1	4	3	+7	+8	+7	Bardic Influence
8	70,000	8d6	+3	1/1	5	4	+7	+9	+7	Activate Arcane Scrolls, Bardic Knowledge +5
9	110,000	9d6	+4	1/1	5	4	+7	+9	+8	Bardic Performance +4, Renown
10	160,000	9d6+2	+4	1/1	5	4	+7	+10	+8	Activate Magic, Bardic Knowledge +6
11	220,000	9d6+4	+5	1/1	5	4	+8	+10	+9	
12	440,000	9d6+6	+5	1/1	6	5	+9	+11	+9	Bardic Knowledge +7, Bardic Performance +5
13	660,000	9d6+8	+6	1/1	6	5	+9	+11	+10	
14	880,000	9d6+10	+6	1/1	6	5	+9	+12	+10	Bardic Knowledge +8
15	1,100,000	9d6+12	+7	1/1	6	5	+9	+12	+11	Bardic Performance +6
16	1,320,000	9d6+14	+7	1/1	7	6	+10	+13	+11	Bardic Knowledge +9
17	1,540,000	9d6+16	+8	1/1	7	6	+11	+13	+12	
18	1,760,000	9d6+18	+8	1/1	7	6	+11	+14	+12	Bardic Knowledge +10, Bardic Performance +7
19	1,980,000	9d6+20	+9	1/1	7	6	+11	+14	+13	
20	2,200,000	9d6+22	+9	1/1	8	7	+11	+15	+13	Bardic Knowledge +11, Legend

Class Abilities

Bards receive the following abilities as they progress in level:

Bardic Knowledge: All bards accumulate knowledge of people, places and exotic things. To attempt to remember some information on any subject, the bard rolls a bardic knowledge check against a certain complexity set by the GM based on the obscurity of the information:

Rarity of Knowledge	Complexity
Common and known by many.	Basic (TC 5)
Not widely known outside a small group of people.	Average (TC 10)
Only known to the most dedicated students of the subject or to certain people with first-hand knowledge.	Superior (TC 15)

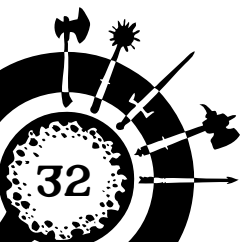
Known only to a few people. This bit of information could have fallen out of circulation centuries ago or could be currently kept a secret.

Exceptional (TC 20)

At 1st-level, a bard has a +1 bonus to the bardic knowledge check. At every even level thereafter, he receives an additional +1. A bardic knowledge check is essentially a level check.

When dealing with a magical item, a successful bardic knowledge check will reveal general lore and a few basic magical properties of the item.

Here is an example of a bardic knowledge check as it pertains to a weapon of legend: Suppose the bard stumbles upon a sword with the name "Galthencor" carved on the blade. The bard wishes to use a bardic knowledge check to determine if that means anything to him. The GM knows that Galthencor is a sword well-known to weapon-smiths, but not generally well known. Thus, an Average check (TC





10) is required. The bard (who is 2nd-level) rolls d20+2 for a total 11. He succeeds on his check and recalls that such a sword was known to be incredibly intelligent and egotistical. The bard also knows that the sword is magical and it has been rumored to cast spells on its own.

Bardic Performance: At 1st-level, bards receive Basic proficiency in Performance free of charge and may choose two of the listed expressions. For example, a bard could choose to sing and play an instrument, or he could juggle and dance. Bards receive a +1 bonus to all Performance checks at 1st-level and an additional +1 at every third level thereafter. A bard's performance is not merely entertaining; it is mystical and the bard may choose to employ one of the following abilities with his talent:

Bardic Charm: When performing before an individual or group, the bard may attempt to alter the moods of his onlookers by making a Performance check. A successful Exceptional (TC 20) Performance check alters the moods of listeners one step on the NPC Reaction Chart. Every targeted listener must make an Exceptional (TC 20) Will saving throw or succumb to the bardic charm. Here is the NPC Reaction Chart:

Attitude	Definition	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

To take effect, those listening must not be hostile and must remain focused on the bard while he performs. The duration of the bardic charm equals a number of minutes equal to 1 plus the bard's Charisma-based Influence modifier.

The method of performance for this ability must be suited to the targeted listeners and the bard must be proficient in that method. A bear could be calmed with music but a joke spoken in Common would have no effect on the animal (unless it spoke Common).

Counter Song: Through the use of his skilled performance, the bard can negate magical or mundane abilities that rely on sound or vocal effects to exist. The bard must succeed at an Exceptional (TC 20) Performance check; success means the spell or ability is negated within 30 feet of the bard. To benefit from this ability, allies must be within 30 feet of the bard and able to hear him clearly.

The bard can walk one-quarter his movement speed while using countersong but is interrupted if he takes damage or fails a saving throw.

Countersong is a primary action that can be used once per encounter, and it lasts as long as the bard continues performing, so multiple primary actions may be expended over the course of a few rounds. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

Inspire Allies: The bard performs to bestow upon his allies an almost supernatural inspiration. To do so, the bard performs with a secondary action in or out of combat. Each ally within 20 feet then receives a bonus to attacks, saving throws, attribute checks and damage rolls based on the result of the Performance:

Performance Check	Bonus
Basic (TC5)	+1
Average (TC 10)	+1
Superior (TC 15)	+1
Exceptional (TC 20)	+2
Legendary (TC 25)	+3

Allies enjoy the inspiring bonus during any round the bard performs and for an additional amount of rounds after the bard ceases equal to the bard's Charisma-based Influence modifier. The bard may inspire his allies a maximum number of times per day equal to his Charisma check modifier.

Rogue Skills: At character creation, the bard receives the following rogue proficiencies, free of charge: Decipher Script and Perception.

Arcane Spells: Through travel and sheer luck at times, bards manage to learn a small amount of arcane spells. Bards learn and cast spells like a wizard; however, a bard must study his spellbook at the beginning of any day he plans to cast a spell; he cannot retain any spells for longer.

Upon achieving 2nd-level, the bard rolls a Learn New Spells check (Intelligence) to learn 1d4 arcane spells determined or approved by the GM. After this initial allotment of spells, the bard must actually find additional spells during his adventures and must always roll to learn them. The bard uses half his experience level (rounded down) as his casting level.

Table 14 displays the bard's base spells per day. Bards do not receive bonus spells per day based on high Intelligence.

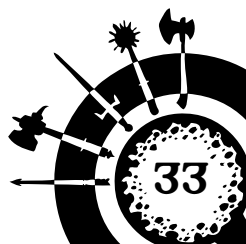


Table 14: Bard's Spell Progression

Level of Bard	Arcane Spells per Day					
	1	2	3	4	5	6
2	1	--	--	--	--	--
3	2	--	--	--	--	--
4	2	1	--	--	--	--
5	3	2	--	--	--	--
6	3	2	1	--	--	--
7	3	3	2	--	--	--
8	3	3	2	1	--	--
9	3	3	3	2	--	--
10	3	3	3	2	1	--
11	4	3	3	3	2	--
12	4	3	3	3	2	1
13	4	4	3	3	3	2
14	4	4	3	3	3	2
15	4	4	4	3	3	3
16	4	4	4	3	3	3
17	4	4	4	4	3	3
18	4	4	4	4	3	3
19	4	4	4	4	4	3
20	4	4	4	4	4	3

Armored Caster: A bard may cast spells normally while wearing padded cloth or leather armor.

Bardic Influence: At 7th level, the bard receives a +1 to Charisma.

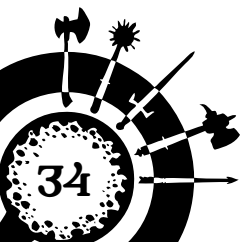
Activate Arcane Scrolls: Upon achieving 8th level, the bard may begin activating arcane scrolls with a successful Intelligence check based on the following complexities:

Scroll Level	Complexity
1 - 2	Average (TC 10)
3 - 4	Superior (TC 15)
5 - 6	Exceptional (TC 20)
7 - 8	Legendary (TC 25)

Renown: At 9th level, the bard's tales have traveled far and wide and, provided the bard has established a stronghold of sorts suitable to provide food and shelter, a number of henchmen arrive to serve the bard. The maximum number of henchmen that arrive is based on the bard's Charisma. These henchmen are 1st-level (of any class and race) and are willing to assist in the stronghold's defenses and/or perform various adventuring tasks to assist the bard. These are upstart adventurers that found inspiration in the bard's tales and hope to use the bard's reputation to gain notoriety.

Activate Magic: At 10th level, the bard's ability to activate magical items enhances to a point where he can attempt to activate divine scrolls, rods, staves, rings, etc. He is required to succeed on an Exceptional (TC 20) Intelligence check. Failure indicates a backfire or unintentional effect, based on the GM's determination of what makes sense for the circumstance.

Legend: Upon achieving 20th level, the bard's travels and tales have extended to every corner of the known realms and his influence over those that become his friend, hireling or henchman becomes legendary. The maximum amount of henchmen available to the bard based on his Charisma and his Charisma-based Influence Modifier both double. Furthermore, if the bard should die, his life's story becomes a legend penned by another 20th level bard which becomes a valuable and treasured piece of bardic lore.



Cleric

Clerics are the front-line defenders and living authorities of a divine order. They are deeply religious and spiritually linked to their patron deity. Clerics receive “miracles” in the form of spells, combat boosts and special abilities against the undead when their faith and purpose are clear. Clerics that stray even marginally from their ideals find themselves on a path of redemption, while those that have forsaken their god find themselves abandoned and stripped of their abilities. Thus, the cleric walks a demanding path, but one with an extraordinary payoff.

Attribute Requirements

Deities, and the proxies that represent them, connect to mortals through the subconscious, all-seeing eye - Wisdom. Therefore, clerics with a Wisdom score lower than 10 maintain a slighter connection and suffer a 10% penalty on all XP awards as a result.

Race and Alignment

Deities require their clerics to fall within one step of their religion's alignment on both the law and chaos, and good and evil axes. For example, a deity (or pantheon) with a lawful good ethos allows the following alignments: lawful good, lawful neutral and neutral good. True neutral would not be allowed, as the cleric would be one step removed on both the good/evil and law/chaos axes. In many cases, clerics simply choose the exact alignment of their faith.

Any race is allowed to become a cleric.

Prime Example

Humans and dwarves with a Wisdom score of 16 or higher are prime examples of the cleric class. They receive a 10% bonus on all XP awards. Among the many races and monsters of the world, humans and dwarves have an outstanding divine connection.

Weapons & Armor

In general, clerics may not become proficient in most slashing or piercing weapons. The exception to this rule is that clerics may wield any weapon favored by their deity or mythos. Therefore, it is rare, but not impossible, to find a cleric of a specific mythos wielding a sword or an axe. With this in mind, clerics may become proficient in any of the following weapon groups, or any weapon in these groups: clubs and maces, flails and chains, picks and hammers, and simple melee. Clerics that wield a non-proficient weapon suffer a -3 penalty.

If a deity allows the cleric to use a restricted weapon, she may only take a proficiency in that weapon, not the group to which it belongs.



Table 15: Cleric Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d8 (max)	+0	1/1	4	2	+6	+4	+5	Level 1 Spells, Religion, Spontaneous Cure Spells, Turn Undead (1d6)
2	1,500	2d8	+0	1/1	4	2	+7	+4	+5	Turn Undead (2d6)
3	3,000	3d8	+1	1/1	5	2	+7	+5	+5	Level 2 Spells
4	6,000	4d8	+2	1/1	5	3	+7	+5	+6	
5	13,000	5d8	+2	1/1	5	3	+8	+5	+7	Level 3 Spells
6	27,500	6d8	+3	1/1	6	3	+8	+6	+8	
7	55,000	7d8	+4	1/1	6	3	+9	+6	+8	Level 4 Spells, Scribe
8	110,000	8d8	+4	1/1	6	4	+9	+7	+8	
9	225,000	9d8	+5	1/1	7	4	+10	+7	+8	Level 5 Spells, Prepare Divine Potions, Renown
10	450,000	9d8+2	+6	1/1	7	4	+10	+8	+9	Sphere Specialization
11	675,000	9d8+4	+6	1/1	7	4	+10	+8	+10	Level 6 Spells
12	900,000	9d8+6	+7	1/1	8	5	+11	+8	+10	
13	1,125,000	9d8+8	+8	1/1	8	5	+11	+9	+10	Level 7 Spells
14	1,350,000	9d8+10	+8	1/1	8	5	+11	+9	+11	Sphere Mastery
15	1,575,000	9d8+12	+9	1/1	9	5	+12	+9	+11	
16	1,800,000	9d8+14	+10	1/1	9	6	+12	+10	+11	
17	2,025,000	9d8+16	+10	1/1	9	6	+12	+10	+12	Sphere Specialization
18	2,250,000	9d8+18	+11	1/1	10	6	+13	+11	+12	
19	2,475,000	9d8+20	+12	1/1	10	6	+13	+12	+12	Sphere Mastery
20	2,700,000	9d8+22	+12	1/1	10	7	+13	+12	+13	Divine Blood

Clerics may wear any armor. They may use any shield, as well.

Nonweapon Proficiencies

Clerics have access to the Academic and General lists.

Magical Item Use

Clerics may use any magical item, weapon, suit of armor or shield, provided the cleric's religion does not specifically forbid it.

Class Abilities

The cleric receives the following abilities as she progresses in level:

Spells: Clerics are granted spells as one of their divine blessings for faithful service. They receive a number of spells per day after sufficient time praying, a ritual most often performed daily before breakfast. While in prayer, the cleric chooses which spells she will accept for her day's adventures. Once cast, the magic of a spell recedes back to the deity's plane of existence; hence, clerics cannot "re-memorize" spells like wizards can if the optional re-memorization rule is used for arcane spells. Since her spells are divine gifts and not a product of extensive study, clerics learn to wear armor while casting. This allows vigilant clerics to train extensively in combat to honor their deity and defend her allies.

A cleric is not guaranteed her spells. While a wizard may simply study and prepare each day, a cleric receives her spells if she is deemed worthy by her deity. If she has failed to please her deity, she may be restricted or even denied access to magic. The GM may require something as small as a local tithe or as grand as an epic quest to regain favor.

As the cleric's level chart indicates, she gains access to higher level spells as she gains experience. Once she gains access to a higher spell level, all spells of that level become accessible for daily preparation. Clerics need not attempt to "learn" a new spell. They are all granted to her.

All divine casters, including clerics, cast spells of various spheres, which are foci of spiritual influence. A cleric has minor access to the elemental sphere. She cannot cast spells from the animal, plant and weather spheres. She has major access to all other spheres. (Regardless of level, minor access restricts the cleric to spells of Levels 1 through 3. Major access has no such restriction.)

Religion: Clerics receive Basic proficiency in Religion, free of charge.

Spontaneous Cure Spells: All clerics have the power to spontaneously exchange any spell for a cure spell of equal or lesser level. Thus, no cleric actually prepares cure spells.





Table 16: Cleric's Base Spells Per Day

Cleric Level	Spell Level						
	1	2	3	4	5*	6*	7*
1	1	--	--	--	--		
2	2	--	--	--	--		
3	2	1	--	--	--		
4	3	2	--	--	--		
5	3	2	1	--	--		
6	3	3	2	--	--		
7	4	3	2	1	--		
8	4	3	3	2	--		
9	5	4	3	2	1	--	--
10	5	4	3	3	2	--	--
11	5	5	4	3	2	1	--
12	6	5	4	3	3	2	--
13	6	5	5	4	3	2	1
14	7	6	5	4	3	3	2
15	7	6	5	5	4	3	2
16	7	7	6	5	4	3	3
17	8	7	6	5	5	4	3
18	8	7	7	6	5	4	3
19	9	8	7	6	5	5	4
20	9	8	7	7	6	5	4

* Requires Wisdom score of 16 or higher.

Turn Undead: Evil necromantic (or negative) energy binds the undead to the material plane. Clerics are given the power to either control or rebuke this energy. Good-aligned clerics cannot control this essence; they must turn or rebuke it. Neutral or evil-aligned clerics may choose to control or rebuke it. Turning forces the undead to flee away from the cleric until the cleric is out of sight, but there is a chance that the creature is instead utterly destroyed. Controlling allows for 24 hours of dominance, unless the cleric is much higher in level than the creature has in Hit Dice. If so, the undead creature may be forever bound.

Attempting to turn or control an undead requires the cleric to present her symbol of faith, and to literally persuade and bend the energy to her will. At that point, a turn check is rolled. A turn check is a Wisdom attribute check and the chance of success depends on the HD of the undead creatures within 60 feet. Once the check is made, cross-reference the result of the roll against the HD of the undead on the chart above. If the result of the check is equal to or higher than what is required per the HD of the undead, the turn is successful.

Successful Checks: At 1st level, a successful check turns an amount of HD worth of undead equal to 1d6 plus the cleric's Charisma-based Influence modifier. At 2nd level and beyond, the amount of HD turned equals 2d6 plus Influence modifier. Undead creatures with the fewest HD are affected first.

Table 17: Cleric Turn Check

HD of Undead Equal To:	Target Complexity
Cleric Level -3	No roll necessary - auto turn
Cleric Level -2	Basic (TC 5)
Cleric Level -1	Average (TC 10)
Cleric Level	Superior (TC 15)
Cleric Level +1	Exceptional (TC 20)
Cleric Level +2	Legendary (TC 25)
Cleric Level +3	Impossible to turn

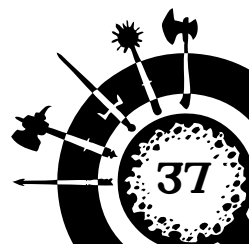
Destruction: Any successful turn check that is two shifts in complexity above what is required to turn an undead creature utterly destroys the creature instead. For example, a Legendary (TC 25) turn check utterly destroys all undead having HD equal to or less than the cleric's level.

Assume the party breaches the tomb's inner sanctum and now faces a 5HD wight with ten 1HD skeletons nearby. The party's cleric is 3rd level and she wishes to turn the undead. The most powerful undead within 60 feet is the wight and, considering the wight has HD equal to the cleric's level +2, the cleric must succeed on a Legendary (TC 25) Wisdom check to turn the wight. The skeletons have 2 HD less than the cleric's level, so a Basic check is required to turn the skeletons. Assume she rolls a natural 20, which is sufficient to put her in the Legendary complexity. She then rolls 2d6 for a 12 and adds +1 for her Charisma-based Influence modifier. Her Legendary turn check is sufficient to utterly destroy all 10 skeletons, leaving 3 HD remaining from the 2d6 roll to attempt to turn the wight, which is not enough. The wight remains.

Undead Checks per Day: The cleric may attempt to turn undead a number of times per day equal to half her Wisdom attribute check modifier (rounded down) plus 1 per 3 levels. She may also expend a divine spell slot for an additional turn check. If so, she receives a bonus to the turn check equal to the level of the spell; however, there is a +3 maximum bonus that may be gained this way. Hence, any spell traded of 4th level or higher still provides a +3 bonus.

Scribe: At 7th-level, the cleric begins to scribe divine scrolls of the spells she can normally cast. The cleric must provide material components, which are comprised of special paper and inks costing 50 gp per spell level. To scribe, the cleric must spend eight hours each day scribing for a number of consecutive days equal to the scroll's spell level. Once the cost in time and materials is spent, she then rolls an Intelligence check, with a +1 bonus per two cleric levels, against a Superior (TC 15) task. A failed attempt destroys whatever material components were used and the process must be restarted.

Renown: At 9th-level, the cleric's church sanctions the erection of a worship hall. The hall can be built according to the joint wishes of the cleric and her church. The church pays for fifty percent of the cost of materials and labor; however, the cleric must pay for the creation of the worship hall's altar and blessed statue, which costs between 5,000 and 10,000 gold pieces.



Once built, the cleric begins to receive worshipers. The first wave consists of 2d6x10 interested followers. These followers can be composed of anyone from the local farmers to the royal court itself. More followers will come as the cleric's deeds and messages reach more people. There is no limit to how many worshipers the cleric's hall will draw. This is function of how dedicated the cleric is to building her church.

Followers of a sanctioned worship hall will donate money. It is the cleric's duty to apportion the donations between the upkeep of her hall and the quarterly tithe due to the church's administration.

The cleric will also attract a number of clerics to assist in the maintenance of the church. These clerics are considered henchmen and the maximum number that is attracted is determined by the cleric's Charisma score. One such cleric will be 6th level and the player is encouraged to create this advanced henchman (called a church elder, although age has nothing to do with it). The remaining number of henchmen allowed per the cleric's Charisma are all 2nd-level.

Prepare Divine Potions: At 9th level, the cleric begins to prepare divine potions. The preparation of a divine potion requires a special altar and basin (costing 1,000 gp), and 4 ounces of specially-prepared holy water (costing 50 gp per spell level of the potion being prepared). The cleric may use her church's altar and water, if possible. The cleric casts a prepared spell into the holy water, which must be in the altar's basin at the time of casting. The holy water must remain in the altar's basin for one day per spell level of the potion. During this time, the cleric is required to spend eight hours per day praying at the altar.

Upon the completion of the preparation process, the cleric rolls a Level Check against a Superior task (TC 15). A failed attempt cannot be re-rolled. The divine nature of the holy water is nullified, thus, the cleric must start over with new components.

Sphere Specialization: At 10th level, the cleric chooses one of her available spheres of influence and thenceforth receives one additional spell from that sphere each day of any spell level that she may cast. She receives a second sphere specialization at 17th level.

Sphere Mastery: At 14th level, the cleric's sphere specialization enhances to mastery. She may thenceforth spontaneously swap out any spell with a spell of her specialized sphere. Both spells must be of the same level. At 19th level, the cleric enjoys mastery over her second specialized sphere.

Divine Blood: For a living being, the 20th level cleric is as close to her deity as possible. She is but steps from earning her just reward: A place in the court of her god as an emissary able to grant divine spellcasting to her deity's followers. The cleric's blood is no longer considered natural. It is divine and detects as a magical aura of overwhelming power (and of an alignment appropriate to her deity) in a manner similar to divine artifacts and relics. She no longer ages and cannot die of natural causes. If she should be killed, her deity instantly transports her body and gear to her deity's domain where she will serve her faith forever.

Clerics of a Specific Mythos

The cleric presented above is standard cloth, a general defender of faith with good use of armor, limited weapons and a range of spells. Religion requires the general cleric to choose either a deity, pantheon or alignment and to simply live her life according to the esteems of her faith. Yes, it's demanding, but it's not suffocating. For example, a "cleric of good" suffices and such a cleric need only forgo evil acts and periodically do good deeds to live according to her faith.

Clerics of a specific mythos are specialist clerics that do not worship a certain religion, per se; they worship a component of life, a subset of her cultural beliefs. Examples include: Agriculture, Darkness, Dawn, Death, Disease, Elements, Evil, Good, Law, Light, Love, Magic, Nature, Sun, Thunder, Trade, War and Wind. Campaigns may include dozens of additional possibilities and players must work with their GMs to create a specific mythos not included in the chart on the following page.

Attributes: Clerics of a specific mythos must abide by the same rules of Wisdom, the prime requisite of all clerics, yet other attributes may be important enough to require additional minimums. Clerics of war must have a minimum Strength of 14 in addition to the standard minimum Wisdom of 10.

Race and Alignment: Each mythos has an alignment. Clerics of a specific mythos must remain within one step on either the law/chaos or good/evil axis from such an alignment.

Race restrictions are rare, but might exist per your GM's campaign setting. For example, half-orcs in your GM's campaign might be forbidden from becoming clerics of law or sun.

Prime Example: A specific mythos might have an attribute as important to the tenets of that mythos as Wisdom is to all clerics. In this case, the prime example will have a 16 score in both Wisdom and the chosen attribute.

While the default races for prime examples are humans and dwarves, a few mythoi diverge from this standard. For example, the prime example of the clerics of magic are humans with Wisdom and Intelligence scores of 16. Dwarves rarely cast magic unless a racial trait is somewhat nullified, so this restriction makes sense.

Weapons & Armor: More so than any other component of a class, weapons and armor is the category that can be manipulated most easily to portray a specialist cleric. Not all clerics wear metal, i.e. clerics of nature, and not all clerics wield bludgeoning weapons, i.e., clerics of war and wind.

Nonweapon Proficiencies: Rogue proficiencies are the only category to which the general cleric has no access. If a cleric's specific mythos exemplifies the life of a rogue, such as deceit, guile or treachery, some or all of the rogue proficiencies should be accessible.

Furthermore, a specific mythos might align itself so perfectly with a nonweapon proficiency that all clerics of that mythos enjoy some level of skill therein. Clerics of evil are proficient in Dark Arts. Clerics of trade have the Mercantile proficiency.

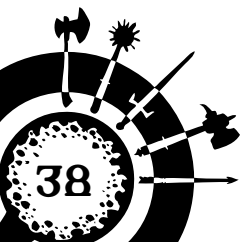
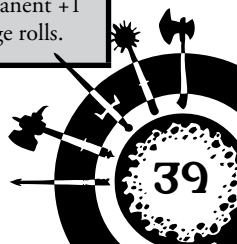




Table 18: Example Clerics of a Specific Mythos

Mythos	Attributes	Race and Alignment	Prime Example	Weapons and Armor	NWP	Magical Items	Class Alterations
Agriculture	Wis 10, Con 10	Any race; must be neutral or neutral good	Human, Halfling; Wis 16, Con 16	no metal armor or shields; add sickle and scythe to available weapons	2 slots in farming, free of charge	No change	Major access to plant sphere, no access to fire or cold spheres
Death	No change	Any race; must be neutral or neutral evil	Any race; Wis 16	no shields; any weapon is allowed	No change	No change	No access to healing spheres; turn/rebuke as 2 levels higher; <i>aura of fear</i> 1/week
Disease	Wis 10, Con 14	Any race; must be chaotic evil, neutral or neutral evil	Any race; Wis 16, Con 16	no metal armor; add bows, dart, sickle and scythe	2 slots in herbalism, free of charge	No change	Major access to animal sphere, restricted in healing sphere to reverse of spells only; immune to all disease; ability to touch subject 1/week and infuse with Type I or Type II disease (see GMSG).
Evil	No change	Any race; must be evil	No change	Any armor or shield; no bludgeoning weapons allowed	No change	No change	Range on all spells in protection sphere becomes personal; <i>detect good</i> at will; <i>protection from good</i> 1/day
Good	No change	Any race; must be good	No change	No change	No change	No change	Permanent +1 to attack and damage rolls versus any evil target; minor access to divination sphere and no access to charm sphere
Law	No change	Any race; must be lawful neutral	Human only; Wis 16	Any armor or shield; add swords to available weapons	1 slot in local lore and tracking (urban and wilderness), free of charge	No change	<i>Discern lies</i> 3/day; cannot commit crime or knowingly allow others to do so without punishment
Magic	Wis 10, Int 14	Any race, other than dwarf; any neutral alignment allowed	Human, Elf; Wis 16, Int 16	Only armor with +3 or lower AC bonus, no shields; simple melee weapon group only	2 slots in spellcraft, free of charge	All	<i>Detect magic</i> 3/day; major access to all spheres; can substitute one divine spell per day for an arcane spell of equal or lower level (no need to research or prepare the arcane spell, it is gifted)
Sun	No change	Any race; any neutral alignment allowed	No change	Any armor or shield; add swords to available weapons	1 slot in first aid, free of charge	No change	Major access to plant sphere, minor access to weather sphere, no access to astral or cold spheres (cannot cast any cold-related spell)
Thunder	Wis 10, Str 12	Any race; any neutral alignment allowed	No change	No change	1 slot in wilderness survival, free of charge	No change	Major access to elemental sphere, minor access to healing and water spheres; rage (as half-orc frenzy 1/day)
War	Wis 10, Str 14	Any race except gnome and halfling; any alignment allowed	Any allowed race; Wis 16, Str 16	Any armor or shield; all weapons available	No change	No change	Minor access to necromantic sphere, no access to protection sphere; permanent +1 bonus to damage rolls.



Magical Item Use: No change is needed to the general cleric in this regard when choosing a specific mythos. Magic, however, is one mythos that alters the standard by allowing the cleric to use staves, wands and rods.

Class Ability Alterations: Some changes are made when a cleric chooses to follow a specific mythos. To balance a specialist with a general cleric, a unique benefit associated with the mythos is granted to the specialist, but some restriction is placed on weapons, armor or spellcasting. Creativity and discretion rule the day here, but the following guidelines should help:

Combat and Spellcasting Benefits: Minor combat benefits are offset by the imposition of minor access in one or two additional spheres of influence. A small bonus to attacks, damage or Armor Class, some temporary boost in hp, or a class talent could be offset by the cleric having only minor access to two additional spheres, such as divination and charm.

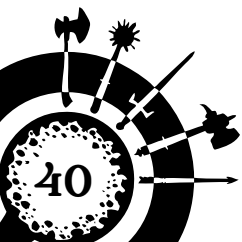
Major combat boosts utterly shut off access to one or two spheres and should limit the cleric to minor access in two or more additional spheres. Major combat advantages reflect a focus on combat and reduced reliance on spells.

Minor or major spellcasting powers likewise work the same way, imposing either minor or major combat disadvantages, such as a reduced Base to Hit, fewer weapon proficiency slots, etc.

Noncombat Benefits: Generally speaking, a major benefit in noncombat capabilities, such as additional proficiencies or some special ability (such as enhanced senses), is offset by only a minor reduction in combat or spellcasting capabilities. It is fair to balance combat and spellcasting as being twice as heavy as noncombat.

A minor noncombat boost, such as a small bonus on a proficiency, may only impose a minor restriction to another noncombat component of the class, i.e. restricted NWP lists.

Examples: Table 18 on the previous page contains ten examples of a cleric of a specific mythos and the changes that must be made to the general cleric when choosing to play one. By no means is this list exhaustive or even illustrative of the mythoi in every campaign; a gaming group can (and should) expand (and/or tweak) this list to better reflect the setting.



Druid

Druids are the untamed priests of nature, the guardians of wilderness, the stalwarts of balance and neutrality. Dedicated to the defense of nature's majesty, druids wield divine magic and channel the aspects of animal-kind to gorgeous and terrible ends. Over time, devoted druids entwine with the divine order of nature, taking the shape of certain animals and mastering the magical and natural might of the wild.

Attribute Requirements

Druids require a Wisdom score of 15 to cast powerful divine spells and to ably survive in the wilderness. Druids without such a high Wisdom suffer a 10% penalty on all XP awards.

Race and Alignment

As nature personified, druids must be true neutral, never setting their moral compasses to either side of the alignment spectrums and always maintaining balance. The motivations of good and evil are a part of a natural function akin to the rising and lowering of tides.

Though neutral aligned, druids abide quite strictly to their ethos, which requires them to guard the wilderness and forever attempt to protect it. Those that respect nature and live from its bounty are friends. Those that seek to destroy nature's beauty incur the wrath of the druid, a long and vengeful spite.

A member of any race is technically allowed to become a druid, provided he or she has a sponsoring deity. Of all the races, half-orcs find it most difficult to find sponsorship. Humans and half-elves comprise the vast majority of druids.

Prime Example

Humans and half-elves with a Wisdom score of 17 or higher are prime examples of the druid class. They receive a 10% bonus on all XP awards. Humans have an outstanding connection to the divine. Half-elves inherit this divine bond alongside their elven parent's regard for nature.

Weapons & Armor

Druids can become proficient in the following weapons, each requiring a weapon proficiency slot: club, sickle, dart, spear, dagger, scimitar, sling and staff. Druids that wield a non-proficient weapon suffer a -3 attack penalty.

Druids may wear any non-metal armor. They may use any wooden shield, as well.

Nonweapon Proficiencies

Druids have access to the General and Nature lists, but may also choose Religion from the Academic list.

Magical Item Use

Druids may use any magical item, weapon, suit of armor or shield, provided the druid's ethos or hierarchy does not specifically forbid it.



Table 19: Druid Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d8 (max)	+0	1/1	4	2	+6	+4	+5	Home Terrain, Level 1 Spells, Nature Proficiencies, Wild Speak
2	1,500	2d8	+0	1/1	4	2	+7	+4	+5	Nature Lore
3	3,000	3d8	+1	1/1	5	2	+7	+5	+5	Level 2 Spells, Wild Stride
4	6,000	4d8	+2	1/1	5	3	+7	+5	+6	Magic Protection +2
5	13,000	5d8	+2	1/1	5	3	+8	+5	+7	Level 3 Spells, Nature's Aspect
6	27,500	6d8	+3	1/1	6	3	+8	+6	+8	Magic Protection +3
7	55,000	7d8	+4	1/1	6	3	+9	+6	+8	Level 4 Spells, Shapechange
8	110,000	8d8	+4	1/1	6	4	+9	+7	+8	
9	225,000	9d8	+5	1/1	7	4	+10	+7	+8	Level 5 Spells
10	450,000	9d8+2	+6	1/1	7	4	+10	+8	+9	Magic Protection +4
11	675,000	9d8+4	+6	1/1	7	4	+10	+8	+10	Level 6 Spells
12	900,000	9d8+6	+7	1/1	8	5	+11	+8	+10	Druid Title
13	1,125,000	9d8+8	+8	1/1	8	5	+11	+9	+10	Archdruid Title, Level 7 Spells
14	1,350,000	9d8+10	+8	1/1	8	5	+11	+9	+11	Great Druid Title
15	1,575,000	9d8+12	+9	1/1	9	5	+12	+9	+11	Hierophant Druid Title
16	1,800,000	9d8+14	+10	1/1	9	6	+12	+10	+11	Hierophant Power
17	2,025,000	9d8+16	+10	1/1	9	6	+12	+10	+12	Hierophant Power
18	2,250,000	9d8+18	+11	1/1	10	6	+13	+11	+12	Hierophant Power
19	2,475,000	9d8+20	+12	1/1	10	6	+13	+12	+12	Hierophant Power
20	2,700,000	9d8+22	+12	1/1	10	7	+13	+12	+13	Hierophant Power

For example, some druidic circles forbid a druid of their ranks from enjoying the magical benefits of a book or scroll which has not been penned by ink culled from earthen sources. In such castes, the GM determines whether a magical item in question may be used.

Class Abilities

The druid receives the following abilities as she progresses in level:

Home Terrain: A druid chooses a home terrain from the list presented in Table 20. This is the terrain from which she hails. When in her home terrain, she receives a +2 on any Nature proficiency check.

A druid's home terrain also indicates which animal forms she has access to for her shapechange ability. The GM has discretion to disallow an animal form with which the druid is not sufficiently familiar.

Nature Proficiencies: Druids receive Basic proficiency in Animal Handling, Track and Wilderness Survival, free of charge.

Animal handling may be used to befriend an animal. Such a friendship may last for the life of the druid or animal. Befriended animals are no different than standard animals. They may be taught to perform minor tricks, such as guard, attack, fetch, etc., with training (and additional animal handling checks). The maximum amount of animal companions a druid may have at one time equals the druid's Wisdom check modifier.

Spells: Druids are granted spells in a manner identical to clerics. Provided the druid appeases her god, she receives a number of spells per day after spending a sufficient time in prayer, a ritual most often performed at dawn or high noon. She chooses her spells during prayer for the day's adventures and, once cast, a prepared spell becomes inaccessible for the day. Similar to clerics, druids cannot prepare spells once cast in the way that wizards can attempt to memorize. Being bestowed by divine entities, druids may wear armor while they cast, though such armor cannot be metal. (The druid loses all spellcasting ability when wearing metal armor or when wielding an unapproved weapon.)

Druids that faithfully protect wilderness and advance their gods' myths receive daily spells. Those that disappoint or enrage their deity lose this benefit (and other druidic class abilities) and must then embark on some quest as penance. The GM may require something small or epic in scope to regain favor.

As the druid's level chart indicates, she gains access to higher level spells as she gains experience. Once she gains access to a higher spell level, all spells of that level become accessible for daily preparation. Druids need not attempt to "learn" a new spell. They are all granted to her.

Druids have major access to the following spheres: animal, elemental, healing, plant and weather. They have minor access to divination. All other spheres are prohibited. (Regardless of level, minor access restricts

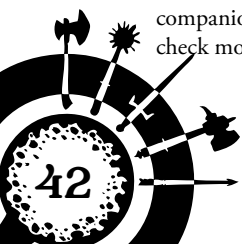




Table 20: Druid's Home Terrain Chart

Terrain	Description
Aquatic	Underwater or open seas, also includes small remote islands.
Arctic	Extremely cold, snowy, windy expanse, i.e. glacial tundras,
Desert	Hot sandy wastelands with very little annual precipitation, if any.
Forest	Wooded expanses of land covered by trees and other vegetation
Hills	Rolling or craggy landscapes, often in the foothills of larger mountain range
Jungle	Tropical landscape overgrown by vegetation.
Mountains	The peaks, valleys and holes that comprise mountain ranges in temperate valleys or freezing peaks.
Plains	Broad expanse of flat land, often covered in prairie, steppe and grassland.
Subterranean	Deep underground terrain with very little or no reliance on surface environment. Also encompasses caves and systems closer to the surface.
Swamp	Wetlands riddled with flooding and pockets of shallow water or dry-land protrusions; also covered by teeming aquatic vegetation.

the druid to spells of Levels 1 through 3. Major access has no such restriction.)

Table 21 shows the druid's base spells per day.

Mistletoe: Prior to achieving 1st level, a druid must gather her holy symbol, a handful of mistletoe harvested during the light of the full moon and gathered with the use of a special sickle made of gold or silver. To cast any divine spell requiring a holy symbol, the druid must present her mistletoe. If she does not present it, any target of a spell requiring a saving throw receives a +2 save bonus.

Wild Speak: All druids speak a certain language, Druidic, that can be spoken or understood by druids only. It is the fastest way for druids to identify each other. It is a spoken tongue that generalizes very basic terms. No written form exists.

Furthermore, all druids study and ultimately learn to speak the languages of woodland creatures: centaurs, dragons, dryads, elves, fairies, fauns, giants, gnomes, lizardfolk, manticores, nixies, pixies, sprites and treants. (This list may be expanded.) At 1st level and at every other level thereafter, the Druid becomes fluent in one woodland language.

Nature Lore: All druids of 2nd level can identify with perfect specificity any animal or plant. They can also identify pure or tainted water, berries and nuts. No roll is required.

Wild Stride: At 3rd level, the druid can walk or run without leaving tracks and without being hampered by difficult terrain while in her home terrain.

Table 21: Druid's Base Spells Per Day

Cleric Level	Spell Level						
	1	2	3	4	5*	6*	7*
1	1	--	--	--	--		
2	2	--	--	--	--		
3	2	1	--	--	--		
4	3	2	--	--	--		
5	3	2	1	--	--		
6	3	3	2	--	--		
7	4	3	2	1	--		
8	4	3	3	2	--		
9	5	4	3	2	1	--	--
10	5	4	3	3	2	--	--
11	5	5	4	3	2	1	--
12	6	5	4	3	3	2	--
13	6	5	5	4	3	2	1
14	7	6	5	4	3	3	2
15	7	6	5	5	4	3	2
16	7	7	6	5	4	3	3
17	8	7	6	5	5	4	3
18	8	7	7	6	5	4	3
19	9	8	7	6	5	5	4
20	9	8	7	7	6	5	4

* Requires Wisdom score of 16 or higher.

Magic Protection: At 4th level, the druid receives a +2 bonus on any saving throw versus a spell or effect primarily involving air, earth, electricity, fire or water. This bonus increases to +3 at 6th level and +4 at 10th level. The druid of 4th level or higher is also immune to any charm effect originating from a woodland creature having an amount of HD equal to or less than the druid's levels. (See list in wild speak for examples.)

Nature's Aspect: Druids understand that plants and animals of the natural world are connected by a circle of intangible energy. One of a druid's divine blessings allows her to see that connection and tap into it. At 5th level, the druid receives the ability to draw from one of the three following aspects of nature: grace, might or protection. Grace temporarily increases the druid's land speed by 20 feet per round and grants them a Superior level of proficiency in Acrobatics with a +4 modifier for Dexterity checks (unless a druid's Dexterity should provide a higher check modifier). Might temporarily increases the druid's combat prowess, providing her with a +2 bonus to attacks and damage. Protection temporarily boosts the druid's defenses, providing her with a +2 bonus to her AC.

A druid may call upon nature's aspects once per day per level. (This is a cumulative total. She cannot call upon each once per day per level.) Grace lasts for 1 minute/level. Both might and protection last for 1 round/level.

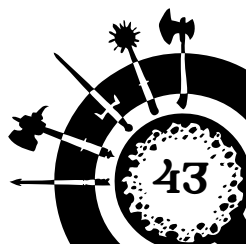


Table 22: Common Animal Forms

Animal	Size	Attack Rate	Attack Mode	Damage	Armor Class	Move Speed	Attributes	Special Senses
Bat	Tiny	1/1	Bite	Bite 1 hp	12	Ground 5 ft. Flight 60 ft.	Str 1, Dex 15, Con 10, Cha 4	Blindsight 60 ft.
Black Bear	Medium	3/1	Claw/Claw/Bite	Claw 1d3; Bite 1d6	13	Ground 30 ft.	Str 18, Dex 13, Con 17, Cha 6	Low-light vision 60 ft., scent 40 ft.
Cat, House	Tiny	2/1	Claw/Bite	Claw 1hp; Bite 1 hp	14	Ground 30 ft.	Str 3, Dex 15, Con 10, Cha 7	Low-light vision 60 ft., scent 20 ft.
Crocodile	Medium	2/1	Bite/Tail	Bite 1d8; Tail 1d10	15	Ground 15 ft. Swim 30 ft.	Str 16, Dex 12, Con 16, Cha 7	Low-light vision 60 ft.
Dog	Small	1/1	Bite	Bite 1d4	13	Ground 40 ft.	Str 10, Dex 16, Con 13, Cha 6	Low-light vision 60 ft., scent 40 ft.
Dolphin	Medium	1/1	Bite	Bite 2d4	13	Swim 80 ft.	Str 12, Dex 16, Con 13, Cha 8	Sense tremors 120 ft., scent 120 ft.
Eagle	Small	3/1	Claw/Claw/Bite	Claw 1d3; Bite 1d4	14	Ground 5 ft. Fly 80 ft.	Str 10, Dex 15, Con 12, Cha 6	Low-light vision 120 ft.
Owl/Raven	Tiny	3/1	Claw/Claw/Bite	Claw 1 hp Bite 1d2	13	Ground 5 ft. Fly 80 ft.	Str 6, Dex 15, Con 10, Cha 6	Low-light vision 120 ft.
Leopard	Medium	3/1	Claw/Claw/Bite	Claw 1d3; Bite 1d6	15	Ground 40 ft.	Str 16, Dex 17, Con 14, Cha 6	Low-light vision 60 ft., scent 40 ft.
Lion	Medium	3/1	Claw/Claw/Bite	Claw 1d4; Bite 1d10	16	Ground 30 ft.	Str 18, Dex 17, Con 15, Cha 6	Low-light vision 60 ft., scent 40 ft.
Rabbit	Tiny	1/1	Bite	Bite 1 hp	14	Ground 40 ft.	Str 3, Dex 15, Con 10, Cha 5	Low-light vision 40 ft., scent 20 ft.
Scorpion, Large	Small	3/1	Claw/Claw/ Pincer	Claw 1 hp Pincer 1d4	14	Ground 20 ft.	Str 6, Dex 10, Con 12, Cha 2	Darkvision 60 ft, Sense tremors 60 ft.
Shark	Medium	1/1	Bite	Bite 2d6	14	Swim 60 ft.	Str 14, Dex 15, Con 15, Cha 2	Sense tremors 240 ft., scent 240 ft.
Snake, Constrictor	Medium	2/1	Squeeze/Bite	Squeeze 2d4 Bite 1d2	14	Ground 25 ft.	Str 15, Dex 16, Con 13, Cha 2	Scent 40 ft.
Wolf	Medium	1/1	Bite	Bite 1d4+1	13	Ground 40 ft.	Str 13, Dex 15, Con 14, Cha 5	Low-light vision 60 ft., scent 40 ft.

Shapechange: At 7th level, the druid receives the gift of shapechange. Three times per day, the druid can shapechange into the form of any non-magical reptile, bird and animal which has no magical or supernatural powers. Each form can be assumed once per day, thus the druid can change into a mammal, then morph into a bird, then assume the shape of a reptile before returning to her normal form. The druid may change her shape into any animal sized Tiny (e.g., snake, mouse or blue jay) to Medium (e.g., alligator, tiger or small bear). In animal form, the druid retains her hit points, saving throws, Intelligence and Wisdom. She takes on the animal's Strength, Dexterity, Constitution, Charisma, movement speeds, modes of attack, damage, Armor Class and any special senses. Her d20 modifier to attack equals her HD.

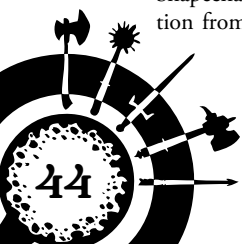
The druid's clothing, worn gear and one held item meld into the new form and reappear only when the druid regains her normal form.

Shapechanging also heals some, but not all, wounds. One transformation from her normal form to an animal form in the day heals 1d6

x 10% of all incurred damage (rounded down). One transformation from an animal form to her normal form in the day also heals a like amount of hit points. Transformations between animal forms do not heal hit points.

Although details may vary from setting to setting, Table 22 contains quick reference statistics for examples of animals often chosen for shapechange. Use them wholesale if you wish or consult the Game Master to determine if he or she has different statistics.

Title Levels: A druid may, but is not required to, belong to a druidic organization. Druidic organizations are hierarchical societies that dwell deep in ancient druidic glades and govern the rules and responsibilities of all its druids. Druids that do belong to such a group have access to shelter, tutorship, protection and the benefits associated with attaining one of the "name levels" from 12th to 16th level.





Druid: At 12th level, the druid's hierarchy bestows upon her the official title of Druid. (Until this time, those in the organization called her "initiate".) She immediately receives access to three initiates (druids of levels 1 through 9, based on availability) that will follow her faithfully.

It is important to note that a druidic organization often limits the number of named Druids in any given geographical region to nine. Therefore, an initiate who has attained 12th level is not guaranteed this title, or the benefits associated with the title, until a time that is appropriate for the GM's campaign.

Archdruid: At 13th level, the druid qualifies for the title of Archdruid. At any one time, a geographical region is restricted to maintain no more than three Archdruids. An office must become available for the PC to be appointed. In the past, some Archdruids have been slain by upstarts, some voluntarily step down and others are asked to resign by the region's Great Druid. The appointment of a new Archdruid is a major event in the campaign. Archdruids receive three initiates of 10th level that serve them faithfully.

Among other concerns, Archdruids manage the named Druids in their region and assist the Great Druid with all "administrative" affairs, such as the destruction of a corrupt artifact spoiling the local waters. Three chosen Archdruids serve the world's Grand Druid, instead of tending to local concerns. They do not live with the Grand Druid. Instead they roam the world handling the Grand Druid's business.

Great Druid: At 14th level, the druid qualifies to receive the honor of serving as her region's Great Druid. There is but one Great Druid in each region and the office must be vacant before any Archdruids may petition (and often compete fiercely) for the appointment. The Great Druid is appointed by the Grand Druid, who highly considers the recommendations of the region's Archdruids and the neighboring Great Druids. The appointment of a Great Druid is a monumental occasion for the entire druidic world.

Three 11th-level initiates serve the Great Druid at all times. Great Druids qualify to serve as Successor Grand Druid.

Hierophant Druid: At 15th level, the druid automatically becomes a Hierophant Druid regardless of whether she received title to any previous offices. The Hierophant Druid no longer gains additional spells per day as she progresses in experience. She receives certain special abilities and the chance to be appointed the world's Grand Druid. (Note that

some Hierophant Druids are actually former Grand Druids who have voluntarily stepped down to appoint a worthier successor.) 15th level Hierophant Druids qualify to serve as Successor Grand Druid, unless she has previously served as the Grand Druid. As she progresses, the Hierophant Druid receives the following powers:

16th Level: Her body begins to draw from the collective circle of life to prolong aging and increase her natural defenses. She becomes immune to all nonmagical poisons and no longer suffers age-related reductions in Strength, Dexterity or Constitution.

17th Level: Her body begins to age much slower. For every year that passes, the Hierophant Druid of 17th level or higher ages one month. She also gains the ability to hibernate for a preset period of time, wherein her body expends little energy. She appears dead to the casual observer, though magical means of seeing the true nature of things will reveal the true nature of her condition. During hibernation, the Hierophant Druid awakens to changes in her immediate environment or the presence of humanoids.

18th Level: She becomes immune to nonmagical fire and extreme heat.

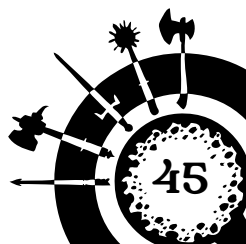
19th Level: She can now breathe underwater indefinitely.

20th Level: She can travel to and survive indefinitely in the Elemental Planes of Fire, Water or Air.

Grand Druid: Hierophant Druids and Great Druids both qualify for the office of Grand Druid, a solitary position overlooking the entire druidic world. The seat of Grand Druid is not won by conquest or chance. The current Grand Druid always appoints his or her successor for immediate or future duty. The appointment of Successor Grand Druid must be accepted.

Nine attendants serve the Grand Druid at all times and such service is exclusive. Out of the nine attendants, three are chosen Archdruids that see to the affairs of the world at the request of the Grand Druid. The remaining six attendants can be of any level between 1st and 11th, provided each is chosen by the Grand Druid.

The Grand Druid continues to progress in experience points normally, and receives the same level-based powers as that of the Hierophant Druids. Similarly, no additional spells are gained beyond 15th level.





Fighter

Fighters are melee specialists. They do not trust their lives to magic or divine aid. They rely on their battle-worn weapons instead. Scarred, sore and soaked with sweat, these front-liners fear nothing but a drab death.

Fighters have the fullest array of weapon and armor choices, great hit dice and the fastest attack progression in the game. Although they have no magical aptitude and a limited range of usable magical items, experienced fighters are no less dangerous than any powerful adventuring class. The fighter and his weapon remain a constant threat.

Fighters seek perfection with a chosen set of weapons. They train tirelessly on their craft.

Attribute Requirements

Fighters concern themselves with melee combat and so Strength is their primary attribute. Fighters with a Strength score less than 10 are considered weaker than average and find the life of a fighter very difficult. Such fighters suffer a 10% penalty on all XP awards.

Race and Alignment

No restrictions here. All races and alignments are allowed.

Prime Example

Humans with a Strength score of 16 or higher are prime examples of the fighter class. Such fighters receive a 10% bonus on all XP awards.

Weapons & Armor

Fighters may become proficient in any weapon or weapon group and may wear any armor. Fighters specifically train with multiple weapons before choosing a few favorites. As a result, they only suffer a -2 penalty when wielding a non-proficient weapon.

Nonweapon Proficiencies

Fighters have access to the General and Nature lists.

Magical Item Use

Fighters can drink potions, receive defensive or healing scrolls, wear rings (unless specifically forbidden), and use all magically enhanced weapons, armors, and shields.

**Table 23: Fighter Level Chart**

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d10 (max)	+0	1	3	4	+5	+5	+4	Warrior Prowess, Weapon Specialization
2	2,000	2d10	+1	1	3	4	+6	+5	+4	Fearless +1
3	4,000	3d10	+2	1	3	5	+6	+6	+5	
4	8,000	4d10	+3	1	4	5	+7	+6	+5	
5	16,000	5d10	+4	1	4	5	+7	+7	+6	Fearless +2
6	32,000	6d10	+5	1	4	6	+8	+7	+7	
7	64,000	7d10	+6	3/2	4	6	+8	+8	+7	Weapon Mastery
8	125,000	8d10	+7	3/2	5	6	+9	+8	+8	Fearless +3
9	250,000	9d10	+8	3/2	5	7	+9	+9	+8	Renown
10	500,000	9d10+3	+9	3/2	5	7	+10	+9	+9	Mass Focus
11	750,000	9d10+6	+10	3/2	5	7	+10	+10	+10	Fearless +4
12	1,000,000	9d10+9	+11	3/2	6	8	+11	+10	+10	
13	1,250,000	9d10+12	+12	2/1	6	8	+11	+11	+11	Weapon High Mastery
14	1,500,000	9d10+15	+13	2/1	6	8	+12	+11	+11	Fearless +5
15	1,750,000	9d10+18	+14	2/1	6	9	+13	+12	+12	
16	2,000,000	9d10+21	+15	2/1	7	9	+13	+12	+13	
17	2,250,000	9d10+24	+16	2/1	7	9	+14	+13	+13	Fear Immunity
18	2,500,000	9d10+27	+17	2/1	7	10	+14	+13	+14	
19	2,750,000	9d10+30	+18	5/2	7	10	+14	+14	+14	Weapon Grand Mastery
20	3,000,000	9d10+33	+19	5/2	8	10	+15	+14	+14	Legend of Steel

Level Benefits

The fighter receives the following abilities as he progresses in level:

Warrior Prowess: Fighters use their innate power and endurance more efficiently in battle than most other classes. As a result, any fighter with a Strength score of 15 or higher receives an additional +1 bonus to their Strength-based attack and damage modifier. Likewise, any fighter with a Constitution score of 15 or higher receives an additional +1 hit points per level above what is normally granted for the warrior's Constitution score.

Weapon Specialization: On any one proficient melee weapon, a fighter receives weapon specialization at 1st level free of charge. Specialization provides an additional +1 attack bonus and a +2 damage bonus on every attack with the specialized weapon. Specialization also provides an increased rate of attack per Table 24 below. Weapon specialization is only available to fighters. Not even other warrior classes such as the paladin or ranger have access to this ability.

A fighter is not limited to the amount of weapons in which he may specialize, but he receives only one free specialization at character creation. A weapon proficiency slot is required to specialize in other proficient weapons thereafter.

Table 24: Specialization Attack Rate

Level	Standard Attack Rate	Attack Rate w/ Specialized Weapon
1-6	1/1	3/2
7-12	3/2	2/1
13-18	2/1	5/2
19+	5/2	3/1

Fearless: Fighters thirst for combat against any foe and wade headfirst into battle. This mind set grows into a protection against all mundane and magical fear effects. At 2nd level, they receive a +1 bonus on any saving throw versus a fear effect. This bonus increases periodically through progression until Level 17, when the fighter becomes immune to all magical or mundane fear effects.

Weapon Mastery: At 7th level, the fighter's weapon specialization becomes weapon mastery. This mastery grants an additional +1 to attack and damage rolls with all specialized weapons.

Renown: At 9th level, the fighter's reputation extends throughout the realms and, provided he has established a suitable stronghold and his Charisma score permits, he attracts a number of henchmen. This includes a lieutenant, an elite faction of guards and a contingent of fight-



ers. The player creates a 6th level fighter to serve as his lead lieutenant and up to ten 3rd level elite guards (of any race and class structure). Whatever then remains of the fighter's maximum allotted henchmen per his Charisma are comprised of 1st level cavalry and infantry. The 6th level lieutenant comes fully equipped with +1 magical armor and two +1 weapons. The other henchmen arrive with rudimentary supplies and gear. (The GM has full discretion to allow a more or less powerful contingent.)

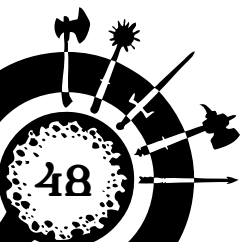
Mass Focus: At 10th level, the fighter gains the weapon focus proficiency on all non-specialized weapons. More specifically, mass focus grants the fighter a +1 bonus to attacks with his proficient weapons with which he has chosen not to specialize. His skill level with all proficient weapons grows alongside his increasing mastery of his chosen few.

Weapon High Mastery: At 13th level, the fighter has earned high mastery with his specialized weapons. He receives an additional +1 damage bonus and so now has a +2 attack and +4 damage bonus on all specialized weapons.

Weapon Grand Mastery: At 19th level, the fighter earns the title of Grand Master in all his specialized weapons. This is a very special milestone in the life of a fighter that represents years of training and perfecting his craft. He receives an additional +1 attack bonus and +2 damage bonus on all specialized weapons, for a total cumulative bonus of +3 to attack and +6 to damage.

Legend of Steel: A portion of the fighter's conscience and soul imprints itself into his specialized weapons. The magic of his weapons, if any, merge with him. In life, his weapons no longer detect as magical and cannot be dispelled, although their functions, no matter how magical, remain unchanged. When not in the hands of the fighter, the fighter may choose to subdue the magic of his weapons at will.

If he should die in battle after attaining 20th level, the fighter has the option of forming a permanent connection between the weapons and the fighter's soul at rest. Through this connection, the fighter may experience the thrill of battle and rush of victory if and when his weapons are again put to use. If the fighter so desires, he can permanently possess one of his old weapons and take on the ego and consciences of the weapon.



Monk

A monk is a philosophical warrior who harnesses the collective energy of his body, mind and spirit. After many years of discipline, reflection and intense training, a monk learns to perform feats that are nearly magical in nature: shunning a disease or poison, falling from a tremendous height without injury, and rendering his body immune to the effects of magic — each is fully within the well-trained monk's grasp.

A monk is a master of the martial arts. He learns to use weapons and unarmed strikes in ways that cripple most opponents. With a casual blow, the monk might knock an opponent off his feet, disarm his opponent's weapon, or even render his target utterly helpless. It is a foolish foe indeed who underestimates an unarmed and unarmored monk.

For those able to sacrifice without complaint, train without failure and dedicate without expectation, the way of the monk is rewarding.

Attribute Requirements

Well-trained monks possess strength of body, spirit and mind. All notable masters agree that a monk trainee should possess the following minimum attributes: Strength 14, Dexterity 14, Constitution 14 and Wisdom 14.

Monks that do not possess the noted minimum attributes find the way of the monk tiring and fraught with setbacks. Such monks require a great deal of time to train and hone their craft. They suffer a 10% penalty on all awards of experience points.

Race and Alignment

Humans and half-elves comprise the majority of trained monks. Surprisingly, there is a large segment of the half-orc population that takes to the spiritual and physical training fairly easily. Members of the other races often fail to properly devote themselves to what must be done to become a monk, but rarities in each race do exist, so no race is technically barred from pursuing this path.

Monks must be of Lawful alignment.

Prime Example

Humans, half-elves and half-orcs that possess the minimum attribute scores set forth above, but with a Wisdom of 16 or higher are prime examples of the monk class and receive a 10% bonus on all XP awards.

Weapons & Armor

Monks may become proficient in any single weapon or the martial arts weapon group. In general, monks are restricted against using weapons larger than their size, unless the weapon is classified as a martial arts weapon or ranged weapon. For example, Medium-sized monks cannot use mauls or halberds, but can use staves and longbows. Attacks made with a non-proficient weapon suffer a -3 attack penalty.

Monks may not wear armor or use shields.



Nonweapon Proficiencies

Monks choose from the Academic and General proficiency lists.

Magical Item Use

Monks may use potions and enjoy the benefits of defensive or healing scrolls. They can use rings and other wondrous magical items not requiring a spell casting background (wands, rods, or staves). They may use any magical weapon allowable by class.

Monks cannot possess more than five magical items that impart upon the monk a constant effect.

Class Abilities

The following are the monk's featured class abilities:

Intuitive Defense: All monks train to evade incoming attacks and to withstand damage. At 1st level, the monk receives a bonus to AC equal to half their Wisdom check modifier. Thereafter, the bonus increases with progression, adding +1 AC bonus per 2 class levels that scales with the monk. The bonuses provided by intuitive defense are nullified if the monk wears armor or uses a shield.

Martial Arts: All monks are trained in martial arts, a fighting technique in which one's hands, feet and body replace or work in symmetry with certain approved weapons. As a result of this training, monks receive a proficiency and specialization in martial arts at 1st level. This specialization works identically to that of the fighter, granting a +1 bonus to hit and a +2 bonus to damage. It also provides for an increased base damage when using martial arts, as shown on Table 25 below. The monk loses the benefits of this specialization if he uses any forbidden armor, shield or weapon.

As the monk progresses, he gains a higher level of skill with martial arts. He begins to use a different attack rate and his damage increases. Table 25 breaks it down:

Table 25: Progression of Skill in Martial Arts

Level	Level of Skill	Attack Rate	Unarmed Damage Medium/Large
1	Specialization	1/1	1d6/1d4
3	Expertise	3/2	1d8/1d6
7	Mastery	2/1	1d10/1d8
13	High Mastery	5/2	1d12/1d10
18	Grand Mastery	3/1	1d12+1/1d12+1

Martial Arts and Weapons: Certain weapons are allowed to be used interchangeably with unarmed attacks. The monk uses the weapon's damage and his unarmed attack rate when using any of the following weapons: bo, bokken (1 or 2-handed), jitte, kama, katana, naginata, ninja-to, nunchaku, sai, shakujo yark, tonfa, wakisashi.

At least one unarmed attack must be performed per attack streak to receive the specialist attacks per round. For example, if a monk has 3/2

attacks, at least one of the three attacks that commence over the two rounds must be unarmed.

Close Quarters Danger: Unarmed combatants may in certain circumstances suffer a free attack when they attempt to close the distance to attack an armed target. The monk does not suffer such free attacks. Opponents with ranged or reach weaponry may still receive a free attack against the monk in times when the monk makes a hasty approach, i.e., charging or not using a careful approach. (This is all subject to the GM's discretion, of course.)

Ki Powers: Ki is the manifestation of the monk's Wisdom in the form of tangible and manipulable energy. The monk knows certain special martial arts maneuvers that draw from his ki. A ki power is a strike, kick or block that exhibits the true power of the monk's martial spirit. At character creation, he knows certain maneuvers and, as the monk progresses in level, he learns more advanced ki powers.

A monk's stamina decreases with the use of ki powers, so he is limited in the amount of ki powers he may perform. He is limited to a number of special ki powers per day equal to his level plus half his Wisdom check modifier (rounded down). As an example, a 1st-level monk with a Wisdom score of 16 can perform four ki powers per day; at 10th level, the same monk can perform thirteen of them.

Unless specifically noted otherwise, a special maneuver is performed with an attack and expends one of the monk's daily ki powers.

Strikes and kicks are performed with the hands or feet, respectively, or approved weapons. They both require attack rolls. Blocks are parries that use a body part or weapon. A successful parry is required in all instances.

Here is the list of maneuvers available to 1st-level monks:

Iron Fist: The monk delivers a hardened strike to his opponent that deals tremendous damage on a successful attack. Iron fist adds an additional 1d6 damage to a successful unarmed strike.

Weapons Allowed: None.

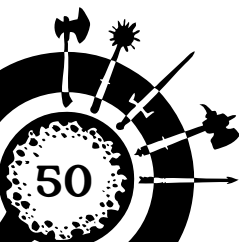
Stunning Strike: The monk attempts to stun an opponent with a stunning strike. The monk must declare his intent to stun before the attack; if the attack hits, the opponent must succeed on an Exceptional (TC 20) Fortitude save or be stunned (unable to take any action and reducing -2 from AC) until the opponent's initiative next round. Stunning strike may not be performed more than once per encounter.

Weapons Allowed: Any bludgeoning martial arts weapon.

Leap Kick: The monk delivers a flying leap kick to his opponent as a full-round charge action. A successful attack deals an additional 1d8 points of damage and causes the target to succeed on a Superior (TC 15) Strength check or be rendered prone.

Weapons Allowed: None.

Sweep: This is the classic attack to the lower appendages that causes a target to fall prone on his or her back while taking normal damage. Only one attack roll is necessary. Even targets with more than two



**Table 26: Monk Level Chart**

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d8 (max)	+0	1/1	4	2	+5	+5	+5	Intuitive Defense, Ki Powers, Martial Arts Specialization
2	1,500	2d8	+1	1/1	4	2	+5	+5	+5	Shield Thoughts
3	3,000	3d8	+2	1/1	5	2	+6	+6	+6	Fast Movement +10, Ki Powers, Martial Arts Expertise
4	6,000	4d8	+3	1/1	5	3	+6	+6	+6	Safe Fall 20'
5	13,000	5d8	+3	1/1	5	3	+7	+7	+7	Control Body
6	27,500	6d8	+4	1/1	6	3	+7	+7	+7	Mystic Strike +1, Fast Movement +20, Safe Fall 30'
7	55,000	7d8	+5	1/1	6	3	+8	+8	+8	Ki Powers, Martial Arts Mastery, Self Heal
8	110,000	8d8	+6	1/1	6	4	+8	+8	+8	Mystic Strike +2, Safe Fall 50'
9	225,000	9d8	+6	1/1	7	4	+9	+9	+9	Fast Movement +30, Strength of Will
10	450,000	9d8+2	+7	1/1	7	4	+9	+9	+9	Mystic Strike +3, Renown
11	675,000	9d8+4	+8	1/1	7	4	+10	+10	+10	Poison Immunity
12	900,000	9d8+6	+9	1/1	8	5	+10	+10	+10	Mystic Strike +4
13	1,125,000	9d8+8	+9	1/1	8	5	+11	+11	+11	Ki Powers, Martial Arts High Mastery
14	1,350,000	9d8+10	+10	1/1	8	5	+11	+11	+11	Mystic Strike +5
15	1,575,000	9d8+12	+11	1/1	9	5	+12	+12	+12	Iron Tower
16	1,800,000	9d8+14	+12	1/1	9	6	+12	+12	+12	
17	2,025,000	9d8+16	+12	1/1	9	6	+13	+13	+13	
18	2,250,000	9d8+18	+13	1/1	10	6	+13	+13	+13	Ki Powers, Martial Arts GrandMastery
19	2,475,000	9d8+20	+14	1/1	10	6	+14	+14	+14	
20	2,700,000	9d8+22	+15	1/1	10	7	+14	+14	+14	Celestial Spirit

legs can be forced prone, unless their description specifically forbids it. The monk may sweep opponents up to 1 size category larger than himself.

Weapons Allowed: The sweep can be performed with any weapon sized medium or larger.

Deflect Melee: This is essentially a melee parry maneuver (opposed melee attacks) in which the monk receives an additional +4 on the roll. This maneuver expends one attack.

Weapons Allowed: Any martial arts melee weapon.

Deflect Missile: If the monk's attack roll equals or exceeds that of the shooter, the monk deflects an arrow or other hand-propelled ranged weapon (not including a blowgun dart) that is no larger in size than the monk. The monk receives an additional +4 on the roll. This maneuver expends one attack.

Weapons Allowed: Any martial arts melee weapon.

Shield Thoughts: At 2nd level, a monk gains a +2 to saving throws against any mind-affecting spell or effect.

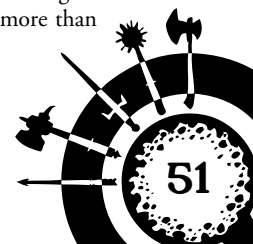
Fast Movement: By expending one daily ki power as a secondary action, the monk at 3rd level increases his movement speed by 10 feet. At 6th and 9th level, the expended ki power adds 20 feet and 30 feet, respectively. The duration is 24 hours in all cases.

Ki Powers (Expertise): At 3rd level, the monk's list of available ki powers lengthens to include the following:

One Inch Punch: This strike may be performed in normal melee combat and in close-quarters combat. The one inch punch, if successful, deals iron fist damage.

Weapons Allowed: None.

Stunning Touch: The monk merely touches his victim to perform the same effects as a stunning strike. If performed in battle, the target's touch AC is used. Stunning touch cannot be performed more than



once per hour.

Weapons Allowed: None.

Double Kick: The monk can deliver two swift kicks to one opponent with one attack roll. Both deal separate unarmed damage. A double kick can be performed no more than once per round.

Weapons Allowed: None.

Flying Circle Kick: This maneuver works similarly to a leap kick; however, the victim is automatically rendered prone unless the target is one size larger than the monk. In that case, a Superior (TC 15) Strength check is allowed. (Flying circle kick deals damage to creatures more than one size category larger than the monk, but they cannot be rendered prone by it.) While the additional damage is still 1d8, the monk may also subtract any number from his attack roll and add that number as a bonus to damage.

Weapons Allowed: None.

Deflect Bolts: As deflect missile, but also provides the ability to deflect high-velocity missiles used in mechanical weapons or traps, such as crossbow bolts, blowgun darts and poisoned needles.

Weapons Allowed: Any martial arts melee weapon.

Staggering Block: A successful deflect parry also renders the monk's opponent disoriented and off-balance, causing the opponent to then suffer a -1 AC penalty until the opponent's initiative next round.

Weapons Allowed: Any martial arts melee weapon.

Safe Fall: At 4th level, a monk is able to fall safely 20 feet as long as he is within 1 foot of a wall or other surface he can use to slow his fall. At 6th level this distance increases to 30 feet and at 8th level it increases to 50 feet.

Control Body: At 5th level, a monk is immune to all diseases as well as *haste* and *slow*. Additionally, the monk gains a +2 bonus on Fortitude saves made against poison.

Mystic Strike: At 6th level, the monk's unarmed attacks are considered to be +1 weapons for the purposes of striking creatures that can only be injured by magical weapons. His unarmed attacks are considered +2 weapons at 8th level; +3 at 10th level; +4 at 12th level; and +5 at 14th level.

Ki Powers (Mastery): At 7th level, the monk's knowledge of ki powers increases and the following new powers become available to him:

Force Mastery: The monk harnesses his inner energy to produce a tangible force that extends from his body. Force mastery allows the monk to harm an opponent with a martial arts attack from up to 30 feet away with no need to physically connect with the target. The energy is visible and felt by the victim as if it were a solid object.

Weapons Allowed: None.

Paralyzing Strike: This powerful strike works exactly like the stunning strike, except the victim must succeed on an Exceptional (TC 20) Fortitude save or fall paralyzed for 1d4 rounds. This maneuver can only be performed once per day.

Weapons Allowed: Any bludgeoning martial arts weapon.

Disarming Kick: The monk can disarm an opponent that is wielding a weapon no larger than one size category above that of the monk. A -2 attack penalty is imposed when attempting to disarm a weapon no larger than the monk; a -4 penalty is applied to attempts made at disarming larger weapons.

Weapons Allowed: None.

Empowered Kick: The monk may empower a successful kick with an additional 1d8 points of damage. In addition, the target of an empowered kick must succeed on an Exceptional (TC 20) Fortitude save or be slightly dazed for 1d4 rounds, wherein the victim suffers a -1 on all d20 rolls. Empowered kick can be performed no more than once per encounter.

Weapons Allowed: None.

Catch Missile: The monk may now catch a missile up to one size category larger than the monk if his attack roll meets or exceeds the attack roll of the shooter or hurler.

Weapons Allowed: None.

Catch Opponent: If the monk's parry equals or exceeds his opponent's attack roll, the monk catches the opponent's incoming melee weapon or body part. The monk then receives a free attack action to either attempt an attack or disarm. Any attack made with the free attack is hastened and deals half normal damage.

Weapons Allowed: None.

Self Heal: At 7th level, a monk may heal himself a number of hit points per day equal to twice his current class level. This healing may be spread out over the day or expended in one use.

Strength of Will: At 9th level, a monk now makes two saving throws against any mind-affecting spell or effect.

Renown: The monk gains renown at 10th level and provided he has constructed a monastery or training facility suitable to house recruits, 2d4 1st level monks appear to learn from the monk and one 7th level master appears as a cohort to help tutor and administer the school. At each level the monk attains thereafter, the school receives 1d4 additional monks of 1st level. One additional master appears with every ten pupils gained. All trainees are considered followers of the school. Only the masters abide by the rules for followers.

Trainees and masters can grow in experience points with the GM's discretion. Masters who attain the 11th level of experience while serving under the monk automatically leave to pursue personal and spiritual interests.

All masters serving under the monk must share the monk's alignment. Trainees must only be lawful, per the class's restrictions.

Note that trainees and masters require little monthly expenditures other than food, clothing and the occasional piece of gear.

Poison Immunity: An 11th level monk becomes immune to all magical and natural poisons.

Ki Powers (High Mastery): The 13th-level monk's list of available ki powers now includes:





Quivering Palm: The monk's open hand attack imprints a target's soul in a way that allows the monk to kill the target on command. The monk announces he is using the quivering palm before a strike. If successful, the strike deals normal damage. At any point during a period of days following the strike equal to the monk's level, the monk may cause a vibration to disrupt the imprint, causing the target to succeed on an Exceptional (TC 20) Fortitude save or instantly die. Quivering palm can be performed only once per week. It is effective against Medium-sized or smaller creatures.

Weapons Allowed: None.

Split Kick: When beset by more than one opponent, the split kick can be used to great effect. The monk leaps upward and kicks two targets that are adjacent to the monk with one attack. Both attacks deal unarmed damage plus the standard Strength bonus. A split kick can be performed once per round and is considered one attack.

Weapons Allowed: None.

Incapacitating Block: The monk may incapacitate a portion of his opponent's body with a successful block. The appendage connected to the attack becomes useless for 1d4 rounds if the opponent fails an Exceptional (TC 20) Fortitude save. In most cases, the decision of which appendage is rendered useless is easy to make. It is always the hand that holds the weapon or the appendage used for an unarmed attack. If the opponent is wielding a weapon with two hands (and in any other corner cases), the monk chooses which appendage is affected. Incapacitating block can be performed only once per day.

Weapons Allowed: Any martial arts melee weapon.

Iron Tower: At 15th level, the monk becomes immune to all mind-affecting spells or effects. Furthermore, the monk receives a saving throw to thwart any spell or effect, even those that allow for no such save.

Ki Powers (Grand Mastery): At 18th level, the monk's list of available ki powers now includes the following:

Disharmonic Force: Disharmonic force is a quivering palm strike coupled with force mastery. It can be performed up to 30 feet away with no need to physically connect with the target. The force energy is visible and felt by the victim as if it were a solid object. The palm deals normal damage on a successful attack and the rules for quivering palm are followed thereafter. This maneuver can be performed only once per week. It is effective against Medium-sized or smaller creatures.

Weapons Allowed: None.

Grand Kick: The grand master may empower a kick with tremendous ki force. The kick is considered a +5 magical weapon. If successful, it deals standard unarmed damage (+5 for the additional magical enhancement). A sliver of force remains with the target. At any point during the next four rounds, the monk may force the target to succeed on an Exceptional (TC 20) Fortitude save. Failure causes the target to suffer 1d10 points of damage. This is a free action. A grand kick may also be performed against an inanimate object, such as a door or shield. When used in this way, the object must save as if weak to the effect (TC 15). A grand kick can be performed once per round.

Weapons Allowed: None.

Redirect Missile: Through the use of his ki, the monk can redirect in mid-air an arrow, bolt, stone or other small missile. He can direct the missile to any location within the missile's range. A ranged attack roll is required to hit a target in range. If successful, the target suffers the missile's standard damage.

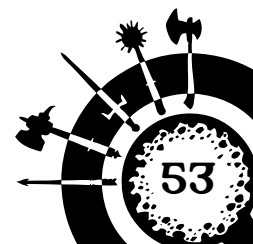
Weapons Allowed: None.

Celestial Spirit: At 20th level, the monk can manipulate the connection between his mind and body. Once per week, the monk can enter a meditative state. In this state, he can separate his mind from his body to propel his consciousness to any location on the Prime Material Plane. He may also project his mind into the Astral Plane and, from there, may connect with an outer plane. This meditative state can last as long as the monk desires. His body remains nourished and requires no sleep, but his body can be harmed.

The monk sees things as they currently exist in the location to which he projected his mind. He sees and hears things as events unfold. He cannot speak through this projection, though; only observation is allowed.

Any spell that normally detects or thwarts scrying attempts also detects or thwarts the projection, but only as the projection relates to the person or object so warded.

Despite the fact that the monk cannot communicate while projecting his mind elsewhere, he can connect with another monk from any plane of existence while that monk is in a celestial spirit trance. When so connected, both monks can speak freely to each other.





Paladin

The paladin is a warrior who strives to protect the ideals of law and righteousness. He lives by the strictest moral code and never compromises his dedication. The life of a paladin is a life of honor and abstinence. Many warriors wish to become paladins and to wield divine might, but very few succeed. The requirements to become a paladin are steep. The sacrifices to remain a paladin are steeper.

Paladins embrace a very powerful aura of good that allows them to search and destroy evil, as well as heal and cure disease. Experienced paladins earn the gift of divine spell casting, as well. These potent abilities complement his warrior-like martial capabilities and create a force to be reckoned with.

Alongside the lawful and holy paladin stand two equal yet distinct counterparts: the blackguard and sentinel. Blackguards exhibit the ultimate clash of law and evil, while sentinels abhor and hunt chaos even more reverently than the paladin seeks to destroy evil.

The blackguard and sentinel are variant classes of the traditional paladin and, unless otherwise stated, share the same prerequisites and restrictions. Their specific abilities differ and are listed after the paladin's.

Attribute Requirements

To become a paladin, a character should have the following minimum scores: Strength 12, Constitution 10, Wisdom 13 and Charisma 15.

Paladins that do not have such attribute scores find it difficult to excel in the paladin class and suffer a 10% reduction in all XP awards.

Race and Alignment

The paladin is a divinely gifted class, thus any race is technically allowed if a deity wishes it so. However, members of certain races often fail to qualify. Gnomes and half-orcs are two such races. Gnomes tend to be chaotic by nature, so only lawful gnomes may try to petition for paladinhood. Half-orcs, in general, have nasty tempers that detract from laden devotion. Unless a half-orc has in some way immunized himself from his frenzy, he or she cannot become a paladin.

On the other hand, some races possess the mental and spiritual fortitude to shun their heritage and pursue a life of reflection and utter dedication: humans and certain half-elves. Half-elves nurtured in an elven society are indoctrinated into a philosophy of global thinking and racial tradition, which tends to overshadow the single-mindedness of the paladin path. Half-elves brought up in a human society though are just as strong candidates as humans are.

The required ethos of a paladin requires a lawful good alignment always. Any purposeful act of chaos or accidental act of evil immediately halts the paladin's progress, stopping the receipt of experience points, until the paladin successfully completes a quest set by a lawful good cleric of at least 7th level. Any purposeful act of evil immediately strips the paladin of all class features, relegating the paladin to a fighter without specialization. From that day forward, the paladin is considered "fallen", a status easily gleaned by other paladins and lawful good cler-





Table 27: Paladin Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d10 (max)	+0	1	3	4	+5	+5	+4	Aura of Good, Detect Evil, Healing Touch, Immunity to Disease, Warrior Prowess
2	2,250	2d10	+1	1	3	4	+6	+5	+4	Smite Evil
3	4,500	3d10	+2	1	3	5	+6	+6	+5	Turn Evil
4	9,000	4d10	+3	1	4	5	+7	+6	+5	Holy Weapon, Special Mount
5	18,000	5d10	+4	1	4	5	+7	+7	+6	Fearless Aura
6	36,000	6d10	+5	1	4	6	+8	+7	+7	
7	75,000	7d10	+6	3/2	4	6	+8	+8	+7	Enhanced Holy Weapon
8	150,000	8d10	+7	3/2	5	6	+9	+8	+8	
9	300,000	9d10	+8	3/2	5	7	+9	+9	+8	Level 1 Divine Spells, Renown
10	600,000	9d10+3	+9	3/2	5	7	+10	+9	+9	Enhanced Holy Weapon
11	900,000	9d10+6	+10	3/2	5	7	+10	+10	+10	Level 2 Divine Spells
12	1,200,000	9d10+9	+11	3/2	6	8	+11	+10	+10	
13	1,500,000	9d10+12	+12	2/1	6	8	+11	+11	+11	Enhanced Holy Weapon, Level 3 Divine Spells
14	1,800,000	9d10+15	+13	2/1	6	8	+12	+11	+11	Aura of Power
15	2,100,000	9d10+18	+14	2/1	6	9	+13	+12	+12	Level 4 Divine Spells
16	2,400,000	9d10+21	+15	2/1	7	9	+13	+12	+13	Enhanced Holy Weapon
17	2,700,000	9d10+24	+16	2/1	7	9	+14	+13	+13	Greater Smite
18	3,000,000	9d10+27	+17	2/1	7	10	+14	+13	+14	
19	3,300,000	9d10+30	+18	2/1	7	10	+14	+14	+14	Planar Sentry
20	3,600,000	9d10+33	+19	2/1	8	10	+15	+14	+14	Divine Champion

ics. Fallen paladins never again regain their former paladinhood unless a divine edict is passed down from the deity.

The paladin ways forbid the accumulation of excess magical items, treasure and wealth. A minimum of 10% of a paladin's earnings must be quickly donated, but, in practice, much more is actually gifted.

A paladin's compatriots may not be evil, but need not be lawful good. Despite this, paladins do not commission hirelings, or take on pupils or henchmen that are not lawful good.

Prime Example

A human paladin with Strength 16, Constitution 10, Wisdom 13 and Charisma 16 enjoys a 10% bonus to experience point awards.

Weapons & Armor

Paladins may wear any armor or shield, and may become proficient in any weapon group or weapon. Paladins tend to train with a small group of weapons before choosing the right ones, thus they suffer a -2 penalty on attacks made with a non-proficient weapon.

Nonweapon Proficiencies

Paladins have access to the General and Nature lists, but may also choose Religion from the Academic list.

Magical Item Use

Paladins may enjoy the magical effects of potions, defensive or healing scrolls, rings (unless specifically forbade), and all magically enhanced weapons, armor, and shields. In addition to a magical weapon, shield and suit of armor, no paladin may own more than seven additional magical items.

Class Abilities

The following are the paladin's featured class abilities. The abilities of the sentinel and blackguard appear at the end of the section.

Aura of Good: The paladin exudes an aura of goodness that benefits the paladin and all non-evil subjects positioned within 10 feet of her. First, the subjects enjoy a +1 bonus to AC and saving throws versus evil opponents. Second, the subjects are immune to all forms of mental compulsion or control that emanate from an evil creature having no more HD than the paladin has in levels. This aura cannot be dispelled or otherwise interrupted.

Invoke Aura: Once per day per every three levels, the paladin may call to her god to invoke her aura of good as a non-action and shield herself with an energy that disrupts the attacks of evil-aligned opponents. For a number of rounds equal to 1 plus the paladin's Cha-



Charisma-based Influence modifier, the paladin enjoys a bonus to her AC equal to 1 plus her Influence modifier. During this duration, the paladin's aura is concentrated and it temporarily fails to provide the standard benefits to the paladin or those within 10 feet. In essence, the benefits of invoking her aura are enjoyed in lieu of the standard benefits provided by her aura of good.

Aura of Power: This is an advanced form of invoke aura. While the lower level paladin protects only herself with an AC bonus equal to her Charisma-based Influence modifier, the 14th level paladin may cloak her mount and all allies within 10 feet of her with the protective AC bonus. In essence, aura of power removes the restriction in invoke aura that limits the benefit to the paladin alone.

Detect Evil: The paladin may concentrate for one full round and detect the presence of any evil subjects, per the spell *detect evil*, in a 60-ft cone from the paladin. The paladin may also detect evil intentions in otherwise non-evil subjects.

Healing Touch: The paladin may heal up to 2 hit points per level per day by laying on hands. This healing may benefit the paladin or someone else and the hit points may be spread out during the day. Each healing is a primary action. Alternatively, the paladin may attempt a touch attack versus an undead or summoned evil creature to deal damage equal to the amount of hit points expended (no save).

Furthermore, once per week per five experience levels, the paladin's healing touch may remove a subject's sickness or disease.

Immunity to Disease: All paladins are immune to nonmagical disease. This immunizes the paladin from diseases he would encounter as he ages, from monsters and from naturally-occurring organic versions he may encounter in his travels.

Warrior Prowess: Paladins use their innate power and endurance more efficiently in battle than most other classes. As a result, any paladin with a Strength score of 15 or higher receives an additional +1 bonus to their Strength-based attack and damage modifier. Likewise, any paladin with a Constitution score of 15 or higher receives an additional +1 hit points per level above what is normally granted for the warrior's Constitution score.

Smite Evil: At 2nd level, the paladin is able to use her divine presence in an effort to deal a crippling blow to an evil opponent. For a number of times per day equal to her Influence modifier plus 1 per three levels (rounded down), the paladin adds her Influence modifier as a bonus to an attack roll. If this attack is successful, the paladin adds one-half her Charisma check modifier (rounded down) as additional damage to lawful evil or neutral evil opponents; successful attacks on chaotic evil creatures deal additional damage equal to the paladin's full Charisma check modifier. This additional damage stacks with any bonuses he normally receives against evil creatures. A missed attack expends one daily use.

Greater Smite: At 17th level, the paladin's smite evil ability deals damage equal to the paladin's full Charisma check modifier.

Turn Evil: At 3rd level, the paladin may turn away creatures that manifest and embrace pure evil: all forms of intelligent undead, de-

mons and devils. For a number of times per day equal to the paladin's Charisma-based Influence modifier, the paladin may turn such evil creatures as a cleric turns undead. The paladin uses the cleric's Turn Undead chart and rolls as a cleric one level lower than the paladin.

Holy Weapon: Upon attaining 4th level, the paladin is required to partake of an important rite of passage that requires 24 hours of constant prayer. Upon completing this stretch of prayer, the paladin receives a blessing that transforms his primary melee weapon (which is always the deity's favored weapon and often a longsword) into a divine instrument that links the paladin to her deity.

The weapon becomes a holy weapon in the hands of the paladin that acts as a +1 magical weapon. (It functions as a masterwork weapon in the hands of a non-paladin.) It functions as a +1/+2 magical weapon (+1 attack/+2 damage) versus chaotic evil creatures. As the paladin increases in experience, his holy weapon becomes more powerful:

7th level: The weapon functions as a +2 magical weapon, +2/+4 versus chaotic evil creatures.

10th level: The weapon functions as a +3 magical weapon, +3/+6 vs chaotic evil creatures, and provides the paladin with a 25% magic resistance when he is wielding the weapon.

13th level: The weapon functions as a +4 magical weapon, +4/+8 versus chaotic evil creatures, and the paladin's magic resistance increases to 35% when wielding the weapon. In addition, once per day, the paladin may present his holy weapon and, as a full round action, dispel any ongoing magical effect considered hostile and cast by an evil caster having equal or less HD than the paladin.

16th level: The weapon functions as a +5 magical weapon, +5/+10 versus chaotic evil creatures, and a 50% magic resistance is granted to the paladin and all his allies within 10 ft. of him when wielding the weapon. The paladin may also activate the weapon's unique dispel magic ability twice per day.

Special Mount: At some point after attaining 4th level, the paladin may go on a quest to find a special mount that will become bound to her and her conquest. Although the mount is usually a majestic war horse, the paladin may instead be destined to ride a more advanced or exotic mount. If the paladin receives an advanced mount, such as a griffon or pegasus, the statistics for the mount remain unchanged from what is presented in the *Game Master's Guide*, except that the minimum Intelligence of the advanced mount is 7, if not already higher.

If the mount should be a war horse, this special mount is a stronger and slightly larger steed than a standard heavy war horse, with legs so powerful it moves faster (60 feet per round) and has an unencumbered carrying capacity of 350 pounds. It has the following statistics:

Int 7; AL N; AC 15; HD 5+5 (hp 5d8+5); #AT 3/1;
bite +5 (1d3), hoof +5 (1d8); SZ L; MV 60; ML 14

Once the bond is set, the paladin gains the appropriate ride proficiency (land-based or aerial) unless she is already proficient, in which case the paladin receives a second nonweapon slot therein. The mount can follow commands commensurate with its Intelligence and an empathic





bond is forged that extends one-quarter mile. In times of need, the horse can be emotionally commanded to come to the paladin's aid.

Should the paladin's mount die, the paladin suffers a –1 penalty on all d20 rolls for one week and may not search for another special mount until she is allowed to do so by her deity, which generally requires the paladin to earn her next level.

A paladin is not required to seek out a special mount and she is equally unbound to adventure with a mount once a bond is secured. Some paladins either choose not to subject their mount to danger or choose to travel alone entirely. In either case, the choice whether to secure a mount at all, and whether to adventure alongside one so bonded, is always a private matter. For the record, though, the vast majority of paladins do take a mount and do travel with it.

Enhanced Special Mount: At 11th level, the paladin's mount gains a +2 bonus to HD and Intelligence.

Fearless Aura: At 5th level, the paladin's aura of good immunizes the paladin and those within 10 feet of him from all forms of nonmagical fear and magical fear spells and effects of 5th level or lower.

Divine Spell Casting: At 9th level, the paladin becomes blessed with the ability to cast divine spells from the combat, healing, protection and divination spheres, per the chart below. As he progresses in experience, he gains access to higher level spells and more spells per day.

Table 28: Paladin's Spells per Day					
Level of Paladin	Caster Level	Divine Spell Level			
		1	2	3	4
9	6	1	--	--	--
10	7	2	--	--	--
11	7	2	1	--	--
12	8	2	2	--	--
13	8	3	2	1	--
14	8	3	2	2	--
15	9	3	3	2	1
16	9	3	3	3	2
17	9	4	3	3	3
18	9	4	3	3	3
19	9	4	4	3	3
20	9	4	4	4	4

Renown: At 9th level, the paladin's reputation extends throughout the land and, provided he has established a stronghold suitable for such a contingent, he attracts a number of followers that wish to worship and learn from the paladin's crusades. These followers are usually not adventurers or henchmen, however the GM does have discretion to provide powerful henchmen if desired. Regardless of power level or profession, they are devotees to the paladin and his cause. The paladin must provide for them adequate housing and the basic necessities of

life and if any present themselves as worthy henchmen, the paladin must ensure they are lawful good and of equal purity.

Planar Sentry: The 19th level paladin defends not only the sanctity of law and good, he is also a planar sentry sworn to defend his plane against evil outsiders that would encroach upon it and defile it. The sentry receives the ability to cast the divine spell *banishment* once per day. The paladin's casting level is 12 for purposes of this spell ability.

Divine Champion: Upon attaining 20th level, the paladin receives two divine gifts. The first replicates the divine spell *miracle*. The *miracle* is bestowed upon the paladin at the paladin's request during a ritual of prayer that may take place at any time after eclipsing 20th level. The second gift is one of divine longevity. No longer does the paladin age. He dies only in battle or at the request of his deity, both venerated ends to a life of spiritual and martial service.

The life of a divine champion is one-part spiritual leader and another part world defender. Divine champions accept their divine gifts knowing their deities will call upon them to perform extraordinarily perilous services with far-reaching implications. Storming into the depths of hell to destroy an archdevil would be a fitting quest.

Class Variants: Sentinel & Blackguard

There are two paladin variants: the sentinel and blackguard. Each variant uses many of the same paladin rules, while diverting substantially in a few class abilities. Follow the guidelines provided below to see how each varies from the paladin.

SENTINEL

The sentinel is the justifier of law, the bane of chaos and the bringer of justice. His special abilities are catered toward the destruction of chaos. His code of conduct is much less about righteousness and more about cold and calculated judgment. A sentinel never questions law and never breaks the law. While a paladin strives to be the perfect moral compass, the sentinel strives to be the perfect judge.

Attributes: Unchanged from paladin.

Race and Alignment: A sentinel must be lawful neutral and must be dedicated to the cause of a deity or set of deities with law as a leading concern. Race is unchanged from paladin.

Prime Example: Unchanged from paladin.

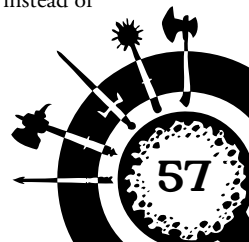
Weapons and Armor: Unchanged from paladin.

Nonweapon Proficiencies: Unchanged from paladin.

Magical Item Use: Unchanged from paladin.

Class Abilities: The sentinel diverts in more than one way from the paladin in class abilities:

Aura of Law: The sentinel has aura of law instead of aura of good. It works exactly as aura of good, but affects chaotic creatures instead of evil ones.



Detect Chaos: The sentinel has detect chaos instead of detect evil. He can detect any chaotic alignment in a way similar to how a paladin detects evil.

Healing Touch: Unchanged from paladin.

Immunity to Disease: Unchanged from paladin.

Warrior Prowess: Unchanged from paladin.

Smite Chaos: The sentinel has the smite chaos ability, which is akin to the paladin's smite evil ability, albeit versus chaotic creatures instead.

Turn Chaos: The sentinel has turn chaos. It works against chaotic evil undead and outsiders, as well as against chaotic neutral outsiders.

Holy Weapon: The sentinel has the holy weapon ability, however, all references to "evil" are replaced by "chaotic".

Special Mount: Unchanged from paladin.

Fearless Aura: Unchanged from paladin.

Divine Spell Casting: Unchanged from paladin.

Renown: Unchanged from paladin, except that the sentinel only attracts and maintains lawful neutral henchmen and followers.

Planar Sentry: Unchanged from paladin.

Divine Champion: Unchanged from paladin.

BLACKGUARD

The blackguard is the champion of tyranny and the iron fist of law at all cost. There is no room for righteousness, only power. Morality is meaningless. Control is everything. The destruction of the weak is omnipotence. While the paladin seeks to destroy evil and the sentinel squarely opposes chaos, the blackguard spreads fear and death. Good is weak. Good gets in the way. Good must go.

Attributes: Unchanged from paladin.

Race and Alignment: A blackguard must be lawful evil and must serve a lawful evil deity or devil. Race is unchanged from paladin.

Prime Example: Unchanged from paladin.

Weapons and Armor: Unchanged from paladin.

Nonweapon Proficiencies: Unchanged from paladin.

Magical Item Use: Unchanged from paladin.

Class Abilities: The blackguard diverts in more than one way from the paladin in class abilities:

Aura of Evil: The blackguard exudes an aura of evil similar to a paladin's aura of good, except his aura aids only himself and the bonuses to AC and saves apply only against good-aligned creatures.

Invoke Frightening Aura: The blackguard does not have the invoke aura or aura of power abilities per the paladin. Instead, once per day per four levels, the blackguard may invoke his aura to produce an effect similar to the *frightening aura* spell. Any creature within 25 feet of the blackguard receives an Exceptional (TC 20) Will saving throw to thwart the effect. All creatures with 1 or fewer HD will flee per the spell. All creatures with more than 1 HD that fail their save do not flee, but suffer the -2 penalty on all d20 rolls. Any creature having more HD than the blackguard has in levels is unaffected.

Detect Good: The blackguard has detect good. He detects good in a way similar to how a paladin detects evil.

Healing Touch: Unchanged from paladin, except that the blackguard can only heal himself.

Immunity to Disease: Unchanged from paladin.

Warrior Prowess: Unchanged from paladin.

Smite Good: The blackguard has the smite good ability, which is akin to the paladin's smite evil ability, albeit versus good creatures instead.

Command Evil: At 3rd level, the blackguard may control all forms of undead and minor devils, such as lemures. This ability replaces the paladin's turn evil ability. In some cases, the blackguard's command evil ability suffices to charm another intelligent lawful evil creature; however, this only serves to change the disposition of the targeted creature to friendly (or obedient). In no instance will such a friendly or obedient creature put itself in harm's way for the blackguard, unless it wants to. The blackguard uses the cleric's Turn Undead chart and rolls as a cleric of two levels lower than the blackguard.

Unholy Weapon: The blackguard receives the unholy weapon ability, in lieu of holy weapon. All references to "chaotic evil" in the paladin's holy weapon ability are changed to "lawful good".

Special Mount: The blackguard has the same special mount ability as the paladin; however, at 10th level, the blackguard may dispose of his special mount (in any illustrious way he wishes) to request a nightmare as a steed. The blackguard's divine liege may acquiesce; it's not a guarantee. The nightmare must be a gift from whatever deity or devil the blackguard serves and the actions of such evil powers rest squarely with the Game Master.

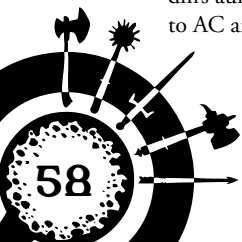
Fearless Aura: Unchanged from paladin.

Divine Spell Casting: Unchanged from paladin.

Renown: Unchanged from paladin, except that the blackguard only attracts and maintains lawful evil henchmen and followers.

Planar Sentry: Unchanged from paladin.

Divine Champion: Unchanged from paladin.



Ranger

The ranger is a consummate wilderness survivalist. He is built strong and resolved, yet he remains quick and attuned to his surroundings. As a warrior, the ranger excels at martial combat, his knowledge of dual-weapon wielding and archery unsurpassed. As a protector and devotee to nature, he enjoys an almost-divine connection to animals and plants, granting him the use of many of nature's bounties.

The ranger is a popular adventuring profession. In civilized and well-settled areas, the ranger's warrior prowess proves to be a stalwart layer of protection. In the wilds that stretch beyond and between these locations, the ranger truly shines with a keen expertise in animal handling, stealth and survival. The ranger always remains a servant of the woods and its divine nature reveals its fullest power later in the ranger's career, when the gods of nature bestow upon the ranger the power to cast certain divine spells.

Attribute Requirements

To succeed as a ranger, one must have a strong body and a sharpened intuition. Rangers without the following minimum attribute scores suffer a 10% penalty on all XP awards: Strength 13, Dexterity 13, Constitution 14 and Wisdom 14.

Race and Alignment

Members of only certain races may pursue the ranger path. Only humans, half-elves and elves may do so. Furthermore, the required ethos of a ranger forbids faltering morals. All rangers must be lawful good, neutral good or chaotic good in alignment.

Any accidental act of evil requires a special reparation (or penance) to the gods of nature before advancing further in the ranger class. Any purposeful act of evil permanently strips the ranger of all his class features, transforming him into a fighter with just enough experience to be of the same level as the ranger was at the time of condemnation. If this should happen, the "new" fighter may not enjoy the fighter's specialization feature.

The ranger rarely keeps excess wealth. Wealth is usually donated to a church or charitable cause, or used to purchase better gear.

Prime Example

An elven or half-elven ranger with a score of 16 or higher in Strength, Dexterity and Wisdom gains a 10% bonus on all XP awards.

Weapons & Armor

Rangers may become proficient in any weapon group or weapon, and they may wear any armor, though a few of the ranger's class abilities are either penalized or nullified when the ranger wears heavier armor.

The ranger has a fair amount of training in most martial weapons and suffers a -2 when wielding a non-proficient weapon.



Table 29: Ranger Level Chart

Level	XP	Base HP	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d10 (max)	+0	1/1	3	4	+5	+5	+4	Animal Empathy, Nature Proficiencies, Two Weapon Style, Warrior Prowess
2	2,250	2d10	+1	1/1	3	4	+6	+5	+4	Favored Enemy
3	4,500	3d10	+2	1/1	3	5	+6	+6	+5	
4	9,000	4d10	+3	1/1	4	5	+7	+6	+5	Animal Companion
5	18,000	5d10	+4	1/1	4	5	+7	+7	+6	
6	36,000	6d10	+5	1/1	4	6	+8	+7	+7	
7	75,000	7d10	+6	3/2	4	6	+8	+8	+7	
8	150,000	8d10	+7	3/2	5	6	+9	+8	+8	
9	300,000	9d10	+8	3/2	5	7	+9	+9	+8	Level 1 Divine Spells, Renown
10	600,000	9d10+3	+9	3/2	5	7	+10	+9	+9	
11	900,000	9d10+6	+10	3/2	5	7	+10	+10	+10	Level 2 Divine Spells
12	1,200,000	9d10+9	+11	3/2	6	8	+11	+10	+10	
13	1,500,000	9d10+12	+12	2/1	6	8	+11	+11	+11	Level 3 Divine Spells
14	1,800,000	9d10+15	+13	2/1	6	8	+12	+11	+11	Wild Stride
15	2,100,000	9d10+18	+14	2/1	6	9	+13	+12	+12	Level 4 Divine Spells
16	2,400,000	9d10+21	+15	2/1	7	9	+13	+12	+13	
17	2,700,000	9d10+24	+16	2/1	7	9	+14	+13	+13	Blend
18	3,000,000	9d10+27	+17	2/1	7	10	+14	+13	+14	
19	3,300,000	9d10+30	+18	2/1	7	10	+14	+14	+14	Nature's Aspect
20	3,600,000	9d10+33	+19	2/1	8	10	+15	+14	+14	Divine Guardian

Nonweapon Proficiencies

Rangers may choose from the General and Nature proficiency lists.

Magical Item Use

Rangers may drink magical potions, receive the effects of defensive or healing scrolls, wear rings (unless specifically forbade), and use all magically enhanced weapons, armor, and shields.

Class Abilities

The ranger receives the following abilities:

Animal Empathy: Rangers receive Basic proficiency in Animal Handling free of charge. While they use the proficiency as written most of the time, when attempting to *calm* or *befriend* an animal, the ranger uses the rules in this class ability instead. By approaching alone and in a manner suitable to a particular animal, and then by exerting his influence on the animal, the animal is forced to perform a saving throw or become less hostile. The manner in which the ranger influences any particular wild animal depends entirely on that animal's behavior and circumstance, but a soothing approach with calming whispers generally suffices. In all cases, the ranger must be alone and must approach the wild animal as close as possible.

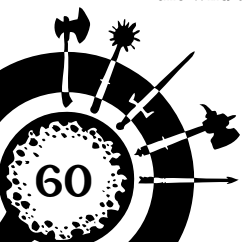
Tamed animals can be approached and befriended with this ability. Befriended animals may perform minor tasks for the ranger, such as watching guard over an area. (The extent to which the befriended animal can help is relative to the animal's Intelligence.)

For every three levels attained by the ranger, the animal suffers a -1 cumulative penalty on the saving throw roll.

Stealth: The ranger receives Basic proficiency in Stealth free of charge, but is limited to employing stealth in wilderness environments only. The ranger does not suffer any armor-related penalties to stealth if he is wearing no armor, padded cloth, leather, studded leather, brigandine, elven chainmail, mithril chainmail or hide. The ranger cannot employ stealth if wearing armor more protective or heavier than those listed.

Survival: All rangers receive Basic proficiency in Wilderness Survival free of charge. Furthermore, as a result of his exposure to various animals, the ranger automatically discerns whether an animal is trained or wild and whether it is a fine or poor specimen.

Tracking: All rangers receive Basic proficiency in Tracking, free of charge. Standard proficiency checks are required when the ranger attempts to track his quarry in natural surroundings. The complexity of any Tracking check shifts up two categories when tracking in a worked environment, such as through city streets.





Two-Weapon Style: Rangers receive a free proficiency in the two-weapon fighting style. If wearing armor heavier than padded cloth, leather or studded leather, the ranger may still fight with two weapons, but he suffers a –2 attack penalty on his primary weapon and a –4 penalty on off-hand attacks.

Rangers must still spend one weapon proficiency slot for two-weapon style specialization.

See the description of two-weapon fighting in the *Proficiencies* chapter for more.

Warrior Prowess: Rangers are similar to fighters and barbarians in the way they use their Strength and Constitution in battle. Any ranger with a Strength score of 15 or higher receives an additional +1 bonus to their Strength-based attack and damage modifier. Likewise, any ranger with a Constitution score of 15 or higher receives an additional +1 hit points per level above that normally granted for the ranger's Constitution score.

Favored Enemy: Rangers protect the wilderness and certain monsters, such as orcs and ogres, seek to destroy its majesty. Every ranger harbors a seething hatred for one nature-hating creature and will train to hunt and destroy it. Only the most important concerns can stop a ranger from attacking its mortal enemy.

Rangers announce their favored enemy at character creation and begin training to destroy them. At 2nd level, rangers begin to enjoy the fruits of this training, henceforth receiving a +4 attack bonus versus their favored enemy. They also receive a +2 damage bonus per four levels.

Due to his unbridled hatred toward his favored enemy, a ranger finds it difficult to hold back an assault in times where diplomacy or less-than-drastic means are required. Any interaction with a favored enemy requires a Superior (TC 15) Charisma check. Although failure does not automatically compel the ranger to attack, the ranger displays an obvious outward disdain. (If there is little chance of a bad outcome, the ranger may not be so calm, however.)

A favored enemy can be chosen by the GM or by the player with the GM's approval. The most common favored enemies are: orcs, goblins, ogres, a specific type of giant, a specific type of dragon, and trolls. The ranger's background plays an important role in determining the enemy, since a creature native to the ranger's homeland is usually the most appropriate choice.

In all instances, the ranger's favored enemy must be narrowly chosen. Where more than one type of a creature exists, the ranger must choose as specifically as possible.

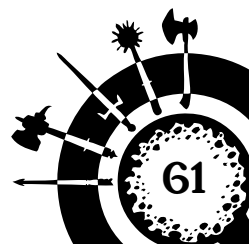
For example, assume there are two neighboring kingdoms. The elfen ranger Einedel and his band are commissioned to escort a diplomat to a council hearing to discuss the rumors that the abutting territory is eager to attack. Upon arriving at the hearing, the ranger learns that the rival king's trusted advisor is an ogre mage, Einedel's mortal enemy. Barely able to breathe, the ranger holds his blades. When the ogre mage asks for each of the escort's names, the player controlling Einedel is required to perform a Superior (TC 15) Charisma check. A failed check reveals the elf's utter hatred. At that point, the circumstance of the rival kingdoms and the safety of his band members may stay his swords ... or not.

Animal Companion: At any point after reaching 4th level, the ranger may venture into the wilderness for a period of 24 hours to search for an animal companion. Some rangers talk of a pull toward their companion, while others report that their companion found them instead. Animal companions are most often Tiny to Small animals. Common examples include: badgers, ferrets, hawks, snakes and owls. Rare instances occur when the companion will be a larger animal, like a horse, wolf, tiger, lion or bear. Magical beasts, such as unicorns and griffons, only appear as a ranger's animal companion if the ranger is of significant experience (at least 15th level) or in times of great need, such as when a dark war is brooding.

Animal companions appear as a normal example of their species. In truth, they are much smarter and the companionship forms an empathic link between the two that extends for one mile. Animal companions have an Intelligence score that is 4 points higher than an average member of its species. They cannot speak, but can be taught tricks and can follow a string of simple commands. Animal companions are also trusted friends and will remain loyal for the length of its lifetime. The two share emotions and, with the empathic connection, they can exchange vague but comprehensible feelings that serve as a means of communication. The ranger need not always speak to its companion if he wishes his companion to act a certain way, unless a very specific instruction is required. For example, the ranger could easily cause his companion to flee and hide with an empathic exchange, but a vocal instruction is required if the ranger wishes his companion to retrieve a certain object.

If the ranger dies while empathically linked, the companion must succeed on a saving throw or die.

The ranger may attract a different companion by returning to the wilderness for 24 hours. This is an emotional ordeal that most rangers prefer to avoid. For most rangers, the gods of nature provide only one true companion.



Divine Spells: At 9th level, the gods bestow upon the ranger the ability to cast divine spells of the plant and animal spheres. The table on the following page shows the ranger's spell progression.

Table 30: Ranger's Spell Progression

Level of Ranger	Caster Level	Divine Spell Level			
		1	2	3	4
9	6	1	--	--	--
10	7	2	--	--	--
11	7	2	1	--	--
12	8	2	2	--	--
13	8	3	2	1	--
14	8	3	2	2	--
15	9	3	3	2	1
16	9	3	3	3	2
17	9	4	3	3	3
18	9	4	3	3	3
19	9	4	4	3	3
20	9	4	4	4	4

Renown: At any time after attaining 9th level, the ranger begins to attract henchmen; the ranger's Charisma score governs the maximum number of henchmen gained. These henchmen are either normal animals native to the ranger's homeland or members of a class (clerics, druids, fighters or rangers) that find the ranger's exploits to be commendable. These henchmen sporadically appear during the ranger's travels. Animal followers track the ranger for a time. Classed henchmen outwardly approach and offer assistance. The GM either assigns a number of henchmen to the ranger or rolls randomly on Table 31.

Henchmen are not like animal companions. They are an average example of their species, but are loyal to the ranger until the ranger mistreats them or sends them off.

Wild Stride: At 14th level, the ranger can walk or run without leaving tracks and without being hampered by difficult terrain while in her favored terrain.

Blend: The 17th-level ranger can blend seamlessly into the wilderness landscape in a way that mirrors the ability of a thief to hide in plain sight. Provided ample backdrop exists, the ranger camouflages himself perfectly. No roll is necessary. A Legendary (TC 25) Wisdom (or Perception) check is required to notice a ranger blending into his surroundings.

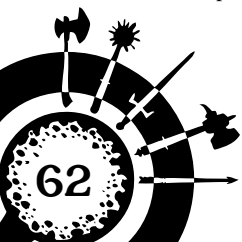
Nature's Aspect: 19th level rangers receive the ability to channel the druid class ability, *nature's aspect*. This works exactly like the druid's ability; however the ranger is limited to being able to call upon nature's aspects once per three class levels (six times at level 19). Rangers revere this gift. Although a humble gift in the eyes of many, it is a divine gift that represents praise for a life of defending the wilds.

Table 31: Ranger's Henchmen Chart

D% Roll	Follower
01-10	Bear (black or brown)
11-18	Wolf
19-29	Tiny or small woodland creature (e.g., badger)
30-35	2nd-level Cleric (any race)
36-40	3rd-level Druid (any race)
41-48	Falcon/Hawk
49-55	1st-level Fighter (any race)
56-62	Small cat
63-75	3rd-level Ranger (any race)
76-83	Medium or larger cat (tiger, panther, lion,)
84-87	Magical woodland creature (pixie, brownie)
88-94	Raven/Owl
95	Hippogriff
96	Pegasus
97	Satyr
98	Benevolent werecreature
99	Unicorn
00	Player's choice (with GM approval)

Divine Guardian: Once the ranger attains 20th level, the ranger's deity grants him a geographic area in the wilderness to protect and to merge magically with; the area is considered a grove (regardless of terrain) and encompasses a 20 mile radius circle. From any point on the same plane of existence, the ranger can cast his senses (sight and hearing) to any point in the area to see and hear what transpires there. In the event a part of his divine area is threatened, the ranger automatically senses this and knows the location of the trouble. With one full round action, he may step into a nearby tree and then instantaneously travel to a tree at any point in his area. Rangers who are granted land in a terrain that does not support trees may teleport through whatever common land feature is present and large enough to accept him (i.e., large rocks in the mountains; dunes in the desert, etc.). He can travel via this method as many times as he'd like, but he may also take a number of additional living creatures with him once per day equal to is Wisdom check modifier.

Instead of entering his deity's home plane upon his death, the ranger may choose to inhabit his divine grove as a spirit. In this form, he may aid a future ranger as a spiritual guardian, support local flora and fauna and ward off those that wish to destroy his terrain by appearing (and attacking) as a ghost (that cannot be turned). The spirit ranger retains his ability to see and hear any point in the area, sense danger and teleport with or without allies.



Thief

Thieves are consummate rogues. They exemplify the ideals of freedom, opportunity and gain. They narrowly escape death and seem to stay one step ahead of danger. While a sturdy blade is never cast away, they tend to rely more on wit, creativity and charm than other adventuring classes. Ever the survivalists, they learn to take from people what they must in order to live, prosper and advance whatever goal they seek to achieve. They are not by nature evil (although many evil thieves exist and the truly powerful ones are deadly indeed). Benevolent thieves might steal to feed others not so fortunate or trade in secrets to keep the political powers fresh and wary. Regardless of the reason for living a life of dramatic adventure, all thieves have the ability to rise above their lot in life.

Thieves that use their rogue proficiencies to thrive and adapt often become quite influential as leaders in a settled area. Those that train to become efficient combatants and utilitarians often become powerful adventurers. Since the future path of a thief is often unmarked, most dabble in a wide range of skills, both combative and social, to remain agile enough to roll with whatever challenges lay ahead. As such, most thieves have at least a slight familiarity with a number of different skills, including combat, spying, interacting with others, infiltration, and even magic.

Attribute Requirements

Several of the thief's most important rogue proficiencies require good Dexterity. Any thief that does not have a Dexterity score of 14 or higher struggles in the life of a thief and suffers a 10% penalty on all XP awards.

Race and Alignment

All races are allowed. Any non-lawful alignment is allowed as well.

Prime Example

Halflings, half-elves and humans with Dexterity 16 or higher receive a 10% bonus on XP awards. They are the prime examples of a thief.

Weapons and Armor

Thieves are limited in their selection of weapons and armor. They may become proficient in the following weapon groups or any weapon in these groups: crossbows, finesse, simple melee, simple ranged and whips. Wielding a non-proficient weapon imposes a -4 penalty to attack rolls.

Thieves may wear leather, padded, studded, brigandine, or magically lightened chainmail (elven or mithral). Armor may have an effect on the thief's ability to perform several rogue proficiencies. See the armor entries in the Equipment chapter for more information. Thieves cannot use shields.

Nonweapon Proficiencies

Thieves have access to the Academic, General and Rogue lists.

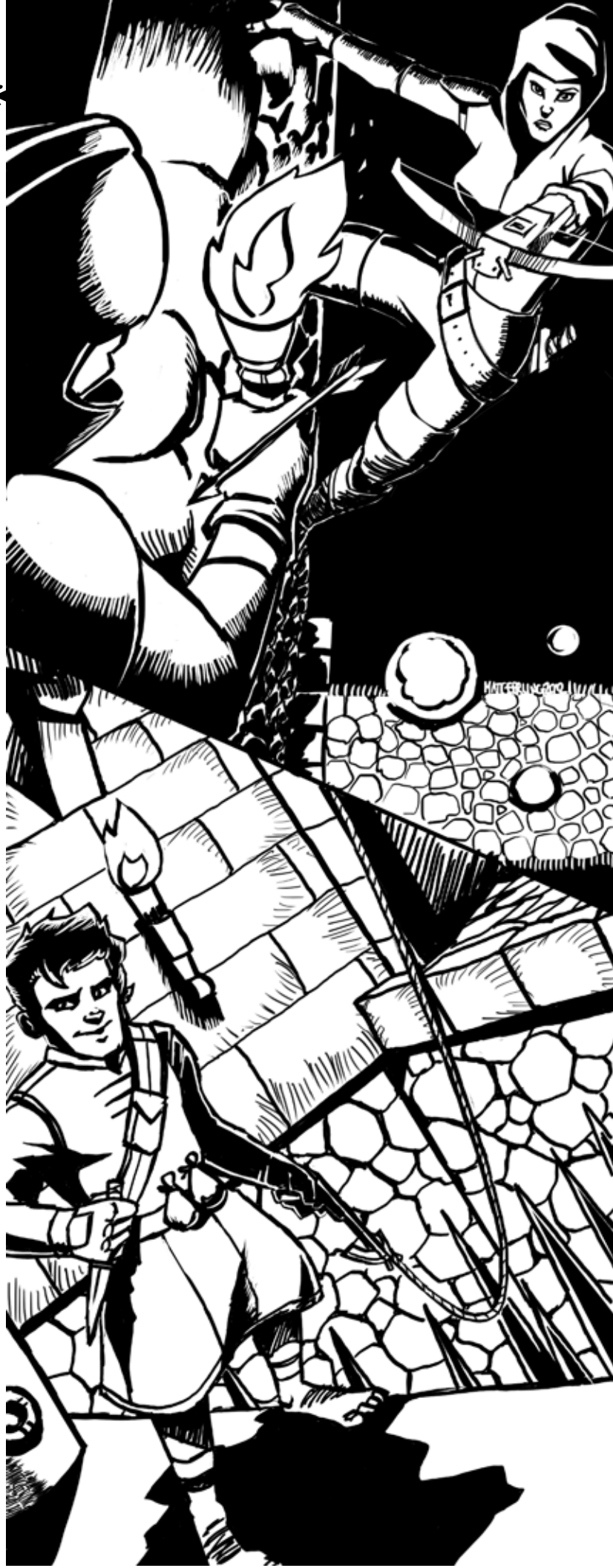


Table 32: Thief Level Chart

Level	XP	Hit Points	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Ref Save	Will Save	Special
1	0	1d6 (max)	+0	1/1	3*	2	+4	+5	+4	Dextrous Climb, Nimble Defense, Opportune Attack +1, Rogue Skills, Sneak Attack x2, Trap Lore
2	1,250	2d6	+0	1/1	3	2	+5	+6	+4	Opportune Attack +2, Skill Boost
3	2,500	3d6	+1	1/1	4	2	+5	+6	+5	Skill Boost
4	5,000	4d6	+1	1/1	4	3	+5	+7	+5	Opportune Attack +3, Skill Boost
5	10,000	5d6	+2	1/1	4	3	+5	+7	+6	Sneak Attack x3
6	20,000	6d6	+2	1/1	5	3	+6	+8	+6	Skill Boost
7	40,000	7d6	+3	1/1	5	3	+7	+8	+7	Activate Scroll Skill
8	70,000	8d6	+3	1/1	5	4	+7	+9	+7	Opportune Attack +4, Skill Boost
9	110,000	9d6	+4	1/1	6	4	+7	+9	+8	Sneak Attack x4
10	160,000	10d6	+4	1/1	6	4	+7	+10	+8	Renown, Skill Boost, Touch of Fate
11	220,000	9d6+2	+5	1/1	6	4	+8	+10	+9	Activate Item Skill
12	440,000	9d6+4	+5	1/1	7	5	+9	+11	+9	Skill Boost
13	660,000	9d6+6	+6	1/1	7	5	+9	+11	+10	Sneak Attack x5
14	880,000	9d6+8	+6	1/1	7	5	+9	+12	+10	Skill Boost
15	1,100,000	9d6+10	+7	1/1	8	5	+9	+12	+11	
16	1,320,000	9d6+12	+7	1/1	8	6	+10	+13	+11	Skill Boost
17	1,540,000	9d6+14	+8	1/1	8	6	+11	+13	+12	Sneak Attack x6
18	1,760,000	9d6+16	+8	1/1	9	6	+11	+14	+12	Skill Boost
19	1,980,000	9d6+18	+9	1/1	9	6	+11	+14	+13	Skill Boost
20	2,200,000	9d6+20	+9	1/1	9	7	+11	+15	+13	Legend of Thieves

* The thief starts with additional nonweapon proficiencies per a class ability.

Magical Item Use

Thieves may use potions, and enjoy the benefits of defensive or healing scrolls. They can use rings and other wondrous magical items not requiring a spell casting background, such as wands, rods, or staves, although they activate scrolls later in their career. They may use any weapon, and wear any armor or shield, the thief class allows.

Class Abilities

The thief receives the following class abilities as she progresses:

Dextrous Climb: Thieves receive Basic proficiency in Climb, free of charge, and may use their Dexterity check modifier for all Climb checks instead of Strength.

Nimble Defense: Thieves practice to use their nimbleness and quick reflexes in battle. When wearing no armor or any armor allowed by the thief class, any thief having a Dexterity score of 15 or higher receives a +1 bonus to her Armor Class.

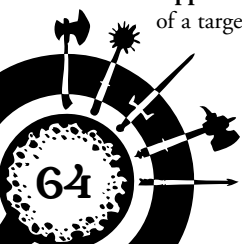
Opportune Attack: The thief has honed her reflexes to take advantage of a target's divided attention. Whenever a target is engaged with one

or more opponents, the thief receives a bonus to her melee and ranged attack and damage rolls against that target. The bonus begins at +1 at 1st level and increases periodically per the thief's level chart.

Rogue Skills: At character creation, a thief receives an additional four (4) nonweapon proficiency slots to spend on rogue proficiencies. Such slots are granted in addition to her normal starting proficiency slots, and aside from being restricted to rogue proficiencies, the rogue may use these slots as normally allowed.

Skill Boost: At 2nd level, and periodically thereafter as the thief progresses in level, he receives a +1 bonus that he may apply to any one (1) of his trained proficiencies. This +1 bonus is considered an additional modifier that affects the relevant proficiency check.

Sneak Attack: At 1st level, the thief receives a sneak attack. With this attack, the thief is capable of dealing tremendous damage by backstabbing a target by surprise. If wielding a small and easily concealable piercing weapon, such as a knife or short sword, the thief can attempt to sneak toward a target with a secondary action. If a Dexterity (or Stealth check) is successful, the thief stabs her target in the back with her primary action. She receives a +4 additional bonus on the attack





(+2 for a rear attack and +2 for this ability). The location of the blow and the surprising factor of it cause the target to suffer a damage multiplier based on the thief's level.

The GM determines whether a Dexterity or Stealth check is necessary. In some situations, the target could never see or hear the approaching thief before she strikes. Failed checks result in a rear attack that does not deal any additional damage.

The opportune attack bonus may stack with the bonus provided for a sneak attack if the GM so permits in cases when the thief is attempting a sneak attack against a target in combat.

Trap Lore: A thief may use the Find and Remove Traps proficiency to detect and disable magical traps, in addition to mechanical ones.

Activate Scroll: 7th level thieves may activate arcane and divine scrolls with a successful Intelligence check based on the level of the spell:

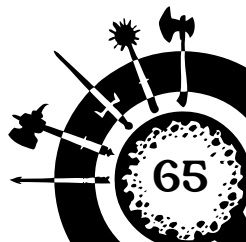
Scroll Level	Target Complexity
1- 3	Average (TC 10)
4 - 6	Tough (TC 15)
7 - 9	Exceptional (TC 20)

Renown: 10th-level thieves begin to receive henchmen called pledges. All but two of the maximum number of henchmen allowed per the thief's Charisma are 2nd level. Most initial pledges are thieves, but members of other classes may also seek the thief as well. At some point thereafter, two 6th level henchmen arrive, each with at least four levels of thief, to help form a small guild. (The player controlling the thief should create them and give them appropriate backgrounds.) In the beginning, the guild consists of the thief character and his initial pledges and henchmen. With each level gained thereafter, the thief receives 1d4 additional pledges of 2nd level. The henchmen and pledges increase in experience per the GM's discretion. The amount of monthly income generated from the guild's activities equals the thief's level x 100 gold pieces.

Touch of Fate: Renown bolsters the thief in another way. Thieves call it "rogues luck" and color it as a divine gift from the gods of guile. Not quite. Thieves of renown walk the line everyday in their social lives and in their adventures. At 10th level, they receive a touch of fate that assists them in their lives of danger. A touch of fate allows the thief to retry any failed roll once per day.

Legend of Thieves: 20th-level thieves are considered legends in their trade, whispered about by every thief in the region. The legend's guild receives an influx of 4d10 2nd level pledges, four additional 6th level lieutenants, and two 9th level thieves hoping to gain their own renown from associating themselves with the legendary thief. The legendary thief's guild now generates a minimum monthly income equal to the thief's level x 250 gold pieces.

This level of notoriety comes with a touch of fate, as well. The legendary thief receives rogue's luck twice per day.





Wizard

Wizards greedily pursue power in the form of arcane knowledge and mysticism at the expense of other pursuits. These singularly brilliant minds put their lives at stake as they attempt to master the turbulent powers of magic. Through training and rigorous study, they grow from young and eager peddlers of minor cantrips to wielders of terrible and awesome arcane might. While some wizards prefer to dabble in the widest array of magical incantations, others prefer to specialize in one school of magic. Regardless, the wizard's life is dangerous, but the reward for true mastery of the art is beyond expectation.

Attribute Requirements

The rigorous studies of a wizard require a minimum Intelligence of 14 to become even moderately successful, although a much higher Intelligence is required to cast upper level spells. Wizards with Intelligence scores lower than 14 suffer a 10% penalty on all XP awards.

Race and Alignment

Dwarves and gnomes have an innate resistance to magic. This disrupts the casting of arcane spells. Unless this inherent protection is somehow permanently removed (which also removes any saving throw bonus), a dwarf or gnome cannot become a wizard. All other races are allowed. The only exception to this limitation is that a gnome may be a specialist illusionist and cast illusion spells only.

Wizards can be of any alignment, though specialists often tend to be of the lawful or neutral bend.

Prime Example

Here again, an obsessive pursuit of perfection reigns supreme. Half-elves or human wizards with an Intelligence score of 16 or higher earn a 10% bonus on all XP awards. Gnome illusionists with an equally high Intelligence also receive the bonus.

Weapons & Armor

Wizards may not become proficient in any weapon group, but may become proficient in staves, daggers, darts, knives, and slings. Use of any nonproficient weapon imposes a -5 attack penalty.

Wizards cannot wear armor. There are two reasons that make it difficult for wizards to wear armor. First, the somatic component required in many of the wizard's spells restricts his ability to effectively cast these spells while wearing armor. More importantly, wizards do not train in armor; they never traded time away from their arcane studies to become familiar with wearing armor. Unless the wizard has spent the requisite weapon proficiency slots to employ spells while armored, the wizard cannot cast while wearing any armor. If he does wear armor, he cannot cast spells with a somatic component.

Nonweapon Proficiencies

Wizards have access to the Academic and General lists.

**Table 33: Wizard Level Chart**

Level	XP	Base Hit Points	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d4 (max)	+0	1/1	3	1	+4	+5	+6	Specialization, Spellbook, Spellcraft, Level 1 Spells
2	2,500	2d4	+0	1/1	3	1	+4	+5	+7	
3	5,000	3d4	+0	1/1	4	1	+5	+5	+7	Level 2 Spells
4	10,000	4d4	+1	1/1	4	1	+5	+6	+8	
5	20,000	5d4	+1	1/1	4	1	+5	+6	+9	Level 3 Spells
6	40,000	6d4	+1	1/1	5	2	+6	+6	+9	
7	60,000	7d4	+2	1/1	5	2	+6	+7	+9	Level 4 Spells
8	90,000	8d4	+2	1/1	5	2	+6	+7	+10	
9	135,000	9d4	+2	1/1	6	2	+7	+7	+11	Level 5 Spells, Magecraft
10	250,000	10d4	+3	1/1	6	2	+7	+8	+11	
11	375,000	10d4+1	+3	1/1	6	2	+7	+8	+12	Level 6 Spells
12	750,000	10d4+2	+3	1/1	7	3	+8	+8	+12	
13	1,125,000	10d4+3	+4	1/1	7	3	+8	+9	+12	Level 7 Spells
14	1,500,000	10d4+4	+4	1/1	7	3	+8	+9	+13	
15	1,875,000	10d4+5	+4	1/1	8	3	+9	+9	+13	Level 8 Spells
16	2,250,000	10d4+6	+5	1/1	8	3	+9	+10	+14	
17	2,625,000	10d4+7	+5	1/1	8	3	+9	+11	+14	Level 9 Spells
18	3,000,000	10d4+8	+5	1/1	9	4	+10	+11	+14	
19	3,375,000	10d4+9	+6	1/1	9	4	+10	+11	+14	
20	3,750,000	10d4+10	+6	1/1	9	4	+10	+11	+14	High Arcana

Magical Item Use

Wizards may use any magical item and wield any permitted magic weapon.

Specialization

Before the beginning of their adventuring careers, all wizards must choose whether to specialize in a specific school of magic or to dabble in all disciplines. While a dabbling wizard may learn to cast any arcane spell in existence, specialization restricts the wizard's access to only certain schools, but provides several boons.

Restricted Schools: The specialist wizard has no access to one or more restricted schools and may have only limited or "minor" access to others. Minor access to a school of magic restricts the specialist wizard to only spells of Level 3 or lower. Table 34 lists the schools and the associated restrictions and limitations.

Multi-Classing: In addition to the restricted and forbidden access to certain schools, specialist wizards may not multiclass.

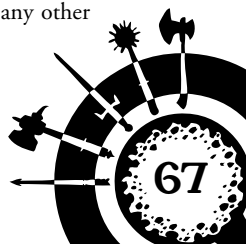
Additional Spells: The specialist wizard may cast one additional spell per day from his specialist school. This additional spell may be of any level the wizard can cast. In addition, upon attaining a new level of experience, the specialist wizard receives two spells from his specialty school without requiring a roll to learn them.

Table 34: Wizard Specialization Chart

School of Specialization	Title of Specialist	Forbidden School	School of Minor Access
Abjuration	Abjurer	Alteration	Illusion
Alteration	Transmuter	Abjuration	Conjuration
Conjuration	Conjurer or Summoner	Divination	Alteration
Divination	Diviner or Seer	Conjuration	None
Enchantment	Enchanter	Evocation	None
Evocation	Evoker	Enchantment	Illusion
Illusion	Illusionist	Necromancy	Abjuration
Necromancy	Necromancer	Illusion	Enchantment

Spell Focus: By focusing on mastering one school, the specialist wizard more effectively casts spells of his specialty school and can defend better against them. Anyone attempting to save versus a specialized spell receives a -1 penalty on the roll. The specialist wizard, on the other hand, receives a +1 save bonus versus any spell of his specialized school that could affect him.

Learn New Spell: The specialist wizard receives a +2 bonus on the associated Intelligence check to learn a spell of his specialty school. A -2 penalty to the roll is applied when learning a spell of any other school.



Spell Research: Researching the creation of a new spell that belongs to a specialty school is faster and less costly. The specialist expends 50% less raw materials and time to properly research the new spell. The specialist wizard is still required to perform a Learn a New Spell roll upon the completion of the research period.

Magecraft: At 9th level, the specialist wizard receives a +2 bonus on any Magecraft checks (see below) when making a scroll or potion that belongs to his specialty school. He suffers a -2 penalty to create items outside his school, though.

Class Abilities

Spellbook: Wizards retain their spellbooks from tutelage. A spellbook is a collection of arcane spells, in literary and architectural form, which aids the memorization of spells. A spellbook contains spells known by the wizard and may also contain blank pages for future needs. Each spell requires a number of pages equal to the spell's level, so most wizards have multiple spellbooks in their library to accommodate a large store of knowledge. Spellbooks usually contain 100 pages and are very expensive. Each page is magically enhanced to better withstand age and damage, so a spellbook generally costs 50 gold pieces per page. It is good practice to have at least one "traveling" book with the wizard's most useful and commonly cast spells, so as not to require him to drag around several large tomes.

Each book is drafted by an individual wizard and there are slight differences in the forms used by various wizards to catalogue the necessary components of the spell. Picking up a fellow wizard's spell book is not an absolute assurance that one will be able to easily transcribe new spells. As the section below indicates, there is always a chance the wizard will fail to learn a new spell, even one of a level he currently casts.

Although it is not essential to carry one's spell book into a dungeon or while traveling the multiverse, most wizards prefer to have at one traveling tome with them. Wizards rarely leave their library unguarded and do try to keep their books safe at all costs. Spell books are magical items, but are still subject to damage, especially by an opponent's *fireball* spell. All unattended spell books make saving throws as a +2 magical item.

Spellcraft: Wizards receive Basic proficiency in Spellcraft free of charge.

Spells: Wizards cast spells that produce magical effects. To cast a spell, a wizard must have recently reviewed his spell book to recall the intricate components required to create that specific magical effect. Wizards usually study their spellbook at some point during the day in preparation of casting in that day, though wizards can retain a memorized spell for days before casting. The length of time required to memorize a collection of spells depends on the amount of spells the wizard is attempting to retain. Each spell usually takes 5 - 10 minutes per level to memorize. This sort of studying is akin to "test-cramming"; once the wizard has cast the memorized spell, he fails to remember each intricate detail of the casting process. He must go back to his spell book and spend some time re-memorizing the spell if he wishes to cast that spell again that day. At the beginning of the day, the wizard may memorize the same spell more than once, each earmarking one spell slot. The wizard may also leave a certain amount of slots open to fill later in the day.

Table 35: Wizard Spells Per Day

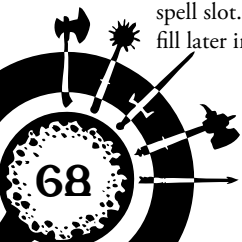
Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	3	2	1	--	--	--	--	--	--
6	4	3	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	4	3	2	--	--	--	--	--
9	4	4	3	2	1	--	--	--	--
10	4	4	4	3	2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

As the wizard's level chart indicates, they gain access to higher levels of spells as they progress. Once they gain access to a higher spell level, they automatically receive one spell from that new level. (Specialists receive two spells.) In essence, they need not roll to see whether or not they learn that spell. Subsequent spells from that level require a roll to learn. (See the Intelligence attribute score entry for more information on the chance to learn new spells.) Failed attempts require the wizard to seek out a different set of instructions. He simply cannot understand the way in which the specific author or teacher describes the spell.

Wizards require less time to memorize spells once they have studied those spells a sufficient number of times. All spells of a level four below the max spell level usable by the wizard only require 1 min/level to memorize. For example, once the wizard can cast 6th-level spells, 2nd-level spells take only 2 minutes to memorize.

Wizards cannot learn a spell by studying a scroll. Scrolls are specifically enchanted to trigger a spell that has been, in essence, recorded in shorter form. This allows someone to easily cast the spell without suffering through the rigors of a full casting.

Starting Spells: Each wizard starts out knowing an amount of 1st-level spells equal to half his Intelligence score. Adding a spell to his spell book requires an Intelligence check. Remember that the wizard gets one free spell of a new spell level once it is opened up.





Researching New Spells: Wizards can create entirely new spells or modify existing spells. This is considered “spell research”. It takes a lot of time and money, but in the end, the wizard imprints the magical world with his creation. The player provides the GM with the proposed name and parameters of the spell. The GM will consult the Game Master’s Guide to help determine the appropriate level of the spell (and, whether the spell can even be created.)

A new spell takes a minimum of two weeks of full time research per spell level. It also requires an amount of material components costing a minimum of 100 gp per spell level. The GM will help determine the exact cost in time and materials before research begins.

Once the research is completed and the components have been expended, the wizard rolls to determine whether he creates a new spell. The wizard rolls an Intelligence check based on the Learn New Spell column of the Intelligence chart with a penalty to the roll equal to the level of the spell he wishes to create. Failure results in the loss of all material components and the process must begin anew.

The GM must approve the new spell and determine the relative level and costs before research begins.

Max Spells Remembered Per Day: There are only so many spells a wizard can memorize each day. (See the chart above.) Bonus spells remembered per day may be granted for high Intelligence. The optional spell re-memorization rule can be implemented to provide for more spellcasting power throughout the day.

Spell Rememorization [Optional]: Once a memorized spell is cast and a slot opens up, the wizard may attempt to fill the slot if he has his spellbook and ample time to study. An Intelligence check is rolled against an Exceptional (TC 20) task. Success indicates a new memorized spell. Failure removes the chance to fill that spell slot until the next day.

The wizard is required to have absolute silence while he studies for a continuous, uninterrupted 10 minutes per spell level. Any interruption, whether it be from loud noises or physical harm, removes the chance to rememorize the spell slot.

Magecraft: Upon attaining 9th level, the wizard has accumulated enough experience in researching and casting spells that he is now ready to attempt to create magical scrolls and potions. The wizard must have the required spell in his spellbook to craft a scroll or potion that invokes the specific spell’s energy.

To prepare a potion, the wizard must have an alchemical lab and the required magical reagents and reactors. To prepare a scroll, special inks and paper are required. The cost of creating a potion or scroll equals 50 gp per level, and it takes 8 hours of uninterrupted work per day per level to complete the job.

Once the time is spent and the materials properly prepared, the wizard rolls a level check versus an Exceptional (TC 20) task. A failed attempt destroys whatever material components were used and the process must be started anew.

High Arcana: At 20th level, the wizard becomes an Archmage. His magic courses through his veins and empowers his life force. He no longer requires sustenance or sleep when conducting arcane research and the time required to create new spells or conduct magecraft is halved. Furthermore, the Archmage never fails to create a new spell of Levels 1 through 6 and the spell-level-based penalty that applies to spells created of Levels 7 - 9 are halved.

Multi-Class Characters

Multi-class characters have experience in two or more classes. It’s a difficult and heavy load to haul, with time-consuming leveling, but it does provide some very interesting and versatile builds. There are two types of multi-classing: straight and staggered.

Straight Multi-Classing

The character starts at Level 1 with training in two or more classes. These classes merge to form a new character class. For example, a Level 1 PC with training in the fighter and wizard classes would be a Level 1 Fighter/Wizard. You may rename the combined class if you wish. In this example, Swordmage might fit.

The combined class merges the abilities of all classes. Calculating the new bases for combat statistics and progression is slightly taxing. It may take some time, but it is not difficult. The following guidelines walk you through the process.

Restrictions and Requirements: All attribute, race or alignment restrictions and requirements for all classes must be met.

Prime Class Attribute: Multi-class characters do not receive experience point bonuses, so ignore this section of the class build.

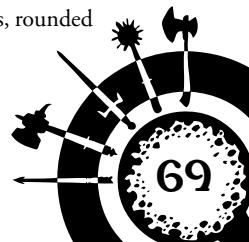
Weapons & Armor: Take the least restrictive for both weapons and armor, but the new class must still abide by any restrictions based on spell casting or religious ethos. Some thievery skills may also suffer a penalty when wearing certain armors.

Magical Items: Take the least restrictive.

Base Hit Points: Hit points are determined at each level by either a fixed amount or a die roll. The new class uses a rounded-down average for both. So at 1st level, if the new class is Fighter/Wizard (or Swordmage), the hit points would be 7 (average of 10 and 4) and any levels thereafter would grant an additional 1d6 hit points. To average die types, average the number first (average of 4 and 10 is 7). Then, round down to the nearest standard die type. There is no d7, so d6 is the character’s Hit Dice.

Base to Hit: Take the average, rounded down.

Proficiencies and Class Talents: The multi-classed PC has his own progression for all categories. At each level, the amount of NWP or WP slots provided equals the average of the combined classes, rounded



down. The optional class talent progressions are equal across all classes, and the straight multi-classed character can choose talents from any available class list.

The PC has access to any proficiency or class talent allowed by any of his classes, but must also abide by any restrictions or requirements.

Special: The new class enjoys the special abilities of all classes unless certain abilities of one class are diametrically opposed to the tenets of another class. Check with your GM for a ruling if this occurs.

Saving Throws: Take the average, rounded down, for each category.

Experience & Advancement: Chapter 10 has a chart with the required amount of experience points needed to level up. It is recommended that you create a chart for your new class. To calculate what is required for your new class at each level, you simply add together the XP requirements for all classes.

Example: To attain 2nd level, the fighter needs 1,200 XP on the faster progression track. To attain 2nd level, the wizard needs 1,500 XP. Hence, to attain 2nd level as a swordmage, you need 2,700 XP.

Staggered Multi-Classing

A staggered multi-class character is one that enters into an additional class later in his adventuring career. He retains all known abilities and combat statistics of his earlier classes, but thereafter cannot further his training in the old classes. He must focus on his new class.

How It Works: A PC must begin to train in advance of staggering his classes. Procedurally, at the moment of attaining a new level, the player informs the GM of his intentions to enter into Level 1 of a new class upon achieving the *next* level. This training takes time. He must earn the same amount of experience points that he would have needed to advance in his old class. Then, he takes on Level 1 in the new class and thereafter progresses in his new class, but retains all levels and abilities of his old class.

For example, assume that the PC is a 2nd level fighter. Somewhere during 2nd level, the player decides that he would like to abandon the fighter class and become a wizard. Upon reaching 3rd level (2,400 xp) as a fighter, he announces his intentions to begin training to become a mage. During this level of training, he enjoys all the combat statistics and abilities of a 3rd level fighter. Upon reaching 4th level (4,800 xp), he actually begins his career as a 1st level mage. The PC now has a Fighter 3/Wizard 1 distribution. Henceforth, he retains his fighter abilities but progresses as a mage. He would need 1,500 experience points to attain Fighter 3/Wizard 2 and receive 2nd level wizard abilities.

Calculating New Statistics and Abilities: Below is a step-by-step approach to figuring out the specific benefits and limitations of the staggered multi-class character.

Restrictions and Requirements: All attribute requirements for the new class must be met and any restrictions on race or alignment must be abided, as well.

Prime Class Attribute: Same as straight multi-classing. The character no longer receives bonus experience points.

Weapons & Armor: Considering the old class abilities are retained, the character uses the least restrictive, provided any limitations on class abilities and skills are followed.

Magical Items Use same as straight multi-classing.

Base Hit Points: The character receives an additional amount of hit points based on the new class and receives the new class's hit points per level thereafter.

Base to Hit: This does not change until the new class's base exceeds that of the old class. Thus, a 2nd level fighter has a +2 base to hit. This remains the same until his new class's base surpasses +2. He then progresses in the new class.

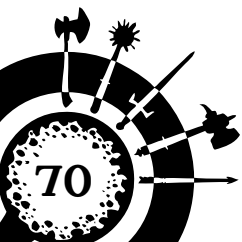
Proficiencies and Class Talents: The character enjoys his starting proficiencies from his prior class and only receives a new proficiency slot (either WP or NWP) when the new class's slots exceed that of the character's current total. For example, a Level 2 thief has three nonweapon slots and two weapon slots. He wishes to become a Level 1 wizard and to thereafter progress as a caster. The PC would receive one additional non weapon proficiency slot since a 1st level wizard has four slots, while a 2nd level thief has three. The PC must choose from the available proficiencies accessible to the wizard. The PC would not receive a new weapon slot until 12th level though, He then has access to whatever weapon proficiencies are available to the wizard.

The optional class talent progression is again not a problem since all characters receive talents at each 3rd level. The character enjoys any previously chosen class talents, but can only choose class talents moving forward from his new class's list when he reaches the next 3rd level. For example, a 4th level fighter/1st level wizard does not receive a wizard class talent until he is a 2nd level wizard.

Special: The PC retains all the special abilities already granted by his old class and now enjoys all the benefits of his new class.

Saving Throws: The saving throw stays the same until and unless the new class's saving throw bonus is higher. The PC uses the new class's saving throw thereafter.

Experience & Advancement: The old class is abandoned. In terms of advancement, the new class progresses on track, as if the old class did not exist.





Weapon proficiencies are combat skills, such as weapons training or fighting styles, that help a character individualize himself from the standard cloth of his peers. Through weapon proficiencies, a player can shape the sort of combatant he or she wishes to play.

1st-level characters start with a certain number of weapon proficiency slots noted in their class's level chart in Chapter 3. As characters progress in levels, they receive additional proficiency slots per their class's progression. See Table 36 for a convenient chart.

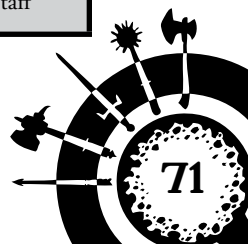
Characters expend weapon proficiency slots to train in the weapon proficiencies in this chapter. With the exception of Weapon Group, all weapon proficiencies cost one slot.

You spend weapon proficiency slots in three categories: weapons training, fighting styles and maneuvers training. Some weapon proficiencies have qualifications, such as class and level; if so, the requirements must be met before a player can choose to learn them. All requirements for a weapon proficiency appear under the name of each proficiency.

Weapon proficiencies are one segment of the larger Combat system, which is detailed in Chapter 9. A quick read of the Combat chapter before choosing weapon proficiencies will help.

Table 36: Weapon Proficiencies Per Class

Class	Slots at 1st Level	Slot Earned	Penalty for Non-Proficiency	Groups Allowed	Weapons Allowed
Barbarian	4	Every 3rd Level	-2	All	All
Bard	2	Every 4th Level	-3	All	All weapons no larger in size than the bard
Cleric	2	Every 4th Level	-3	Clubs and maces, flails and chains, picks and hammers, and simple melee	Any within allowable groups
Druid	2	Every 4th Level	-3	None	Club, dagger, dart, scimitar, sickle, sling, spear and staff
Fighter	4	Every 3rd Level	-2	All	All
Monk	2	Every 4th Level	-3	Martial arts	Any weapon no larger in size than the monk, with the exception of ranged or martial arts
Paladin	4	Every 3rd Level	-2	All	All
Ranger	4	Every 3rd Level	-2	All	All
Thief	2	Every 4th Level	-3	Crossbows, finesse, simple melee, simple ranged and whips	Any within allowable groups
Wizard	1	Every 6th Level	-5	None	Dagger, dart, knife, sling and staff





Weapons Training

Weapons training is entirely class specific. Each individual class entry in Chapter 3 highlights which individual weapons or weapon groups are available.

Wielding a non-proficient weapon imposes an attack penalty dictated by class as well. For example, wizards have little combat training, so they suffer a steep -5 attack penalty when wielding a non-proficient weapon. Fighters, on the other hand, have extensive combat training. When wielding a non-proficient weapon, they suffer a -2 attack penalty instead. Table 36 notes these penalties for each class.

The various weapons training proficiencies are single weapon proficiency, weapon focus, weapon group and weapon specialization.

Single Weapon Proficiency

Requires 1 Slot

The character chooses a single weapon with which to become proficient and suffer no penalty to attack rolls.

Weapon Focus

Requires 1 Slot

Focusing on a weapon adds a +1 bonus to all attack rolls made with that weapon. Focus is not restricted to the warrior classes. In fact, any character class may spend time training to more effectively wield a weapon.

Fighters may not combine weapon focus with weapon specialization. Weapon specialization is an exaggerated form of focus. A fighter with weapon focus that chooses a later specialization in that weapon receives a +2 damage bonus only. The +1 attack bonus remains unchanged.

Only one weapon focus may be applied to any weapon; however, a character may choose to focus on different weapons, provided one proficiency slot is expended for each focus.

Weapon Group

Requires 2 Slots (See Below)

The character chooses a weapon group and is proficient in all listed weapons.

Consult Table 36. Each class has a different list of accessible weapon groups. Some classes have no access to weapon groups and hence cannot choose this proficiency; their class entries only provide a list of available weapons, not groups.

A character can expend one slot to begin training on all weapons in a group. While waiting to spend the second slot, the character suffers a -1 attack penalty with all weapons in the group.

Table 37 includes a list of the various weapon groups.

Table 37: Weapon Groups

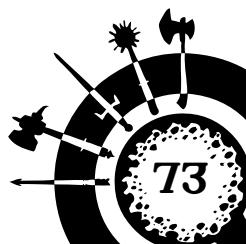
Group	Included Weapons
Axes	battle axe, cleaver, great axe, hand/throwing axe, urgosh
Blades	dagger/dirk, bastard sword, broad sword, cutlass, elven thin blade, falchion, great sword, katana, knife/stiletto, khopesh, longsword, rapier, scimitar, short sword, two-bladed sword, wakizashi
Bows	longbow, shortbow
Clubs & Maces	barbed club, club, great club, hand mace, heavy mace, morningstar, sap
Crossbows	hand crossbow, heavy crossbow, light crossbow
Finesse	dagger/dirk, cutlass, elven thin blade, knife/stiletto, main-gauche, rapier, scimitar, short sword, whip, whip dagger
Flails	heavy (footman's) flail, light (horseman's) flail
Lances	jousting lance, heavy lance, light lance
Martial Arts	bo, bokken, bows, jitte, kama, katana, naginata, ninja-to, nunchaku, sai, shakujo yark, tonfa, wakizashi
Picks & Hammers	farmer's pick, great hammer, sickle, throwing hammer, war hammer, war pick,
Polearms	awl pike, glaive, guisarme, halberd, lucern hammer, mancatcher, military fork, scythe, trident
Simple Melee	club, dagger/dirk, farmer's pick, fist, quarterstaff, scythe, sickle, spear, spiked gauntlet
Simple Range	blowgun, javelin, sling, shortspear, spear
Whips	cat-o-nine-tails, whip, whip dagger

Weapon Specialization

Requires 1 Slot, Fighter Class

The fighter chooses one proficient weapon in which to specialize. At that point, all attacks made with the specialized weapon receive a +1 bonus to attack and +2 bonus to damage. Their rate of attack with specialized weapons increases as well per the following table:

Fighter Level	Normal Attack Rate	Specialized Attack Rate
1-6	1/1	3/2
7-12	3/2	2/1
13-18	2/1	5/2
19-20	5/2	3/1



Fighting Styles

There are six melee fighting styles: finesse fighting, great weaponry, single weapon, two weapon, unarmed combat and weapon and shield. Each fighting style may be learned and then further enhanced with the expenditure of an additional weapon proficiency slot for style specialization. Check the requirements in each style to determine to which styles your character has access.

Using Fighting Styles: Combat sequences in *Myth & Magic* are not governed entirely by rules and minutiae. The rules provide a foundation for common combat actions. The players and GMs are charged with the task of building cinematic and memorable combat encounters from the rules presented. With that in mind, each of the fighting styles includes some mechanics to help substantiate the style in the rules system. There will be many times over the course of a campaign when a player wishes to diverge from the mechanics of a style as written to perform some maneuver, some feat of skill, that someone trained in the style may conceivably pull off. Some players may have real-world experience with one or more fighting styles and disagree entirely with the presented mechanics. In either case, or in any case where a player wishes to get creative or “real-world”, GMs are encouraged to run with it. The gist of each style is fairly easy to understand and can bend to one’s needs.

Multiple Fighting Styles: A character may choose multiple fighting styles. The GM should restrict a character’s access to whatever styles fit the character’s concept and the setting backdrop in which the characters will adventure. So, players are encouraged to speak to their GMs before cherry-picking multiple styles.

Fighting Style Progression: Each style has a level of proficiency and specialization. Specializing in a fighting style requires the character to be 6th level. This prerequisite is clearly stated in each style. Your GM can allow for earlier access in certain campaigns and with certain characters. Generally speaking, style specialization at an early level leads to overpowered low-level characters. Corner cases exist, and for these we have GM discretion.

Finesse Fighting Style

Requires 1 Slot

The finesse fighting style requires quick and balanced movements, lightning fast hands and perfectly disciplined strikes. The finesse fighter always favors precision over power.

Proficiency in this style allows the combatant to use his Ranged Attack Modifier for melee attack bonuses. He adds his Strength-based damage bonus as normal.

This talent limits the character to weapons designated as “finesse weapons” in the Equipment chapter. Finesse weapons are also listed in the Weapon Group proficiency featured earlier in this chapter.

Finesse Fighting Specialization

Requires 1 Slot, Finesse Fighting, Level 6

The finesse fighter has trained rigorously to use precise placement and quickness to deadly ends. When using finesse weapons, she uses her Ranged Attack Modifier for both attacks and damage rolls and her initiative die type is reduced to d8.

Great Weaponry Style

Requires 1 Slot

The character wields two-handed weaponry with greater ease and force. This style requires training on swifter strikes, positioning and precise weapon placement for swifter and more accurate attacks and parries. Great weapons are two-handed beasts and those skilled in the great weaponry style have learned to use the sheer size of the weapon in a less-cumbersome and more-fluid manner.

When wielding a two-handed weapon, the character removes 2 points from the weapon’s initiative penalty and may choose at the beginning of any round to use the style to greater offensive or defensive ends. If defensive, any parry maneuvers performed receive a +1 bonus. If offensive, all successful attacks deal an additional 2 points of damage.

Great Weaponry Style Specialization

Requires 1 Slot, Great Weaponry Style, Level 6

When wielding two-handed weapons, the initiative penalty is reduced by 3 points. The parry bonus from proficiency increases to +2 and the offensive damage bonus increases to +4.

In addition, two successful disarm maneuvers must be performed against the specialized character in the same round to separate the character from his two-handed weapon.

Single Weapon Style

Requires 1 Slot

The character is skilled in the effective use of a single-handed weapon in conjunction with a free hand in combat. This style is different than what is commonly exhibited by the use of a single weapon. It is known for its distracting and defensive positioning, balance for precise attacks and the capability of a combatant to initiate, or defend against, close-quarters maneuvers while remaining armed.

Proficiency in single weapon style grants the combatant a +1 AC boost versus any one opponent. It also allows a combatant with multiple attacks in a single round to use his free hand for an attack (or maneuver) without staggering the attacks in the round. If the free hand is used for a maneuver, this benefit tends to provide a bonus to the subsequent weapon attack. The bonus is set by the GM and based on circumstance. For example, if a free hand attack were made as a called shot to grab an opponent’s head and pull it downward, the GM could award the subsequent weapon attack a +2 bonus.





Single Weapon Style Specialization

Requires 1 Slot, Single Weapon Style, Level 6

The character now uses his free hand and stance more effectively. The +1 AC bonus that once applied to just one opponent now applies to all forward-facing or flanking opponents. The single weapon specialist also now uses his free hand to deadly ends. His free hand can now assist in any attack maneuver or defense maneuver performed with the weapon, granting a +2 bonus to the roll. This bonus does not apply to standard attacks, only to a special maneuver that generally requires a penalty to the attack roll based on the maneuver's difficulty.

Two Weapon Style

Requires 1 Slot

The character is highly skilled with the simultaneous use of two weapons in combat. Most often, this proficiency applies to a single weapon in each hand, but combatants proficient in double-bladed weapons may also choose to apply this proficiency to the double-bladed weapon instead. The style works the same in both cases.

Two weapon fighting is a style that employs fast feet, parries and swift counter-attacks. The offhand weapon is instrumental in setting up well-placed primary strikes and so the offhand weapon is used in every combat round.

Two weapon fighting grants one extra attack, each round, with the offhand weapon, provided the offhand weapon is at least one size category smaller than the combatant. For example, a human thief must use a small (or smaller) offhand weapon, such as a dagger, knife, shortsword, etc. The offhand attack may be used for an attack or a weapon-based maneuver, such as a parry. The offhand extra attack may take place at any time during the round.

A -2 attack penalty applies to all primary weapon attacks. A -4 attack penalty applies to all offhand attacks.

Two Weapon Style Specialization

Requires 1 Slot, Two Weapon Style, Level 6

The character is now able to employ his offhand weapon to a greater degree. Of primary concern, the standard attack penalties that apply are reduced to -2/-2 for primary and offhand attacks.

At the beginning of every combat round, the character has the option to state that he will be using two weapon fighting in a special way for increased defensive or offensive capabilities. If fighting defensively, the character loses the extra attack normally granted, but receives a +1 bonus to Armor Class and a +1 bonus on any defensive maneuvers performed in that round with either weapon. If using two-weapon in a special offensive manner, the character is prepped to perform offensive maneuvers, such as a disarms and called shots, and so receives a +2 bonus on all offensive maneuvers, but suffers a -2 penalty on any defensive maneuvers or standard attacks.

Lastly, the two weapon specialist may wield two similarly sized weapons, provided they are both no larger in size than the combatant.

Unarmed Combat Style

Requires 1 Slot

Unarmed combat is a synthesis of striking and grappling. Striking refers to powerful and accurate punches and kicks. Grappling is wrestling that involves grabs, overbears, locks and pins. Proficiency in unarmed combat reduces the called shot penalty for all standard grappling moves to -2 and provides three additional advantages: increased rate of attack, increased damage and increased defense. Please note that "unarmed attack" is a weapon, and proficiency is required.

The unarmed combatant receives a step up in his attack rate when fighting completely unarmed and when wearing armor no heavier than leather. So, for example, a fighter with a 3/2 attack rate would have two attacks every round while unarmed and unarmored.

Damage for strikes increases to 1d3 for Small-sized characters, 1d4 for Medium characters and 1d6 for Large characters. Damage for grappling maneuvers becomes 1d2 per round a grappling maneuver is maintained. All this damage can be considered lethal damage if the combatant so chooses.

The unarmed character is harder to strike in unarmed combat when abiding by the armor rule. When fighting another opponent in hand-to-hand combat, the unarmed combatant receives a bonus to his Armor Class equal to half his Base to Hit bonus, rounded down.

Unarmed Combat Style Specialization

Requires 1 Slot, Unarmed Combat Style, Level 6

Specialization removes the called shot penalty for grapples and provides a +2 attack bonus on any special maneuver performed while unarmed. This is not limited to called shot strikes or pins. This bonus applies to all combat maneuvers, including disarms and parries.

Weapon and Shield Style

Requires 1 Slot

The character is highly skilled with the use of a shield and weapon in combat. Despite the use of weapon and shield by many warriors, proficiency in this style represents intense training to use the shield as a weapon and a nigh-impenetrable defensive barrier.

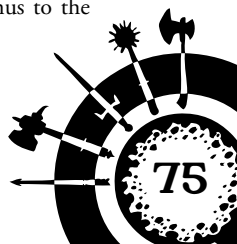
Proficiency grants the character greater defensive pursuits with a shield. The standard shield bonus increases by +1 and any defensive maneuvers performed with the shield (such as parries) receive a +2 bonus.

Weapon and Shield Specialization

Requires 1 Slot, Weapon and Shield Style, Level 6

Specialization in this style grants one extra attack each round with the shield, albeit at a -2 attack penalty. This extra attack may be used to parry or it may be used as a bludgeoning weapon that deals 1d3 points of damage plus half of any Strength-based damage modifier.

This extra attack may be forfeited in any round to stay defensive, granting a normal rate of attack and an additional +1 bonus to the shield's AC adjustment.



Maneuvers Training

The *Combat* chapter includes examples of special maneuvers performed in *Myth & Magic* combat sequences: called shots, disarms, parries and dodges. With the permission of the Game Master, any player character can earmark important training time to specialize in one or more of these maneuvers.

The following proficiencies are optional. The ramifications of maneuver training are often underestimated.

Maneuver Training

Requires 1 Slot, GM Permission

Mundane attacks fail to provide the mastery some combatants desire. Parries, disarms, headlocks and trips are just some of the tools that help to defeat an enemy in battle. Maneuver training is a method available to those willing to spend time narrowly training on the intricacies of a maneuver. It provides a +2 bonus on attack rolls to employ one specific maneuver (other than the called shot) in the *Combat* chapter.

Accuracy Training

Requires 1 Slot, GM Permission

A well-placed called shot can end a battle. This is difficult training and requires precision and power, whether by means of martial or ranged weaponry. Once training is complete, the character reduces the penalty for all called shots by 2.





Myth & Magic supports storytelling and character development by placing skill-based training directly into the progression of every character class. Skill-based training relates to interests outside of combat. In game terms, “nonweapon proficiencies” represent such training. Each character receives nonweapon proficiency slots at 1st level and additional slots are earned throughout progression based on the character’s class. Similar to how weapon proficiencies are spent, you spend your nonweapon proficiency slots on whatever skills you would like your character to learn.

With the expenditure of each nonweapon proficiency slot, you take a small step toward fleshing out a vision of your hero living in a world with concerns outside the battlefield. Nonweapon proficiencies support the idea that a player character a) belongs to a social world; and b) encounters noncombat challenges along the way.

Proficiencies in Play

Noncombat challenges can be overcome with natural talent (attributes) or training (proficiencies). For example, you might be faced with a wall that must be climbed or a sleeping ogre you must not disturb. In such instances, the GM requires an attribute or proficiency check.

A nonweapon proficiency symbolizes highly-specialized training. Characters trained to climb find adequate handholds and footholds to easily scale the surface. Characters trained in stealth adjust body mechanics to an ever-changing environment and understand how to trick and deceive.

Proficiency Checks

Each nonweapon proficiency links to an attribute. A proficiency check is an attribute check with a bonus granted per the degree of proficiency attained. See the *Levels of Proficiency* table for more.

Each task you wish to perform has a target complexity (or TC). The complexity is either set by the GM discretionarily or listed in the rules. The complexities follow the BASE20 system (Basic to Legendary).

The proficiency check looks like this:

$$\text{Proficiency Check} = d20 + \text{Proficiency Bonus}$$

The proficiency bonus equals the relevant attribute check modifier plus the proficiency bonus from Table 38 and any additional bonuses granted by race, class or equipment.

Maximum d20 Modifier: The maximum d20 modifier that any character can hope to achieve on any nonweapon proficiency is +15. This maximum includes bonuses and modifiers from all sources, including racial, class-based, attribute, proficiency. With the GM’s permission, only magic can help to transcend this maximum.

Using Proficiencies

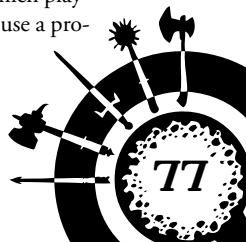
Sometimes, the GM directly asks for a proficiency check. In these situations, roll a proficiency check if trained. (If you’re not trained, fear not; as you will read below, there is a mechanic for untrained checks.) The GM may at other times ask for an attribute check. In these situations, check your proficiencies. If one seems related to the task at hand, ask the GM whether the use of a nonweapon proficiency makes sense for the situation in lieu of a standard attribute check. If the GM agrees that it does, roll your proficiency check.

Example: You need to swim across a wide river. Your GM knows it’s riddled with a powerful undercurrent, so he requires a Superior (TC 15) Swimming check to cross safely. You have the Swimming proficiency, so you roll a Swimming check.

Assume that once you crossed the river, you found a body floating near the river bed, caught on a few branches. You investigate and tell the GM you’d like to determine the cause of death. He requires a Superior (TC 15) Wisdom check. You have the Healing proficiency and ask whether it applies. Seeing the sense in that request, the GM obliges and allows you to roll your proficiency check instead.

The Scope of a Proficiency: The descriptions in this chapter of each nonweapon proficiency highlight common applications for the proficiency. Without a doubt, there are dozens of additional uses for each proficiency not mentioned in the rules. You will frequently face scenarios in game that test your imagination. Ask yourself whether a nonweapon proficiency could be used to help overcome the challenge. Use your imagination to stretch the scope of your training. The *BASE20 System* is easy for GMs to apply to off-the-cuff actions, and the game encourages a dialogue between you and your GM regarding whether an action can or cannot be performed.

Uses and Complexities: Similar in rationale to the way in which players can determine the scope of a proficiency by the way they use a pro-



iciency in play, GMs determine the TCs for every action performed. So, when reading the descriptions of each nonweapon proficiency, you will notice that no set TCs for any actions are listed. Players are encouraged to remain creative with their proficiencies and to enter into a dialogue with the GM, who is tasked with the final say on how difficult a certain task is to perform.

Effect of Armor: The wearing of armor affects the use of some nonweapon proficiencies by imposing a penalty to the proficiency check. This chapter contains tables for each nonweapon proficiency group. If a penalty applies when wearing armor, there will be a column noted this in the table.

Complex Proficiencies

Some nonweapon proficiencies are designated as “complex”. They are either slightly more difficult to learn or specialized enough that most people have little exposure to them in day-to-day life. Choosing a complex proficiency costs no more than other proficiencies, but attempting to do something untrained that falls under the purview of a complex proficiency triggers two options for the GM: prohibited access or untrained penalty.

Prohibited Access: In certain situations, the GM might downright ban the attempt of even the most-basic uses of a complex proficiency. Trying to crack a locked door with thief’s tools without the Open Locks proficiency is a good example. Your GM would be well within reason to prohibit the attempt.

Untrained Penalty: In lieu of downright prohibition, the GM might occasionally allow an untrained attempt of a complex nonweapon proficiency. A -5 penalty applies.

GM Discretion: Obviously the GM has full discretion whether an untrained attempt is prohibited or penalized (or neither). This means that you should approach noncombat tasks with an open mind and not let your list of proficiencies dictate what you can do.

Example: Your group has accidentally stumbled into a wolf’s den teeming with pups. The two parents begin snarling and circling. Someone in your gaming group asks, “Can someone calm them down?” The GM calls for a Superior (TC 15) Animal Handling check.

Assume that no one has the proficiency. Someone in your gaming group then blurts out, “Can we throw out some rations while one of us tries to sooth the parents enough for us to slowly back out of the den?” You GM finds the request sensible and will allow one of the PCs to try their hand at a Superior (TC 15) Wisdom check at a -5 penalty.

Training

1st-level characters start with a certain amount of nonweapon proficiency slots that represent training that occurred prior to the start of play. Additional slots are earned as characters progress in levels. Later slots are used for training on new proficiencies or advancing the ones you know.

Table 38: Nonweapon Proficiencies Per Class

Class	Slots at 1st Level	Slot Earned	Groups Allowed
Barbarian	2	Every 4th Level	General, Nature
Bard	3	Every 4th Level	All
Cleric	4	Every 3rd Level	General, Academic
Druid	4	Every 3rd Level	General, Nature
Fighter	3	Every 4th Level	General, Nature
Monk	4	Every 3rd Level	General, Academic
Paladin	3	Every 4th Level	General, Nature
Ranger	3	Every 4th Level	General, Nature
Thief	7*	Every 3rd Level	Academic, General, Rogue
Wizard	3	Every 3rd Level	General, Academic

* Includes 4 bonus NWP.

Starting Proficiencies

Nonweapon proficiencies can reflect a character’s background. If a character was a blacksmith’s assistant for most his life, and spent his free time at his cousin’s farm where he learned to ride horses and care for various animals, his nonweapon proficiencies could sensibly be craft (blacksmithing), riding (land-based) and animal handling.

Choosing Nonweapon Proficiencies: There are four groups of nonweapon proficiencies. A character’s class determines to which groups he has access:

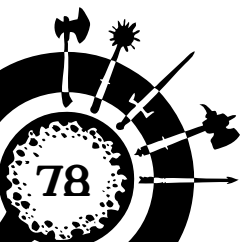
Academic proficiencies require a major investment of time in scholarly pursuits.

General proficiencies can be learned by any class. They are helpful in everyday adventuring and represent a character’s background in a craft or trade.

Nature proficiencies require time spent in the wilderness learning to understand and tame its bounties.

Rogue proficiencies reflect time spent in settled areas where the character uses guile and nimbleness to survive and prosper.

Table 38 above breaks down each class’s nonweapon proficiency slot progression and available groups.





Advancing Proficiencies

Spending additional slots on a proficiency adds additional bonuses and increases one's "level of proficiency", a term of art used to determine when the character automatically succeeds on his checks and when he must roll. Characters do not roll to succeed at a task equal to or lower than their level of proficiency. A thief with Superior proficiency in Open Locks cannot fail at cracking Basic, Average or Superior locks, so she must only roll when faced with locks rated Exceptional or higher.

Effects of Proficiency

Spending slots on a proficiency grants a bonus to the relevant attribute check and the chance to auto-succeed. The effects of proficiency are encapsulated into the concept of levels of proficiency.

Levels of Proficiency: The levels of proficiency follow the *BASE20* chart. Spending one slot on a nonweapon proficiency provides a Basic level of proficiency. Spending two slots provides an Average level of proficiency, and so on. A character generally cannot exceed Exceptional proficiency. Table 39 breaks it down. As the table shows, there is a minimum experience level that must be attained before spending slots to attain a Superior or Exceptional level of proficiency.

Legendary Level of Proficiency [Optional]: GMs have the discretion to allow a character to spend five slots on a nonweapon proficiency

for a Legendary level of proficiency. This represents the pinnacle of training. Such a character cannot fail at this point at any relevant proficiency check, even Legendary TCs. The minimum level is 15.

Table 39: Levels of Proficiency

Slots Spent	Level of Proficiency	Min. XP Level	Bonus to Attribute Check	Cannot Fail
1	Basic	1	+2	Basic
2	Average	1	+4	Average
3	Superior	5	+6	Superior
4	Exceptional	10	+8	Exceptional

Choosing Restricted Proficiencies

If the GM allows it, a character may have limited access to a restricted proficiency list. For example, a thief that has spent years on a traveling circus and has learned to tame and train animals may be allowed to take Animal Handling at character creation. If this is allowed, the cost for the first slot doubles: A character must spend two (2) slots to attain Basic proficiency and one (1) additional slot to attain each level of proficiency thereafter.

Alternate Proficiency Systems

The main text details the default proficiency system. It stakes a middle ground between simplicity and customization. Some groups may prefer to use a different approach, whether that approach is simpler or more complex. For such groups, your GM may adopt one of the following alternative proficiency systems:

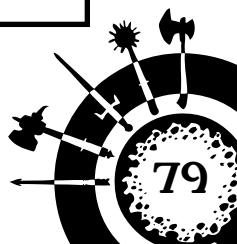
BASE20 Attribute Checks: This system removes the idea of enhancing a proficiency. You simply spend one slot on a nonweapon proficiency and thereafter roll a straight attribute check, with bonuses only provided by class or race, when you wish to use that proficiency.

Roll Under Attribute Checks: This is a simpler approach to the previous alternative. In this system, the BASE20 mechanic is virtually stripped from the proficiency system. You simply roll a d20 for proficiency checks and succeed when the result is equal to or lower than your actual attribute score.

Roll Under Modified: Merging the previous two systems, the Roll Under Modified system provides a penalty to the attribute check based on the complexity of the action. The GM applies no penalty to tasks considered of average difficulty, but applies a discretionary penalty to actions that would be considered very challenging to outright extreme. The penalty adds to the d20 proficiency check, making it harder to roll under the attribute score.

Skill Specialization: This system allows a character to spend no more than two slots on any one proficiency. Spending one slot allows for straight attribute checks when using the proficiency (either using *BASE20* or a Roll Under system). Spending two slots equals specialization in that proficiency, which grants a +1 bonus per two character levels. The bonus scales up as the character progresses. (When using a Roll Under system, the bonus actually subtracts from the roll.)

No Proficiency System: In this option, the entire nonweapon proficiency system is stripped from *Myth & Magic*. Either the *BASE20* or Roll-Under mechanic is used for attribute checks when performing any noncombat action. All references to nonweapon proficiencies in the race and class chapter are removed. All rogue proficiencies become class abilities for thieves and any five (5) become class abilities of the bard, with checks being resolved by attribute checks rated against the BASE20 mechanic. A +1 bonus is earned at each level (in lieu of the thief's current skill bonus ability) which is applied to any two (2) rogue proficiencies at each level. The +15 maximum d20 modifier still applies. (Any reference in a class's description to a current rogue proficiency, e.g., Perception or Stealth, still applies, but the reference now points to the thief's class ability and not the nonweapon proficiency.)



General Proficiencies

The following proficiencies can be learned by any character.

Acrobatics (Dex)

Acrobatics encompasses all forms of acrobatic moves, including tumbling, gymnastics, jumps and dives. It cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain, and a penalty equal to the normal AC Adjustment of the armor applies.

Basic to Average checks generally allow a short distance tumble or jump, or may provide a discretionary bonus to AC if using Acrobatics instead of attacks in combat. Some feats of Acrobatics are truly amazing. Perhaps the character vaults away from surrounding foes with ease. Perhaps the character falls a distance and tumbles easily to safety.

Appraising (Int)

Appraising encompasses the ability to gauge the value of objects that trade in the open market. Gems, jewelry, works of art, decorative suits of armor, and ancient weaponry are only some of the items that can be appraised.

The rarity of the object dictates the proficiency check. Items commonly traded, such as gems, jewelry and popular paintings, can be appraised with fairly low to average checks. Uncovered treasures and rare objects of beauty might require a higher check.

Note that appraising may allow for a character in a high-magic campaign setting to appraise magical items and weapons. All the magical item's properties must be known to accurately appraise it.

The appraiser's tool is the magnifying glass.

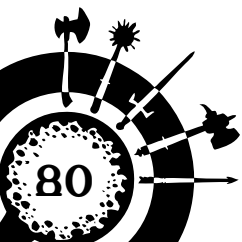
Athletics (Dex)

An athletic character has trained and participated in sport-like activities. This training provides a greater chance to succeed at accuracy

Table 40: General Proficiencies

** Complex Proficiency. See rules for complex proficiencies on page 78.*

Proficiency	Attribute	Armor Penalty	Description
Acrobatics	DEX	AC Bonus	The character uses physical nimbleness to evade danger or perform acrobatic feats.
Appraising	INT	None	The character is skilled at appraising the value of a precious object, work of art or other valuable collectible.
Athletics	DEX	AC Bonus	This skill includes exertions of athleticism and hand-eye coordination, such as jumping, catching or throwing.
Climbing	STR	AC Bonus -2	Everyone can climb a rope or a wall with tools. Those skilled in climbing can scale up walls with little aid.
Craft*	VARIES	None	A craft is a profession. Proficiency here represents time spent in one of a variety of listed trades.
Diplomacy	CHA	None	The character knows the proper social skills in a given interaction and can assimilate to various company.
Healing*	INT	None	The character is skilled at treating wounds and diagnosing maladies.
Know Language*	INT	None	This proficiency is used by lesser intelligent characters that wish to read and write their primary language. It is also taken by other, more-intelligent characters that wish to read and write a number of languages.
Local Lore	INT	None	The character has a vast amount of information on the workings of a location, its officials and its nobility.
Mercantilism	CHA	None	The character is knowledgeable and comfortable with the trading practices of the times. He can negotiate with merchants, establish a trade route and even manage a country's exports.
Riding (Air-Based)*	DEX	None	This proficiency represents time spent riding and performing combat and aerial maneuvers with flying mounts.
Riding (Land-Based)	DEX	None	This proficiency represents time spent riding and performing combat maneuvers with land-based mounts.
Rope Use	DEX	None	The character works well with all sorts of knots and lashings.
Swimming*	STR	AC Bonus +2	There are two different types of swimming. There is staying afloat, which most can do, and then there is swimming against a strong current in the open ocean, which only those skilled in this proficiency can do.





throwing, catching, running, jumping and other examples of athletic ability. This proficiency does not include activities covered under other skill sets, such as swimming or acrobatics.

The better the Athletics check, the faster one runs, the farther one jumps, the longer one throws, etc. Very high Athletics checks could provide some in-combat support to defenses and especially speed. Athletics could sensibly provide some support in short falls, as well.

Climbing (Str)

The character can scale trees, rocks, walls and other surfaces, with no need for special equipment. In most situations, a successful Climbing check allows the character to scale 20 feet as a full round action.

An Average check is sufficient to climb something with adequate hand and foot holds, such as a tree or the side of a one-story building with windows. The higher the check, the fewer hand and foot holds are required, or the faster the normal climb is performed.

Craft (Varies)

The craft proficiency reflects time spent working in a trade. Choosing one can represent your character's past employment. This proficiency can be greatly expanded with additional trades suitable to a campaign.

Attempting to perform a standard activity of a craft or trade is an Average (TC 10) task. Any roll that meets or exceeds this complexity means that the output is considered average quality. Having said that, the GM is free to request a higher complexity if the circumstances require. For example, attempting to fish off a pirate ship during a storm may be a Superior (TC 15) or Exceptional (TC 20) task, even if the end result is finding just a few fish.

Armorsmithing (Str): The character can create, alter and repair metal armor and shields. A forge is necessary. Without one, the complexity of a task shifts up one category. It takes 2 days per AC bonus to repair or alter a suit of armor. It takes 2 weeks per AC bonus to create a suit. The character creates a sturdy and workable piece of armor or shield with a successful Average (TC 10) check. An Exceptional (TC 20) check is required to create a lighter or special version of a certain suit of armor. Creating elven or mithral chainmail is Exceptional, for example.

Blacksmithing (Str): Blacksmiths forge iron items, such as horseshoes and pitons. They may also work with other metals. Characters use this craft to create or repair metal or iron objects but not to forge weapons or armor.

Bowyer (Dex): Bowyers are also fletchers. They repair and craft bows, arrows, crossbows and bolts. The character trained as a bowyer/fletcher can create a perfectly-viable ranged weapon or missiles and can repair broken bows and crossbows. An Average check is generally suitable to create a short or longbow with one week's worth of work or 6 arrows in a day. Higher checks are required to make a crossbow, which usually takes twice as long.

Note that a blacksmith is required to fashion the arrowheads or metal bolts to whatever missile shaft the bowyer/fletcher creates.

Brewing (Int): The character can primarily brew beer, mead, and ale, but could make wines and other spirits. Necessary materials, such as barrels, and the space to hold the barrels while the contents ferment, are required.

Cobbling (Dex): Cobblers make and mend all manner of boots and shoes.

Cooking (Int): Chefs know how to prepare elegant meals. Adventurers with a cooking background know how to safely prepare certain meats and to identify poisonous berries.

Farming (Con): Farmers work crops. Within the context of farming, they are knowledgeable about agriculture, weather, animals and equipment.

Gambling (Cha): The character knows how to cheat at games of chance, such as dice, cards, chess and any other gambling game. In most cases, one's Gambling check is opposed by the untrained subject's Wisdom check. If both parties are trained in Gambling, the higher roll wins; the cheater wins the prize or his opponent notices the deception.

Gemcutting (Int): Gemcutters are jewelers. They know how to cut and appraise gems and fine metals. Cutting gems for normal trade or use is an Average (TC 10) task. Cutting gems to be used for a magical spell or item is at least Superior (TC 15), but some gems require higher.

Leatherworking (Str): The character can, with proper materials, strip an animal of its hide and convert it into a suitable piece of leather for any purpose, including armor. This proficiency also encompasses knowledge of how to tan the leather and can be used for taxidermy.

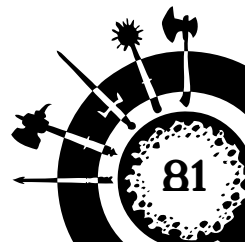
Locksmithing (Dex): Locksmiths craft and repair locks. Crafting or repairing a lock with a certain TC to crack requires a like Locksmithing check. For example, to create or repair a Superior-rated lock (one that requires a Superior (TC 15) Open Locks check to crack) it requires a Superior (TC 15) Locksmithing check. The cost to create a lock varies based on the materials used, but the is generally 50 gold pieces per level of complexity.

Masonry (Str): Masons cut, form and build with stone. Cutting requires a waterfront workstation.

Mining (Wis): Miners mine rock for gems and alloy deposits. This craft requires a thorough understanding of the trade (ventilation, gases, lighting, equipment, etc.) and an intuition to spot danger and treasure.

Pottery (Dex): Armed with a wheel and kiln, the potter creates clay containers and can decorate them with glazes and paints.

Sailing (Wis): A sailing character may have been a pirate, captain, deckhand or fisherman. Sailing provides the knowledge to navigate and maintain a ship. Most sailing checks require Basic to Average rolls, but sailing in severe weather could require Superior or even Exceptional checks.



Tailoring (Dex): With a spinning wheel and loom, the tailor can create any number of wool, cotton or silk garments and decorations, such as suits, dresses, hats, wigs, decorative bags, tapestries and draperies.

Weaponsmithing (Str): Weaponsmiths forge weapons. In most cases, creating a weapon requires a forge. On average, it takes 2 days to create a simple weapon (club, spear, etc.); 4 to 7 days to create a sword or axe; and as much as 40 days to create a two-handed sword. Under normal circumstances and with no impending time or material constraint, an Average (TC 10) task creates a weapon of standard sturdiness. It is always at least an Exceptional (TC 20) task to create a masterwork weapon (if time permits) or to create an average-quality weapon in short order.

Woodworking (Str): Woodworking deals with the carving, curing, building and altering of wood.

Diplomacy (Cha)

The character has a high level of social awareness and a deep understanding of the various castes in society. In the same evening, he can meld into high society and rub elbows with the gritty underworld. His understanding of social situations allows him to exemplify proper etiquette.

Knowing the proper etiquette for a given situation does not guarantee that you will follow through. Roleplaying is still necessary.

Healing (Int)

The character is skilled in handling and treating wounds with medicinal salves, herbs and bandages. He is also knowledgeable about illnesses, diseases, poisons and the effects of certain attacks, so Healing can be used to discern causes of death.

A proficiency check to mend a wound requires a first aid kit, which includes the necessary tools, wraps, thread, herbs and salves. A portion of the kit is used completely on either a successful or failed check. Standard first aid kits cost 5 gold pieces and weigh one pound. (See the *Equipment* chapter.)

Common uses of the Healing proficiency include staunching blood flow, stalling the effects of a minor Class I poison, healing a hit point, providing longer-term care and recognizing someone's malady or cause of death. Truly extraordinary uses of this proficiency can calm the symptoms of a terrible disease, heal a few hit points (1d3) and stall the effects of a Class II poison.



Know Language (Int)

There are two applications of this proficiency. Any character with an Intelligence of 7 or less, or who is subject to illiteracy by a class restriction, must take this proficiency to read and write their native tongue.

This proficiency may also be taken by any character with an Intelligence score of 8 or higher that wishes to speak, read and write an additional language.

Know Language is unlike any other proficiency. The vast majority of the time, a character is not required to roll a proficiency check to speak, read or write a language. The GM is permitted to require a check when a character deals with a higher or lost form of the language or an obscure dialect.

Local Lore (Int)

The character accumulates knowledge on the history and current goings on in a specific location. Proficiency checks determine how much local lore is obtained, retained and/or recalled. The obscurity or secrecy of the information sought determines the complexity of a check.

Local Lore also encompasses knowledge of the official positions in a government, the hierarchy of the local nobility and the knowledge of crests and banners.

With the GMs permission, Local Lore checks can be made after sufficient time has been spent in a new location to learn the nobility and bureaucracy of the land.

Mercantalism (Cha)

The character is knowledgeable and comfortable with the trading practices of the times. He can negotiate with merchants, establish a trade route and even manage a country's exports.

Standard mercantilism checks can lower or raise a negotiated price or uncover information in any location pertaining to the normal trade practices. Such information could include the who's who in over-the-counter and black market trade. Very high checks, such as Exceptional or even Legendary acts of mercantilism, can help gain a meeting with the most powerful merchants and certainly help to start a small trading initiative.

Riding (Air-Based) (Dex)

This proficiency allows a character to skillfully ride aerial mounts. It encompasses more than the simple ability to remain mounted while flying; proficiency here can allow for some truly inspiring feats, such as dives, turns, rolls and mounted aerial combat.

For purposes of aerial combat, losing control of one's mount requires a full-round action to regain control. During this time, any aerial enemies have a round of free actions.

Basic uses allow for wide turns, rises and dives. Average checks are generally required when a rider wishes to take an attack while flying. Higher checks can help the rider perform advanced aerial maneuvers such as battle rolls, vertical rolls, vertical dives, etc. One result of a suc-



Successful check could force any creature in fresh pursuit of the character to also succeed on a check to maintain pursuit.

Exceptional and Legendary uses of this proficiency allow for awe-inspiring maneuvers and can even allow for a full round worth of actions for the rider and his mount.

Riding (Land-Based) (Dex)

This proficiency allows a character to ride land-based mounts and to perform feats of skill while riding, like hunting with ranged weapons, jumping from a galloping mount and engaging in melee combat while mounted. This proficiency also encompasses charioteering.

Basic to Average checks allow the rider to jump the horse or work the horse tired. If the rider is trained in mounted combat as well, such checks usually allow the rider to remain mounted if struck and help him control a wounded mount.

Higher checks include trampling, high or long jumps and the full application of the mounted combat talent. Trampling is a full round action that deals 2d6 points of damage to a target within 80 feet of the rider at the beginning of the round. The target of a trample also lands about 10 feet from his original location.

Rope Use (Dex)

The character works well with all sorts of knots and lashings. He can tie or loosen a good knot with a Basic check or rig a knot to slip quickly with an Average check. Higher checks help with lassoing a nearby target and even assist in escaping tight bindings.

Swimming (Str)

There are two different types of swimming. There is staying afloat, which most people can do without special training, and then there is swimming against a strong current in the open ocean, which only those proficient in swimming can do.

An unarmored character can swim a number of feet equal to double his movement rate in one round.

The complexity of a swim check relates to the waters and intended speed or distance of the swim. An open water swim in fairly rocky conditions is fairly difficult. A truly legendary swim check would be required in such an open water swim if the swimmer were armored.

Academic Proficiencies

Academic proficiencies require a substantial commitment of time. Characters study at length to develop a wide breadth of knowledge on a chosen topic. All academic proficiency checks require Intelligence checks to recall information learned. Higher-complexity checks generally relate to information that may have been a) hard to come by; or b) hard to retain.

The complexity of a knowledge-based proficiency check is related to the obscurity of the knowledge sought. Generally speaking, common knowledge on a subject is easy to find and retain, while secrets and highly-specialized information known by only a few learned folks is hard to come by and could require a Superior or even Exceptional check.

General Knowledge: Times may arise when you simply wish to determine your character's general degree of knowledge in a particular subject. You might ask, "Does my character know anything from my studies?" In these cases, the GM may allow a proficiency check and then reveal an amount of information on the topic based on the roll.

Example: Your character has the Religion proficiency and your adventuring party uncovers a lost temple, decorated throughout with a certain holy symbol. Your GM required a Superior (TC 15) check, in which you were successful, revealing the Church of Hendru'khan. You now wish to recall any and all bits of information you may have learned about the strange religion. Your GM allows you to roll a general check. Assume the result is a modified 22, which puts you into the Exceptional (TC 20) bracket. The GM might now reveal all the information that he or she finds suitable for such a high check.

Astronomy (Int)

This encompasses the study of the stars and celestial bodies. Astronomers keep star charts and discover codes and meanings in the stars.

Dark Arts (Int)

There is a dark side to magic, such as demonology and exorcism. The character has studied this art and understands rituals and dark magic.

Engineering (Int)

Engineering is the knowledge of how to properly design a working structure and how to build things with utilitarian purpose, such as aqueducts and siege weaponry.

Geography (Int)

The character has studied a region's geography. The character could know the location of a certain geographic landmark and could recall the area's terrain type, environment and local creatures.

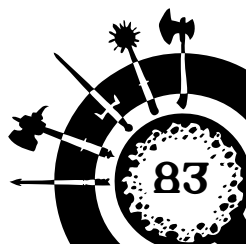


Table 41: Academic Proficiencies*

**All are complex proficiencies. See rules for complex proficiencies on page 78.*

Proficiency	Attribute	Armor Penalty	Description
Astronomy	INT	None	This encompasses the study of the stars and celestial bodies. Astronomers keep celestial charts and discover codes and meanings in the stars.
Dark Arts	INT	None	There is a dark side to mysticism, such as demonology and exorcism. The character has studied these arts and understands the essence of dark rituals.
Engineering	INT	None	Engineering is not only the knowledge of how to properly design a working structure, but the know-how to actually build things with utilitarian purpose, such as aqueducts and siege weaponry.
Geography	INT	None	The character has studied a region's geography and can recall the type of terrain, environment and inhabitants of that particular region.
History, Ancient	INT	None	Ancient historians retain a wealth of information on ancient cultures and events on a more global scale.
History, Local	INT	None	Local historians focus on tracking and retaining information on the history of a local region, including all the information on prominent figures as well.
Languages, Ancient	INT	None	Similar in every way to the linguistics proficiency, but instead helps in the area of lost or ancient languages.
Linguistics	INT	None	The character has limited knowledge on a vast variety of modern languages. This does not encompass speaking or understanding the languages, but may help to decipher the meaning of a small body of text.
Religion	INT	None	This proficiency grants the character a vast amount of knowledge on the various deities and religions, both new and old. Devotion to a religion is not required.
Sciences	INT	None	Sciences other than Astrology are often pursued, such as mathematics and metallurgy. The character chooses a particular science that fits the setting.
Spellcraft	INT	None	The character has studied the art of magic in all its disciplines and spheres. This proficiency allows the character to attempt to discern an ongoing and visible spell effect and also teaches the character about the intricacies of magical rituals. There is no requirement that the character be a spell caster.

History (Int)

Historians retain a wealth of information on ancient cultures and past events in general.

Linguistics (Int)

The character knows a variety of modern and ancient languages. This proficiency does not provide fluency in any language. It provides the ability to decipher script, write a few characters and understand the context of speech.

Planes (Int)

Knowledge of the planes relates to the general planar cosmology and specific information on a plane of existence other than the Prime Material Plane.

Religion (Int)

Religion grants the character a vast amount of knowledge on the various deities and religions, both new and old. Devotion to a religion is not required.

Sciences (Int)

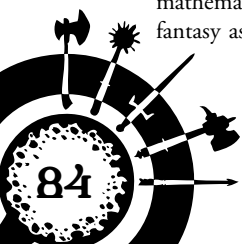
Sciences other than astrology are often pursued, such as biology or mathematics, but such sciences are not as prevalent to a campaign in fantasy as astrology is. The character has a broad knowledge base of

these more obscure sciences affecting the campaign. These sciences are usually limited to: anthropology (study of cultures), biology and physiology (study of life and the body), horology (study of time), mathematics (study of numbers and form), metallurgy (study of alloys and metals), and metaphysics (the philosophical study of nature and the being, also encompasses the scientific study of magic in the world).

Spellcraft (Int)

The character has studied the art of magic in all its disciplines and spheres. This proficiency allows the character to attempt to discern an ongoing and visible spell effect and also teaches the character about the intricacies of magical rituals. There is no requirement that the character be a spell caster.

When rolling a Spellcraft check to discern an ongoing and visible spell effect, level 1 spells require a Basic (TC 5) check, spells of levels 2 – 3 require an Average (TC 10) check, spells of levels 4 – 5 require a Superior (TC 15) check and spells of levels 6 – 9 require an Exceptional (TC 20) check.





Nature Proficiencies

The following proficiencies are honed in the wild and relate to surviving and thriving in nature.

Animal Handling (Wis)

The character knows how to care for, placate and train animals. The character is limited to animals native to his training grounds, which is a terrain type. Thus, while the character may have spent considerable time training in the wilderness to handle woodland animals (such as bears, wolves, hawks and deer), the character may not have the requisite training to calm or train a polar bear or mountain lion.

The character must choose a terrain type from the following: desert, forest, hills/rough, mountain, plains/scrub, planar, subterranean, and swamp. In some cases, the GM may require the character to choose a climate as well: arctic, sub-arctic, temperate or tropical. Classes that have a favored terrain, such as barbarians, must choose the same type of terrain.

Basic to Average checks can teach a befriended animal to perform simple tricks, such as fetch, guard, heel, seek or stay. Higher checks can help to teach an animal to attack, defend or guard. Higher checks are also necessary when trying to placate a hostile and unknown animal or when trying to befriend an indifferent one.

Mountaineering (Wis)

Mountaineering encompasses the skills to climb, find trails, locate shelter, hunt game and navigate to a water source in mountainous terrain. Basic to Average checks often suffice to find well-trodden paths, to climb fairly shallow faces with proper equipment and to find shelter or sustenance. Exceptional checks help to locate a safe path where no path exists or to ensure the safety of many others in a mountain pass.

Mountaineering is akin to Wilderness Survival, but focussed on the high-altitude and treacherous terrain of the mountain and the skills to climb rock faces, which is not provided in Wilderness Survival.

Tracking (Wis)

The character can identify and discern different types of tracks and can follow tracks without prints by analyzing underbrush, branches, soil and the indicators left on the surface. A successful check identifies the tracks and allows the character to follow them until the terrain or weather changes, which requires another check. All checks assume visible tracks, thus intervening precipitation or meddling could either require a higher complexity check or nullify the chances of success.

The complexity of a tracking check relates to the freshness of the tracks and the weather conditions. Generally speaking, the older the tracks and/or the more inhospitable the weather, the tougher the tracking.

Set Snares (Wis)

This proficiency allows the character to construct traps in the wilderness. Often, these snares are set to catch animals, but snares can be dangerous traps for the unwary person as well. The construction of a wilderness snare differs tremendously from the construction of a dungeon trap, so those with this proficiency cannot work with mechanical traps indoors.

One use of the proficiency encompasses the character's immediate 10-ft. space. It is always an Average (TC 10) task to find a hidden wilderness snare, unless it masterfully hidden, in which case, the character must succeed on a Superior (TC 15) check.

The greater the trapping check, the more damage the trap will deal. Basic to average checks sets and disarms Type I to Type II snares, respectively, which deal 1d6 to 3d6 points of damage. Superior checks amp this up to Type III, which can deal between 3d6 and 6d6 points of damage based on the type of snare used. Type IV snares require at least an Exceptional check; they are the most deadly traps that can maim or kill a victim.

Wilderness Survival (Wis)

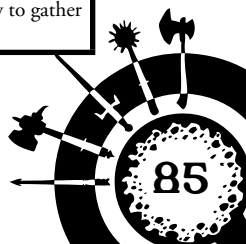
The character is knowledgeable and intuitive about surviving in the wild, including how to gather nontoxic plants, berries and nuts for food and to find water; to avoid natural hazards; to hunt; to find the safest path; and to read the stars and weather. It also encompasses advanced fire-building. It is a very broad proficiency.

Lower checks allow for the scavenging of enough rations, game and water for a number of days equal to the character's Wisdom check

Table 42: Nature Proficiencies*

* All are complex proficiencies. See rules for complex proficiencies on page 75.

Proficiency	Attribute	Armor Penalty	Description
Animal Handling	WIS	None	The character knows how to calm, befriend and train animals.
Foraging	WIS	None	Foragers are foresters that know the area's wilderness paths and its flora and fauna. They can help guide a group through the wilds and provide healthy nuts and roots to eat along the way.
Mountaineering	WIS	AC Bonus -3	Mountaineering encompasses the skills to climb and find trails and paths in mountainous terrain.
Set Snares	WIS	AC Bonus -3	The character is proficient in constructing snares in the wilderness capable of trapping animals (and others).
Tracking	WIS	None	The character can discern and follow different types of tracks by analyzing underbrush, branches, etc.
Wilderness Survival	WIS	None	The character is knowledgeable and intuitive about surviving in the wild, including how to gather food and water, how to avoid natural hazards, and how to read the weather.





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Rogue

Proficiencies

Rogue proficiencies are the trademark proficiencies of a thief and bard, but with permission members of other character classes may dabble in one or more of them.

Decipher Script (Int)

The character has studied the written form of many different languages. Although he cannot actually speak the languages, he has accumulated enough knowledge that he can discern the context of a writing.

Simple uses identify glyphs or decipher the script of common languages. Higher complexities are required when the language at hand is obscure (or lost) or when the character wishes to comprehend a sizeable passage of text, such as that written on a page or wall face.

Disguise (Cha)

Disguise allows the character to disguise his person and voice. The complexity corresponds to how elaborate the disguise is intended to be, where Basic to Average disguises mask the character's face or body to appear of the same sex, race and size. More complex checks could disguise sex, race, size and even voice.

Forgery (Dex)

A successful forgery check allows a character to perfectly mimic the handwriting of another person or design an official-looking document. Certain materials are required, such as an example writing, proper inks and molding wax.

Basic to Average checks could limit the forgery to a signature or seal, while higher complexity checks could allow the forger to create a seemingly official legal or royal document or seal.

Gathering Information (Cha)

Gathering information is a social proficiency that equates to the skillful mining for information using bluffs, persuasion or intimidation. It does not replace roleplaying. It provides clues and insight into how the proficient character should approach the task of uncovering vital information.

The complexity of a Gathering Information check relates to the subject group and the information sought. An Average (TC 10) check is generally sufficient when dealing with friendly or indifferent targets and when seeking information that is not considered taboo or unlawful. Higher checks might be required if the subject group fears disclosure or if the subject matter is too obscure or specialized for the average folk to know.

Lip Reading (Int)

The character can read the lips of a person nearby without that person noticing. The complexity relates to the distance between the character and his target and any other intervening distractions. A failed check

could result in the character simply failing or the target noticing the character's stare.

The complexity relates to the distance between the lip reader and his target, and how well the target is concealing his lip movements. It's generally easy to read the lips of a person within 20 feet that is not attempting to hide his words. The range can increase as much as 80 to 100 feet with higher checks. Exceptional lip reading often picks up the words of even the most discreet speaker.

Open Locks (Dex)

The character is skilled at opening locks without a key. The character must use a lockpick, unless the GM rules it possible to do so without one, in which case the complexity shifts up at least one category.

Locks are categorized by the complexity required to open them. Thus a Superior lock requires a Superior (TC 15) open locks check.

A failed attempt to open a lock breaks the lockpick on a natural roll of 1. Subsequent attempts to open a lock after a failed attempt are possible, but the complexity required to succeed shifts up one category with each subsequent attempt. Thus, a failed attempt to open an Average lock now requires a Superior check on the second attempt.

Perception (Int)

Perceptiveness generally falls under Wisdom and it cannot be trained. However, the rogue classes rely on sharpened senses. They learn to draw from experience and wit to notice something that normally would go unnoticed. In other words, such characters' experience teach them to expect the unexpected.

A character with this proficiency no longer relies on simple instincts. He uses his training to locate a muffled conversation, to notice a secret door or to spot an assassin lying in wait. He also draws from experience to react quickly to danger.

A Perception check is used to search, spot and listen. Target complexities are set based on how muffled or hidden the sound or object may be. Perception checks can be used by characters to also oppose others actively attempting to sneak or hide.

Perception checks may also be used in lieu of Wisdom checks when trying to avoid being surprised or flat-footed.

Performance (Cha)

Performance includes whatever forms of entertainment the character fancies. Some examples include juggling, singing, dancing, playing a musical instrument, oration and impersonation. The character chooses two mediums with one nonweapon proficiency slot. Successful performances earn coin, cause diversions or simply entertain.

Basic to Average performances can gather a few people and earn a few coins, while awe-inspiring performances gain the attention of people (some of whom may be distracted enough to gain surprise on), and can muster a pocket full of gold in the street.



Table 43: Rogue Proficiencies

* Complex Proficiency. See rules for complex proficiencies on page 78.

Proficiency	Attribute	Armor Penalty	Description
Decipher Script*	INT	None	The character can glean the context of a foreign writing.
Disguise*	CHA	None	The character masks his appearance and voice to appear as though he were another person.
Forgery*	DEX	None	The character can replicate an existing document or signature.
Gathering Information	CHA	None	The character is well-versed in tactics useful for extracting information from people.
Lip Reading*	INT	None	The character reads lips without being noticed.
Open Locks*	DEX	None	With the use of proper tools, the character can gracefully open locks.
Perception	INT	None	Thieves learn to tap into their accumulated experience and training to search, spot and listen for things.
Performance	CHA	None	This includes all forms of vocal and physical performances, such as singing, oration and dancing.
Sleight of Hand*	DEX	AC Bonus -2	The character can adroitly pick pockets, slip a note, poison a drink, etc., without drawing attention to the deed.
Stealth	DEX	AC Bonus -2	This proficiency covers both moving silently and hiding.
Trapworking*	INT	AC Bonus -3	The character can locate, disarm and set mechanical traps.



Sleight of Hand (Dex)

Sleight of hand covers picking pockets, unobtrusively slipping a note to someone, stealthily administering a poison, etc. It is a quick and unnoticed hand movement. Picking pockets allows the character to procure an item or pouch from a target.

In all cases, the important issue is whether the sleight of hand attempt was good enough to evade a target's attention. GMs may set a complexity to determine the final outcome, or they may pit a character's sleight of hand roll against the target's Wisdom (or Perception) check.

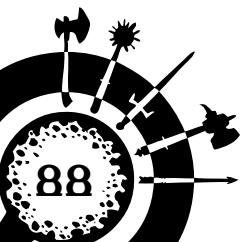
Sleight of hand cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain and a penalty equal to the normal AC Adjustment of the armor applies.

Stealth (Dex)

Stealth encompasses hiding and moving silently. It helps a character remain unnoticed. A character uses his environment, whether it be shadows or underbrush, to hide or blend into the background. He also uses deliberate and silent movements to slip away unheard.

Similar to sleight of hand, a stealth check is usually successful if a discretionary TC is achieved, though a stealth check may sometimes be opposed by a subject's Wisdom (or Perception) check.

Stealth cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain, unless the armor is magically silenced or properly oiled. A penalty equal to the normal AC Adjustment of the armor applies.





Trapworking (Int)

The character is trained and skilled in the art of detecting, disabling and setting mechanical traps. Each use of the proficiency requires a different check. So, finding a hidden trap requires one check, disabling or resetting the trap requires another check; and setting a new trap requires a separate check, and so. Thus, while this skill requires only one slot, it actually provides three distinct proficiencies: Finding Traps, Disabling Traps and Setting Traps.

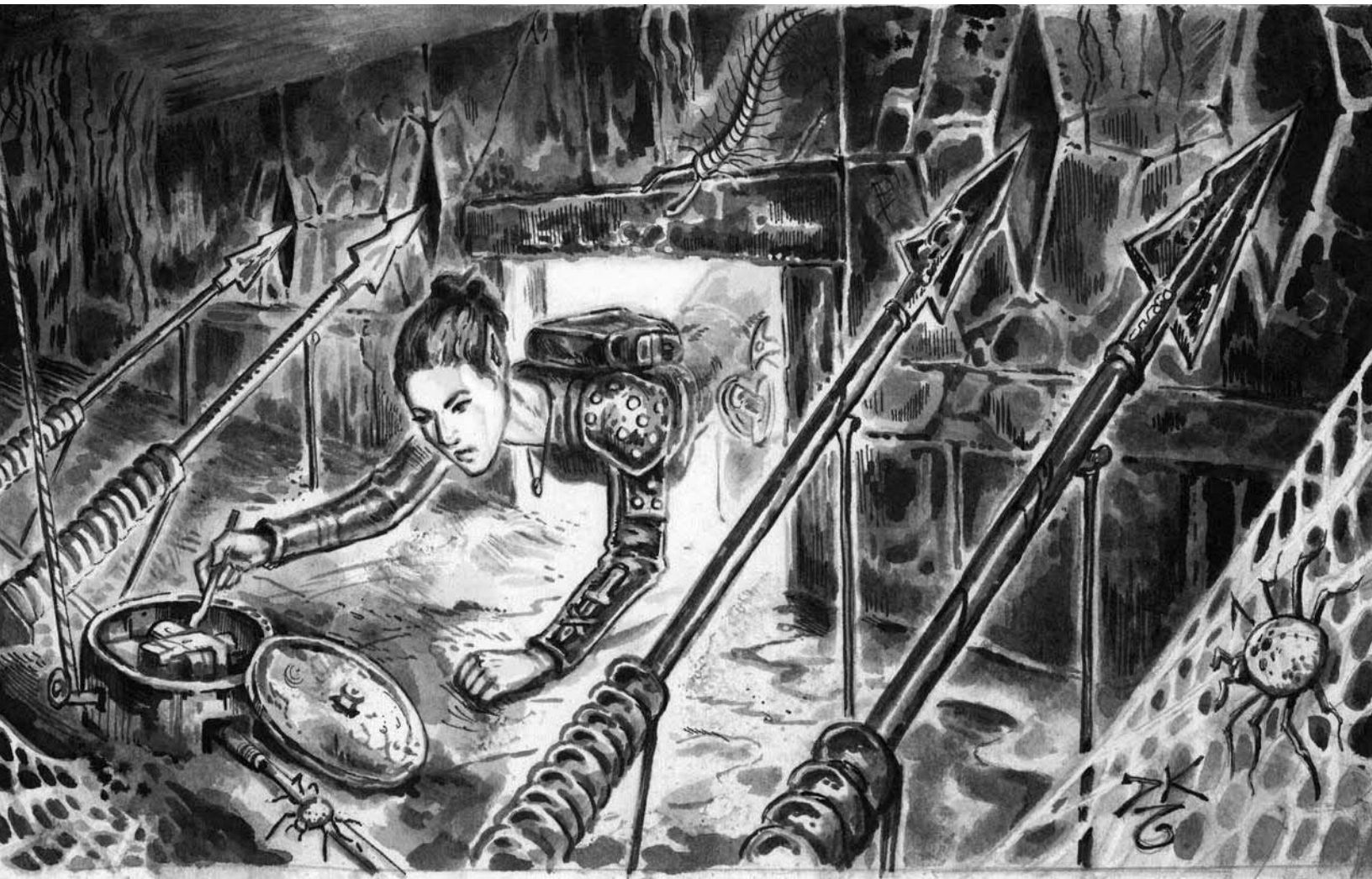
The complexity of a check relates to the complexity of the trap itself. Each trap will include a TC for detecting and disabling it. For example, a perfectly simple trap could have a Basic/Basic designation. A Basic (TC 5) Trapworking check is required to locate it; the same check is required to work with the trap once found. A trap with a Superior/Basic designation denotes a trap that was very carefully hidden, yet very easy to disable. A Superior (TC 15) check locates the trap, while a Basic (TC 5) check disables it.

The average of the complexities to detect and disable the trap, rounded up to the next complexity level, is the TC required to construct and set the trap. For example, a trap that has a Superior/Average designation requires a Superior (TC 15) Trapworking check to construct and trap. Generally, the cost to construct a trap from scratch equals 500 gp per complexity level, but the GM has final say on the cost. A trap that exists, but need only be reset, costs nothing.

Disabling or resetting a trap takes time. Simple traps may take as little as one round, while more complex mechanisms (such as a crushing ceiling) could take minutes (or longer). Constructing or resetting a trap could take hours or even days. It is entirely up to the GM.

A failed attempt to disable a trap triggers the trap on a roll that fails by 10 or more. Subsequent attempts to disable a trap that was not tripped may be made; however, each subsequent attempt increases the complexity by one category. For example, if the character fails to disable a trap that requires an Average check, the next attempt is only successful on a Superior (TC 15) check. A third attempt would shift the complexity up to Exceptional, while a fourth attempt would shift the complexity to Legendary.

A thief is the only class that may use this proficiency to detect and disable magical traps. Each magical trap also has a TC for both detecting and disabling it. All the foregoing rules apply.





Class talents represent training on a unique aspect of a class's combat or noncombat strengths. They individualize members of the same class by altering or expanding the class's core competencies. Through proper planning of class talents, players can create their unique vision of a character class.

The entire class talent chapter is optional. Please consult your GM to learn whether he or she is allowing class talents in the game and, if so, which talents are permissible.

Class Talent Slots

Characters are restricted to how many class talents they may choose. This economy is served by talent slots. 1st level characters in all classes start with one class talent slot and one additional slot is earned at every third level thereafter:

Level	Class Talent Slots
1st	1
3rd	2
6th	3
9th	4
12th	5
15th	6
18th	7

All slots must be expended when earned.

Class talents focus on many different niches. Some provide interesting noncombat abilities that really amp up out-of-combat play. Others are geared exclusively to battle.

The table on the next page shows the talent list for each class. Any listed talent is accessible, provided a character hails from that class and satisfies any prerequisites. GMs may allow for cross-class talents, in which case the slot cost is doubled.

Descriptions

The following list of class talents is in alphabetical order. Consult Table 44 for a list per class.

Accelerated Ki

Monk

The monk has trained to tap into his ki in a unique way that heightens his speed in combat. With one use of his daily ki powers, the monk gains an additional secondary action in the current round. Accelerated ki is a free action to activate.

Allied Fighting

Fighter, Paladin

By way of bloody trials at the side of his trusted allies, the fighter or paladin learns to complement an ally's combat techniques in a way that provides a personal advantage. When standing within 15 feet of an ally engaged in melee combat, the fighter or paladin may expend a secondary action to synch with his ally. For the remainder of the encounter, the character enjoys a +1 attack bonus.

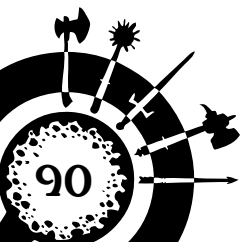
Another secondary action is required in the event the character's ally moves beyond 15 feet from the fighter's current position or is even temporarily rendered unable to fight effectively. For example, the bonus is lost if an ally is forced unconscious, paralyzed, blinded or stunned. The thrust of the talent is feeding off an ally's melee moves. If the ally is not fighting well or has stopped fighting, there is nothing to gain.

Aligned Servant

Cleric

Follower of none, leader to all, the aligned servant shuns the rigid life of the organizational cleric in favor of advancing good or evil. The aligned servant is either neutral good or neutral evil. She follows no one god, instead following the ideals of her alignment. As a result of her unwavering commitment to good or evil, multiple deities often represent her and provide her with clerical powers.

The aligned servant has neither the restrictions nor benefits of a hierarchy. She may use any weapon and wear any armor, but she cannot receive followers or establish a place of worship. If she abandons her alignment, even slightly, all clerical powers are stripped until she atones and regains the favor of the deities that have been supporting her.





Ambidexterity

Bard, Fighter, Monk, Thief

The character does not have an offhand, thus no penalty is suffered when attacking with a weapon in either hand. The only exception to this rule is when two-weapon fighting, in which case whatever penalty normally applies is reduced by -2.

Ancestral Steel

Barbarian

It's real and tangible to a barbarian, the ancestral weave of barbaric power that courses through the veins of each descendent. This class talent represents a barbarian's training to harness such power into his weapon, forging a bond between man and steel that strengthens as the barbarian gains in power. The weapon cannot be magical, but must be of masterwork quality, and is often a weapon inherited or won in an epic battle. Upon choosing this talent and after a short ritual, the barbarian's chosen weapon gains a magical bonus equal to +1 per three barbarian levels (max +5). The magical bonus scales with the barbarian's progression (max +5). Though infused with ancestral power, the weapon is not magical and cannot be detected as magical or dispelled. A barbarian may have only one ancestral weapon in his life and, although not a mandate, usually favors this weapon above all others. The weapon ceases to function with ancestral power in the hands of another wielder, until it is infused with ancestral power by another worthy barbarian.

Arcane Focus

Wizard; Minimum Level: 6

The wizard creates a bond between himself and an object that becomes his prized possession. Arcane energy forges the bond and, in empathic fashion, the caster and object become one for the purposes of spell-casting. This object must be of master craftsmanship. It is usually an empty wand or staff.

The wizard has the power to place into his arcane focus any number of spells he wishes. To do this, twice the time required to choose a day's worth of spells is spent and, during this time, the wizard is learning the spell and the focus is retaining the memory. The full memory is infused into the focus (similar to how a scroll contains a spell's magic) and a short series of command words is all that is necessary to cast a spell *through* the focus. The spells remain indefinitely infused into the focus and the casting time for all spells so infused becomes +1.

There are two noteworthy disadvantages. The spell levels are permanently removed from the caster's daily repertoire until the focus is used. Thus, while a wizard may have five 1st-level spells programmed into the focus, the wizard's daily tally of 1st-level spells is five less than normal, until one or more of the channeled spells are released. The second disadvantage is that the caster relies upon the focus for continued spell power. If it were to be separated from the caster, the caster could not regain the use of the programmed spell levels until the two are reunited. If it were to be destroyed, the programmed spell levels become available to the caster at a rate of 1 spell level per day. If the caster wishes to create another focus, he must spend a considerable time forging a new bond with a different focus, a process that is not complete until the caster earns a new level of experience.

The arcane focus cannot store spells with a casting time of 1 full round or longer.

Arcane Force

Wizard

The wizard has learned to tap into the very essence of a spell's power. All arcane spells require the introduction of arcane energy. (Think of a light bulb requiring a spark of electricity.) This arcane energy is almost always forced to perform a certain effect based on the components of a spell. The caster skilled in arcane force transforms this spark of energy into a damaging force.

The wizard prepares spells normally. At any time during a day, he can "cast" a spell in a modified version (which does not alter the spell's casting time) to produce a blast of arcane force that sails toward a target within short range and unerringly strikes. No saving throw is allowed. The amount of damage is equal to 1d6 points of damage per spell level.

Arcane Lore

Bard

All bards study the secrets of arcane magic and at some point learn to cast spells. Arcane lore runs so much deeper than the mere casting of spells. Among other things, it encompasses the enchantment of magical items and the creation of scrolls and potions. While no bard can truly understand all its mysteries, bards who train in arcane lore learn to discern the magical properties of an item. With this talent, the bard can discern all the magical properties of a magical item, including weapons and armor, as well as scrolls and potions, with a successful Bardic Knowledge check. The GM uses the chart in Bardic Knowledge to set the TC based on the rarity or uniqueness of the item. No reroll is allowed on a failed check. The bard simply knows nothing about the item. Arcane lore may not be able to detect a cursed item or an item enchanted to mislead or hide its true properties.

Ardent Caster

Bard, Wizard; Minimum Level: 3

Simply put, the ardent caster is better at casting spells in times of stress and danger. It is one thing to properly cast a spell under ideal circumstances, but quite another thing to cast a spell while friends are falling and imminent danger looms nearby. Ardent casters are resolved and unflinching in their focus. Unlike other casters, if the ardent caster suffers damage while casting, he does not automatically lose the spell. He must instead roll a d20 modified by a penalty equal to the amount of hit points suffered. A modified result of 10 or higher results in a successful casting. Regardless of how many hit points were suffered, a natural 20 result always succeeds.

Assess Wounds

Fighter

With each struggle, with each conflict, the fighter becomes more knowledgeable about combat and the harm that is inevitably linked to it. An interesting by-product of this experience is the chance to learn to assess wounds. With this talent, the fighter sharpens his perception about the true extent of one's injuries.

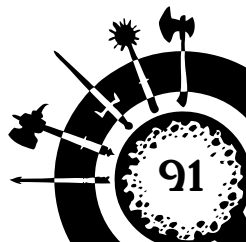


Table 44: Talents Per Class

Class	Available Class Talents
Barbarian	Ancestral Steel, Attribute Training, Blind Fighting, Combat Defense, Crude Weapons Master, Endurance, Hunter's Scent, Intimidate, Mounted Combat, Nomad, Power Attack, Show of Strength, Tribal Drive, Vicious Hurler, Ward of Fury
Bard	Ambidexterity, Arcane Lore, Ardent Caster, Attribute Training, Bardic Lure, Battle Lore, Blind Fighting, Broaden Horizon, Credent Sage, Dagger Toss, Display Weaponry, Fame, Mounted Combat, Poison Use, Theology, Unriddle Magic
Cleric	Aligned Servant, Attribute Training, Battle Blessing, Channel Energy, Detect Necromancy, Detect Residue, Devout Healer, Divine Conduit, Divine Focus, Exalted Scribe, Expeditious Healing, Inquisitor, Interaction, Leadership, Mounted Combat, Prophet, Scholar, Theology, Turn Target, Undead Hunter
Druid	Attribute Training, Beastmaster, Cast Nature, Companion Training, Dire Form, Druidic Turn, Druid's Mark, Greater Grove, Hand of Death, Hybrid Form, Lesser Grove, Mounted Combat, Spiritual Guardian, Storm Mastery, Terrain Walker, Theology, Totem, Worldly Stride
Fighter	Allied Fighting, Ambidexterity, Assess Wounds, Attribute Training, Blind Fighting, Combat Defense, Fighter's Mark, Intimidate, Knowledge of Weapons and Armor, Leadership, Manipulate Field, Mounted Combat, Power Attack, Ranged Mastery, Rapid Shot, Rogue's Life, Show of Strength, Single-Minded, Spirit of Steel
Monk	Accelerated Ki, Ambidexterity, Attribute Training, Blind-fighting, Channel Ki, Death Attack, Flurry of Blows, Jump Initiative, Ki Defense, Mounted Combat, Pathfinder, Poison Use, Ranged Mastery, Rapid Shot, Roguish Bent, Scholar, Self Defense, Theology, Urban Tracker
Paladin	Allied Fighting, Attribute Training, Blind Fighting, Companion Training, Detect Necromancy, Detect Residue, Divine Aid, Ghosthunter, Holy Light, Interaction, Leadership, Manipulate Field, Mounted Combat, Scholar, Undead Scourge
Ranger	Attribute Training, Beastmaster, Blind Fighting, Companion Training, Defender, Mounted Combat, Poison Use, Primitive Empathy, Ranged Mastery, Ranger's Bane, Rapid Shot, Spiritual Guardian, Two Weapon Mastery, Urban Stealth, Urban Tracker
Thief	Ambidexterity, Attribute Training, Blind Fighting, Dagger Toss, Death Attack, Dirty Fighting, Fast-Talking, Fence, Jump Initiative, Mounted Combat, Nonweapon Mastery, Poison Use, Quickened Death, Ranged Mastery, Rapid Shot, Silver Tongue, Surprise Shot, Theology, Thug Minded, Trailing
Wizard	Arcane Focus, Arcane Force, Ardent Caster, Attribute Training, Disciple, Item Lore, Light Armor Use, Morph Radius, Mounted Combat, Offensive Spell Mastery I, Offensive Spell Mastery II, Scholar, Somatic Casting, Spell Mastery, Theology, Versatile Casting, Wandcraft

The fighter may attempt a successful Average (TC 10) Intelligence check, with a bonus equal to +1 per 4 levels (rounded down), to glean the general health of an opponent or ally, or to add a +5 bonus to any Healing check made to assess or heal wounds.

"General health" does not necessarily mean "hit points". The GM is free to color this concept by whatever means he or she wishes. In addition, the Healing check bonus can apply to the fighter's checks or the checks of an ally the fighter is assisting.

Attribute Training

All Classes

In lieu of focusing on a class ability, the character chooses to train on one of his attributes, thereby receiving +1 to his attribute score.

This talent may not be chosen more than once without the express permission of the Game Master, who may also limit in each case which attribute may be trained according to the character concept.

Battle Blessing

Cleric

Clerics who expect to be at the front lines often choose the battle blessing talent. They may belong to a religion of war, courage or protection, or they may simply be thrust into a campaign riddled with conflict. For a number of rounds per day equal to the cleric's Wisdom check modifier, the cleric enjoys a +2 bonus to all attack and damage rolls. The cleric announces his use of battle blessing on his initiative, as a nonaction. He may use battle blessing during consecutive rounds or he may break up his uses throughout the day.

Bardic Lure

Bard

Masters of manipulation, bards can captivate to charm. Standard bardic charm checks shift the attitudes of on-lookers only slightly. With this talent, the bard can shift the attitudes of on-lookers two steps (either toward friendly or hostile) with a successful bardic charm check. This talent represents an interpersonal expertise second to none.





Battle Lore

Bard

Bards that train to use the battle lore talent study battle formations, humanoid tactics, and instinctive combat. They study monsters. They study the fighting men of various civilizations.

When engaged in combat, the bard may expend a secondary action at anytime to perform a bardic knowledge check. The GM consults the bardic knowledge chart and sets the complexity based on the rarity of the opponent in a way identical to how the GM gauges obscurity of knowledge. A successful check grants the bard special knowledge on the offenses or defenses of his opponents, at which point the bard chooses to either receive a +1 AC or +1 attack bonus.

A bard may expend an additional secondary action at anytime after a successful check to share this information with his allies within close proximity (30 feet or so). Allies that hear the bard's information share the bonus for the remainder of the encounter.

The bard is free to start surveying his opponents again to glean information not previously sought. For example, a bard enjoying a bonus to attack rolls after learning about a specific weakness in his opponents' defenses can take a secondary action to learn information that will boost the bard's AC. If the check is successful, he is free to share the information as normal.

Intelligent opponents may attempt to change their tactics and/or common fighting style to remove any bonuses. This situation is highly dependent on the circumstances and thus entirely up to the GM.



Beastmaster

Druid, Ranger

Rangers and druids train in this talent to enhance their animal companionship. By taking this talent, the character is able to have two animal companions. Druids receive two companions by way of the *summon animal companion* spell. Empathic connections stretch to both companions and extend 10 miles.

This talent can be chosen multiple times, each time costing one slot and providing an additional animal companion. The character cannot have more animal companions than his Wisdom check modifier at any one time and his companions' total HD cannot exceed twice his current level.

Blind Fighting

Barbarian, Bard, Fighter, Monk, Paladin, Ranger, Thief

The character has trained to fight with obscured vision or while in total darkness. If in total darkness or otherwise blinded or disturbed by fog or other obstructions, any penalty is halved. For example, while in darkness, the character only suffers a -2 penalty on attack rolls (instead of the normal -4).

Broaden Horizon

Bard

Bards are jacks-of-all-trades by nature and have the opportunity to train on any one class talent from another class list with the use of broaden horizon. All prerequisites must be met. Some prerequisites are not listed and assumed, such as the need to have a deity imbue battle blessing or the need to be proficient in a bow for advanced archery.

The GM should be consulted when taking this talent. Based upon the way in which the bard has been played or other larger campaign issues, certain cross-class talents may be senseless.

Cast Nature

Druid

Animal and plant magic is important to all druids. Training in this talent represents an intense reflection on the divine magic that entwines all things in nature. It also represents devoted prayer. When this talent is chosen, the druid may spontaneously cast either animal or plant spells in a manner identical to how clerics spontaneously cast healing spells. The druid chooses one of the two spheres.

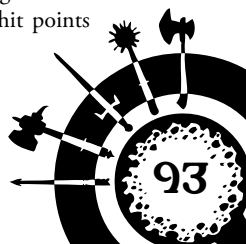
This talent may be chosen a second time to spontaneously cast the other sphere as well.

Channel Energy

Cleric; Minimum Level: 3

Clerics use divine energy to control or rebuke undead. Divine energy is a malleable source of power that can be harnessed with training and bent to a cleric's wishes.

Channel energy allows a cleric to use one of his daily turn undead checks to either heal or harm a nearby target with positive or negative energy. Channeling energy requires a turn check. The range of this talent is 20 feet and it affects one target. The amount of hit points



healed or harmed is based on the turn check: higher checks heal or harm more hit points.

Healing a target requires no saving throw. Targets of a negative energy channeling (or undead targets of a positive energy channeling) receive a Fortitude save (TC 20) to halve the damage dealt.

The cleric's turn check is gauged against the following table to determine the amount of hit points healed or dealt in damage:

Turn Check Result	Number of hp
Basic (TC 5)	0
Average (TC 10)	4
Superior (TC 15)	8
Exceptional (TC 20)	12
Legendary (TC 25)	16

Channel Ki

Monk; Minimum Level: 3

With this talent, the monk has learned to channel his ki in a more versatile way to achieve amazing feats of skill. With one use of his daily ki powers, the monk gains a shift bonus on attribute checks or proficiency checks for one minute. For example, a Stealth check that would normally result in a Superior roll is considered Exceptional.

Alternatively, the monk may channel his ki to mask his weapon (or body part) in a globe of force that temporarily adds a +1 magical bonus to the weapon. This stacks with any magical bonus already present. Channeling ki in this way requires a secondary action and lasts until the monk's turn the next round.

Combat Defense

Barbarian, Fighter

For many, armor is the only layer of protection against physical damage in combat. In such cases, Armor Class depends mostly on the type and quality of the armor worn.

Some disagree. A minority of battle-hardened warriors feel that skill determines one's defenses. Training toward this end focuses on the replacement of armor with weapons, positioning, movement and intuition. Combat training is the talent that represents such training.

Combat defense changes the character's base Armor Class to 15 and provides a +1 AC bonus per two levels.

The entire bonus granted by combat defense disappears when wearing any form of armor or when using a shield larger one size smaller than the combatant. Protective magical items, such as rings or bracers, may be worn. The maximum AC of 30 still applies.

Companion Training

Druid, Paladin, Ranger

Animal companions often suffer the dangers that press their masters. Rangers and druids recognize these dangers and some train their animal companions for battle. Paladins also train their mounts with this talent.

Companion training grants a progressive increase in the companion's HD (and associated attack bonus) on a 1 to 3 scale with the character: a +1 HD boost per 3 levels of the character is immediately granted once this talent is learned and the bonus scales upward as the character gains levels.

One animal is trained with this talent. The character may take companion training more than once, each additional talent slot trains one additional animal companions.

Credent Sage

Bard

Ever traveling the roads and immersing himself in exotic cultures, the bard finds inspiration and motivation in the most-unlikely places. Religion is no exception. Some bards just feel the divine call to spread the glorious tales of one (or more) divine entities. In a sense, these credent sages are the most dramatic (and persuasive) orators of gospel in the land. Credence often brings about reward and, in this case, the bard is granted the ability to cast 1d2 divine spells each day. No divine spell may be higher in level than the highest arcane spell level castable by the bard. These divine spells are granted in lieu of arcane spells, so the bard must forego 1d2 prepared arcane spells when he prays (and receives) divine magic. Any arcane spells foregone must be of the same level as the prepared divine spells.

A credent sage travels and spreads the word of his deity (or deities), whether to masses of people or to small covens or cults of darker concerns. Once granted this divine magic, the credent sage cannot falter from his tasks; divine entities quickly forget those that forget them.

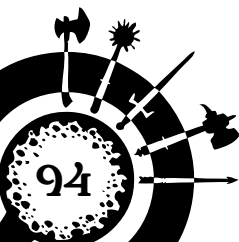
The credent sage may prepare to cast divine spells that belong to a sphere of influence under the purview of the religion(s) he represents.

Crude Weapons Master

Barbarian

Barbarians thrive in settlements set far from the civilizations of man and technology. Survival demands mastery of crude or improvised weapons. In the hands of a barbarian trained in this talent, any crude version of a weapon with which the barbarian is proficient, such as a bone longsword or makeshift axe, deals damage equal to the standard weapon damage in the Equipment chapter.

A crude weapons master may also improvise and use non-weapon matter as a weapon that deals standard club damage. For example, a chunk of wood or large femur could be used, at no penalty, dealing standard club damage plus any Strength-based modifier.





Dagger Toss

Bard, Thief

The rate of attacks for a dagger, dirk or other small throwing blade increases by one step, thus 1/1 becomes 3/2; 3/2 is now 2/1. In addition, the character receives a one point reduction (or +1 bonus) for every five levels of experience on called shots.

Death Attack

Monk, Thief

The death attack is a form of assassination, a way to quickly dispatch a foe with one fell strike. This is not an easy maneuver to perform. It requires at least one minute of observation during which time the character observes the target's movements and ascertains a weakness. Then, the character is required to successfully sneak upon the target and attack. If the attack hits, the target rolls a Fortitude save to survive. The TC of the save depends on how much damage was dealt:

Damage Dealt	Fortitude Save to Survive
1-10	Average (TC 10)
11-20	Superior (TC 15)
21-30	Exceptional (TC 20)
30+	Legendary (TC 25)

A failed death attack roll is not a total loss. Damage is calculated as a normal attack (or sneak attack, if applicable).

Death attack cannot be used against targets larger than the character at the time of the attempt.

Defender

Ranger

Rangers who take the defender talent represent an elite group of tactical warriors trained to defend the forests at all costs. They use their Wisdom to set up a tactically defensible position in the forest and to grant nearby allies an advantage over their opponents. Use of this

talent requires at least one full round of preparations before a battle. During this preparation round, the defender gives quick orders to his allies and positions are set. Once battle commences, the ranger and his allies enjoy a bonus to attack rolls for the entire encounter.

The ranger rolls a Wisdom check and consults the following chart to determine what attack roll bonus is granted to the ranger and all his allies.

Result of Wis Check	Attack Bonus
Average (TC 10) or lower	+0
Superior (TC 15)	+1
Exceptional (TC 20)	+2
Legendary (TC 25)	+3

If more time is allowed, the Game Master may allow the ranger to set up intricate snares with a bonus equal to the attack bonus rolled above. The Game Master may also allow the bonus rolled to be applied to any Dexterity or Wisdom checks to remain hidden and/or alert.

Detect Necromancy

Cleric, Paladin

Clerics and paladins experienced in destroying or controlling undead creatures eventually learn to detect their presence nearby. With practice, the divine character begins to detect any form of necromantic energy. This talent allows the character to use a daily turn undead check to detect the presence of any necromantic energy (whether present by way of a spell, creature or object) within a 30 ft.-radius from the character. This detection punctures up to six feet of fresh earth, but not more than one foot of solid stone or metal.

Detect Residue

Cleric, Paladin

Religious characters are often fueled by a seething hatred for the opposite moral code. Evil clerics detest good clerics and vice versa. By channeling his divine connection through a daily use of his turn undead ability, a divine character can detect the residue of a good or evil alignment in his or her immediate area if such a presence departed no longer than one hour ago.

Devout Healer

Cleric

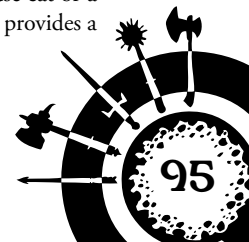
Empowered by a sense of duty and altruism, the cleric is a devout healer. This talent provides a +1 bonus per level to First Aid checks. The +15 maximum skill bonus ceiling still applies. When casting a cure spell, this talent also cures +2 hit points per hit dice required to be rolled by the spell.

Dire Form

Druid, Minimum Level: 9

A druid with this class talent may shapechange into a Large-sized animal with no magical or supernatural abilities, such as a polar bear. Alternatively, a druid may use this talent to shapechange into an animal with a one size category increase, e.g., a Medium-sized house cat or a Small-sized mouse. Increasing an animal's size one category provides a

Crude Weapons Master



+2 bonus to HD, Strength, Constitution, damage rolls and Fortitude saves.

Dirty Fighting

Thief

Thieves are smart enough to realize that survival chances in a fight increase dramatically when the odds slide favorably toward one side in short order. Dirty fighting is the sneaky use of the environment or distraction techniques to gain the upper hand by temporarily reducing an opponent's defenses or ability to hit.

The environment can lend a helping hand; dirt, hot liquid, empty glasses and even fruit can be used to obscure a target's vision. The use of the environment is a secondary action and requires a normal successful attack roll with a +2 bonus. A "hit" results in the obscured vision of the target, resulting in a -2 on all attacks until the victim has the chance to expend a secondary action to clear his eyes. Dirty fighting in this way requires easy reach to whatever will be thrown.

Distraction works to reduce the target's Armor Class. Unlike the less abstract method of using one's environment, distracting an opponent is a mechanic that is highly situational. Perhaps the thief fakes a stab toward a nearby innocent, causing his real opponent to lunge forward exposing an opening in the defenses. Maybe the thief makes a quick and seemingly committed jolt to escape, causing his opponent to think for a quick second about a possible chase. In all instances, the thief makes a Charisma check as a secondary action to distract his opponent. Due to the highly circumstantial nature of this tactic, regardless of what method works for the situation, selling it causes the opponent to drop his defenses, resulting in a -2 AC penalty until the end of the current round (+2 bonus on all attacks made by others to hit the distracted combatant may be an easier way to play this). The standard TC of the Charisma check is Superior (TC 15), but it should be set by the GM and guided by the thief's inventive action.

Disciple

Wizard (Specialist Only); Minimum Level: 3

The specialist wizard is a true disciple of his specialty school. At the expense of choosing two additional schools to which the specialist no longer has access, the caster is able to increase his access to and potency with spells from his specialized school.

There are several benefits to becoming a disciple. First, instead of one additional spell per day, the disciple receives one additional spell per day for each spell level. These extra spells must hail from his specialty school. Second, a saving throw penalty of -2 is imposed on anyone attempting to save against the disciple's specialized spells and the disciple receives a +2 bonus on saving throws against spells of his specialty school. Third, the caster receives a +4 bonus to all chances to learn a spell of his specialty school.

A specialist that has learned spells from all available schools must still choose two schools from which he cannot continue to cast or learn. Note that gnome illusionists are not required to choose schools to which they will no longer have access.

Display Weaponry

Bard

Bards with the display weaponry talent perform stunning displays of dizzying weaponsplay in combat. Many of these bards spent years performing in front of crowds that were enthralled to see spinning swords, juggling knives and other feats of danger. In battle, the bard displays his weaponry to confuse, distract and delay his opponents. The talent requires a secondary action and a bardic performance check. The bard receives a modifier to attacks for the remainder of the round against any opponent that sensibly could have focused on the bard during the display. The bonus is related to the bardic performance check:

Bardic Performance Check	Modifier to Attacks
Basic	-1
Average	+0
Superior	+1
Exceptional	+2
Legendary	+3

Divine Aid

Paladin

Paladins draw forth a token of divine appreciation in the form of their healing touch ability. This divine assistance is simply energy of the purest (or darkest) form. Paladins that train to divert this energy in the form of morale, instead of healing, can eventually use their healing touch ability to impart combat morale boosts to their compatriots. Divine aid allows a paladin to expend one hit point of her daily healing touch reserve per designated ally within 30 feet to provide a +1 attack bonus to each such ally. If she instead expends three (3) hit points per designated ally, the bonus increases to +2. This attack bonus lasts for a number of consecutive rounds equal to the paladin's Charisma-based Influence modifier.

Divine Conduit

Cleric; Minimum Level: 3

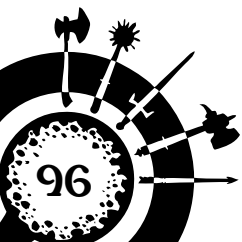
Some clerics spend considerable time training to channel as much divine healing as possible when transferring the life of their deity into the wounded. After a while, this training pays off and the cleric becomes a greater conduit of divine healing. All cure spells receive an additional 1d8 hit points of healing.

This is a divine gift that is perfected by training. It is also the first to be deducted from the cleric when he strays from his religious expectations.

Divine Focus

Cleric; Minimum Level: 6

Similar to how a wizard infuses a chosen object with arcane power in the arcane focus talent, the cleric imbues his chosen weapon with divine spell energy with this talent. Through prayer and homage on the battlefield, the cleric is gifted the ability to store a number of spells in his weapon per day equal to his Wisdom check modifier. Chosen spells are removed from his daily repertoire and can be retained or removed from the focus during the cleric's next prayer session for spells.





The casting time for infused spells becomes +1. The cleric may also convert any of the infused spells into cure spells of equal or lower level for her benefit only.

The cleric must have the weapon in hand to infuse or release spells in prayer. Of course, she must have the weapon in hand to actually channel an infused spell as well.

Druidic Turn

Druid; Requires Hand of Death Talent

One of the differentiating aspects of clerics and druids is that druids cannot turn undead. However, there is a small sect of druids who are practiced in the hand of death talent and learn to turn undead. Druids with this talent receive one turn attempt per day per four levels (rounded down), not to exceed an amount of daily attempts equal to the druid's Wisdom check modifier. It otherwise works as written in the cleric's class entry.

Druid's Mark

Druid

Druids detest those that violate the sanctity of nature or balance. Druid's mark is a volitional undertaking to bring justice to the defilers. It allows the druid to choose one monster or narrowly-defined group of humanoids (such as the Cult of the Tree Burners) to hunt in a manner similar to how rangers hunt their favored enemy. Druid's mark grants a +2 bonus to attack, damage rolls and attribute checks when dealing with the mark, as well as imposing a -2 penalty on all saving throws made by the mark to defend against the druid's spells.

Unlike some talents, druid's mark presupposes the player will actively roleplay his mission to destroy his mark. This need not be a full-time, consume-the-campaign obsession, but the responsibility should not be ignored. GMs are free to remove the bonuses, or reduce them, if the player fails to continue to hunt his mark.

Endurance

Barbarian

Whenever a time frame is at issue for how long the barbarian could possibly do something, such as swimming, holding his breath, climbing, running, etc., the time frame is always multiplied by four. For example, if the average human can hold his breath in the noxious swamp for 1 round per point of Constitution, the barbarian with this talent can hold his breath for 4 rounds per point of Constitution.

Furthermore, all onset periods for toxins and poisons are doubled and durations are halved. Endurance provides an extra layer of protection against intrusions to the body.

Exalted Scribe

Cleric; Minimum Level: 9

Scribing a scroll is both costly and dangerous. Although not inherently dangerous to the scribe, a failed attempt to properly scribe a scroll can result in a cursed scroll that wreaks havoc on the person who activates it. This class talent allows for more efficient scribing. Special pens, inks and papers must still be used, however, the character reduces the cost of scribing a scroll by 25%. Furthermore, a failed attempt does not

automatically consume all additional scroll pages and only creates a curse on a natural 1 result.

Expeditious Healing

Cleric

The cleric more efficiently casts healing spells in combat. The casting of all cure spells of Level 3 or lower in combat is now a secondary action without a casting time. Any cure spell higher than Level 3 must be prepared at the beginning of the day to cast as a secondary action without a casting time.

The cleric cannot reverse any cure spells with expeditious healing. A normal primary action to cast is required.

Fame

Bard

Some bards make a real name for themselves. Whether it's fame through presentation or performance, or infamy for gaining the love of the wife of each Baron in the land, bards that take this talent are well-known to many. Before any exchange of words, the bard may roll a d%. If the result is lower than his Charisma score, the person to which he speaks has heard of his exploits and looks upon the bard with increased adoration. This person is automatically friendly to the bard and no additional Charisma check is required.

Fame does not work in combat situations, nor does it work on hostile targets. The person with which the bard interacts must be either indifferent or interested in the bard. Those interested in the death of the bard do not count.

Fast Talking

Thief

Situations do arise when a good thief gets caught with his hand in a jar (or his knife in a back). The fast talking thief gains a bonus on any Charisma-based check to talk herself out of a situation that could seriously bode poorly for her trade or her life. The bonus is equal to +1 per two character levels. (The +15 maximum on d20 modifiers for skill still applies.)

Fence

Thief

Some thieves just know how to get things done. This talent provides a very concrete, yet situational, benefit: the thief can find a fence in any sizeable settlement. It's automatic; no roll is necessary. Sometimes, the thief needs a day or two to find a fence, and sometimes she may not find the exact fence she's looking for, but a fence is found nonetheless.

Fighter's Mark

Fighter

The fighter may focus on one opponent at the expense of all others. As a result, the fighter receives a +1 to attacks and damage against his mark for the entire encounter, or until he attempts to attack another opponent, at which time the bonus ends.



Flurry of Blows

Monk

The monk trains to unleash a speedy flurry of attacks. With this talent, he may forfeit his movement for the round in order to gain an additional unarmed attack to be used in rapid succession with his normal rate of attacks that round. All attacks made in the round suffer a -2 attack penalty but otherwise deal standard damage.

Ghost Hunter

Paladin; Minimum Level: 6

Ghosts and other incorporeal undead combine the two most twisted acts of evil: undeath and imprisonment. Certain paladins are hell-bent on destroying every last shred of evidence that such an evil perversion exists. With the blessing of her deity, a ghost hunter now deals half normal damage to all incorporeal or insubstantial creatures (not only ghosts or similar undead) with her chosen weapon. Furthermore, she receives a +2 bonus on all turn checks versus ghosts or incorporeal undead and her full level is utilized for the turn check.

Greater Grove

Druid; Minimum Level: 9; Requires Lesser Grove Talent

This talent represents an advancement in the druid's grove. It includes all features of the lesser grove, including additional protections and enchantments.

A Legendary (TC 25) Wisdom check is required to locate a greater grove if the druid wishes to keep it secret. In addition, all three lesser grove enchantments grant permanent protection to the grove and the druid chooses one of the following spells that he may cast at will while in his grove: *delay poison*, *detect alignment* or *monitor ally*. The ability to cast the spell prior to attaining this talent is not a requirement. The effects of delay poison last only as long as the subject remains in the grove.

Hand of Death

Druid

Death is the perfect expression of neutrality. While not necessarily evil, some druids become engrossed in the connection of life, death and undeath. They seek to explore the synergy between these forces. Through training and reflection, a druid receives this talent and gains major access to the Necromancy sphere.

Holy Light

Paladin

Certain evil creatures that lurk in the dark cysts of the world flee from the sun and suffer from a weakness to the light. A paladin trained to harness her healing touch energy can transfer the positive energy she receives into a bright nimbus of energy. The power and brightness of this light depends upon the amount of healing touch hit points are used from the paladin's daily reserve:

Hit Points Expended	Intensity of Light	Duration
2	Candle	2 hours
4	Torch	1 hour
6	Light spell	10 min.
10	Sunlight	1 round

Candle light or torch light appears in the hand of the paladin. Light equal in intensity to the light spell or sunlight manifests itself around the paladin. No form of light created by this talent harm hers or affects her sight.

Hunter's Scent

Barbarian

The barbarian has an enhanced sense of smell. He can pick up a distinct odor fifty (50) ft. away, provided the odor stands out and the wind is not blowing the scent away from the barbarian. For example, he can smell a single deer in the woods, or a troll around the corner in an alley, but he could not smell a rat in a sewer or the smell of sweat in a busy taproom. Catching the scent of his quarry also adds a +2 on any related track checks.

Hybrid Form

Druid; Minimum Level: 9

A master of shapechange, the druid with this class talent may change only part of his body to mimic one aspect of an animal. While in hybrid form, the druid can speak normally (unless he altered his throat or mouth), and could have free access to spellcasting and combat. The circumstances around the hybrid form should provide sensible limitations. A druid may assume a hybrid form once per day and for 10 minutes per level, and may revert back to his normal form. This expends his entire allotment of daily shapechange uses.

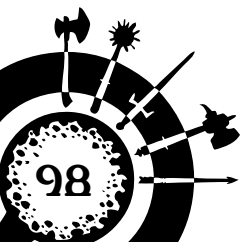
Probable examples of hybrid forms would be spouting the wings of a bird, the hands of a bear, the ears of a fox, or the eyes of a cat. Whatever aspect is taken also provides the aspect's inherent benefit. Thus, the wings of a bird would provide the bird's fly speed; the hands of a bear would provide a claw attack with damage equal to the bear's, the ears of a fox would provide the Wisdom score to perceive nearby sounds, and the eyes of a cat would provide a cat's enhanced vision in low-light and dark surroundings.

Your GM has discretion to work with you to use unique hybrid forms.

Inquisitor

Cleric

The inquisitor is a cleric who was (or may still be) charged by his order to seek out the truth at all costs. Whether by guile, candor or intimidation, the cleric pierces the veil of deceit. Once per day, the cleric may cast discern lies. She needn't prepare the spell or expend one of her prepared spells. She also receives a bonus of +4 on any Wisdom or Charisma check required by the GM to discern a bluff.





Interaction

Cleric, Paladin

Clerics and paladins with this talent serve as the mouthpiece and champion of their church and adventuring band. This talent provides the character with a +2 bonus to all Charisma checks.

Interaction does not increase the Charisma score, nor does it affect the Influence modifier.

Intimidate

Barbarian, Fighter

Intimidate allows the character to display physical prowess to force cooperation. With this talent, the fighter adds his Strength-based attack and damage modifier to his Charisma check modifier on checks to forcefully persuade information out of a subject.

Item Lore

Wizard

Some characters spend extra time studying magical items. This lore is an extension of their spellcraft studies and allows the character to identify one property of a magical item with a Superior (TC 15) Spellcraft check. Unique and powerful magical items that are not commonly known in the arcane circles cannot be identified in this manner.

Jump Initiative

Monk, Thief; Minimum Dexterity: 15

As a method of preemptive action, the character trains to tap into her Dexterity to heighten her reaction speed in combat. This talent allows a character with a 15 or higher Dexterity to decrease her initiative die one step. For example, a non-elf thief uses a d10 initiative die type. If she has a 15 or higher Dexterity score and trains on this talent, her initiative die type becomes d8 - a very valuable tool for survival.

Ki Defense

Monk; Requires Channel Ki Talent

By expending one of his daily ki powers as a secondary action, the monk adds a +2 bonus to his AC until his initiative next round.

Knowledge of Weapons & Armor

Fighter

After spending a considerable time training with various weapons and wearing an assortment of different armor, the fighter has acquired a knack for discerning the true quality of his tools. The fighter who spends extra time studying weapons and armor gains this talent and can thenceforth identify masterwork and magical weapons and armor with a glance. He also gleans deficiencies in craftsmanship. When identifying magical weapons and armor, the fighter knows the item is magical but does not glean the exact magical properties.

No roll is ever required.

Though he may not be trained in armorsmithing, weaponsmithing or the like, the fighter may lend his support to help craft a normal or

masterwork weapon or suit of armor by providing an additional +1 bonus to the smith's check.

Leadership

Cleric, Fighter, Paladin

Fighters and holy warriors often find themselves leading their group. The leadership talent aids tremendously in this duty, providing an additional bonus on any Charisma-based checks to lead that equals +1 per two character levels. (The +15 max skill bonus still applies.)

Leadership also increases the morale of all henchmen and hirelings under the supervision of the character. The morale boost is +2.

Lesser Grove

Druid

Druidic groves are a vital part of wilderness. They are enchanted and divinely-protected nooks in nature cared for by druids and intended to protect the druid and his companions. Groves exist in any terrain. They contain the purest examples of whatever the terrain has to offer and are generally considered to be the most-beautiful snapshots of the local landscape. A druid may change the location of his grove, although this is rare. He may have one lesser grove in existence at any one time.

Lesser grove allows the druid to claim and protect an area in his favored terrain measuring a 20-ft-radius spread per level. In his lesser grove, he needn't ever roll a Wilderness Survival check to provide for himself or his companions. He keeps his grove secret and difficult to detect. An Exceptional (TC 20) Wisdom check by a ranger or druid alone may find the lesser grove. Of course, the druid may elect to open his grove to all.

The druid chooses one magical enchantment that will permanently protect the grove. He need not be able to cast the specific spell. His choices are: *detect danger*, *protection from evil* and *remove fear*.

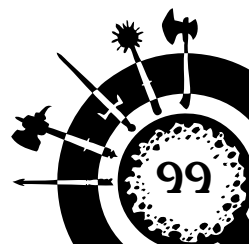
Light Armor Use

Wizard; Minimum Strength Required (See Below)

Many wizards fail to see outside the book. They train tirelessly on the mastery of arcane mysteries at the expense of more mundane pursuits. This singular mind set leaves very little time to learn to use any form of armor. Spell casting is a rigorous ordeal that requires a fluidity to one's movements. Thus, many wizards view any sort of armor training as not only counterproductive, but fruitless.

The realms hold so many outliers, indeed. Wizards may in fact learn to use padded cloth or even leather armor if they take the time to adjust their physical components to account for the increased tension and weight.

One class talent slot allows the wizard to use padded cloth or leather armor. Some wizards trained in this talent may wish to wear padded cloth or leather under their robes, while others will pay to have their robes fortified by padding or leather, with the protective aspects of the armor worked into the design of the caster's clothes.





A Strength score of 10 or higher is required to wear padded cloth; a Strength score of 12 or higher is required to wear leather armor.

Manipulate Field

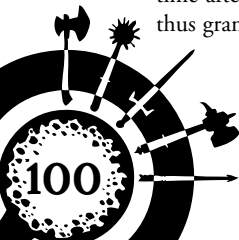
Fighter, Paladin

The battlefield is the warrior's arena and a smart strategic mind can shape and manipulate the field to swing a battle in short order. The fighter with training in this talent learns battle formations in larger scale combat and smaller unit tactics. An Intelligence check can be performed as a secondary action at anytime during combat to assess the field for an advantage. Success results in a bonus to attack rolls for the remainder of the encounter. The bonus is enjoyed, at first, by the warrior alone. A second secondary action may be performed at anytime after a successful check to impart strategic commands to allies, thus granting the allies the bonus as well. There is a chance of failure

and misreading the field, thus granting a penalty instead, so the use of this talent is not without its drawbacks and should be taken only by fighters with an above-average Intelligence.

Once an Intelligence check is rolled, the following chart is consulted:

TC of Int Check	Attack Bonus
Below Basic (TC 1-4)	-1 attack penalty
Basic (TC 5)	+0
Average (TC 10)	+0
Superior (TC 15)	+1
Exceptional (TC 20)	+2
Legendary (TC 25)	+3





Morph Radius

Wizard; Minimum Level: 6

Area effect spells can cause serious problems in combat. A wizard must account for the position of each companion before unleashing a spell that could certainly aid in defeating the common enemy. To train in morph radius is to train in the manipulation of the radius of a spell to affect the enemy only. This works for any area effect spell, including fireball.

Morphing the radius of a spell is not certain. It requires a Superior (TC 15) Intelligence check. Failure unleashes the spell in its normal form. Success allows the wizard to shape the radius; however, half of the normal area is affected. Thus, a 40 ft. radius burst becomes a 20' radius burst shaped to avoid particular people and objects.

(It is not necessary to account for the exact mathematical proportions of a morphed spell. Simply account for what is intended to be spared.)

Mounted Combat

All Classes; Requires Basic Proficiency in Ride

Through an increased awareness of her mount's combat prowess, the combatant learns to fight while mounted in a way that transcends the normal cavalry. The mounted combat talent provides a +4 bonus on all ride checks in combat and any attempts to control or command a mount becomes a non-action, allowing for a full round's worth of attacks to be taken.

Nomad

Barbarian

All barbarians have a home terrain, an environment in which they grew up and learned the ways of the wild. Not all barbarians stay home. Taking to wanderlust or forced to flee, some barbarians must learn to survive and thrive in any terrain. This class talent allows the barbarian to consider any terrain his home terrain with a successful Superior (TC 15) Wilderness Survival check. One successful check is all that is needed. Only until the barbarian has spent a great deal of time away from a certain terrain type will he be required to roll again. A failed proficiency check cannot be re-rolled until after one week of acclimation.

Nonweapon Mastery

Thief

For a thief, certain proficiencies pay in dividends. This talent accelerates the thief's level bonus on any two nonweapon proficiencies to +1 per level. The maximum +15 d20 modifier still applies.

Offensive Spell Mastery I

Wizard

Any spell that potentially deals hit point damage to a target or slew of targets is considered an offensive spell. Many such spells are evocation, including *fireball* and *lightning bolt*, but this is not true in all cases. Some offensive spells hail from other schools.

Some wizards wish to master a number of offensive spells. Training in this talent allows the wizard to choose a number of offensive spells equal to his Intelligence check modifier. The spells are limited to Levels 1 through 3. Never again does the wizard need to study these spells. They are always prepared. Likewise, the wizard may trade any prepared spell of equal level or higher, of the same school of magic, for a mastered offensive spell. This can take place impromptu, in combat, but imposes a +2 casting time penalty on the mastered spell. (Note: If the optional rule is allowed, a re-memorization roll is required when trying to prepare a mastered spell that was previously cast in the day.)

Offensive Spell Mastery II

Wizard; Requires Offensive Spell Mastery I

As Offensive Spell Mastery I, except the wizard may now learn to spontaneous cast offensive spells of Levels 4 through 5.

Pathfinder

Monk

This talent represents a time spent in the wilds, honing instincts and survival techniques. The monk gains access to the full nature proficiency list and may choose proficiencies of that list without restriction.

Poison Use

Bard, Monk, Ranger, Thief; Minimum Level: 6

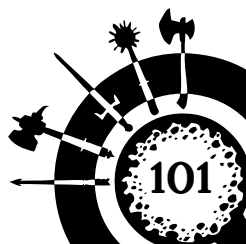
The character has learned to concoct and apply dangerous poisons. The character must spend time working with the various ingredients that comprise poisons and must practice handling and applying toxins to weapons and other surfaces. In the end, the character hones the skills necessary to work with all types of poisons and their antitoxins.

Upon learning this talent, the character gains Basic proficiency in *Poison Use*. The proficiency check is modified by Intelligence and works similarly to all other trained proficiencies: additional proficiency slots may be expended to advance it.

The following chart shows the cost and complexity to create poisons of various potency. The GM gauges the actual cost within range and may require exotic ingredients that require a short quest to procure.

Poison Type	Cost to Create	TC to Create
Type A	5 – 15 gp	Average (TC 10)
Type B	15 – 50 gp	Superior (TC 15)
Type C	50 – 150 gp	Exceptional (TC 20)
Type D	150 – 500 gp	Legendary (TC 25)

Most Type A poisons disorient the victim and some can potentially render a victim unconscious for a short time. Type B poisons can debilitate, knock out, and shut down the senses of an opponent. Type C poisons can temporarily paralyze an opponent and can lead to long-term disabilities, such as the loss of a leg or arm. Type D poisons kill and they usually kill quickly; they are the most dangerous and deadly of all. Your GM has more specific information on poisons.



Each type of poison is also broken down into the following categories: ingested, injury, and contact. Ingested poisons need to enter the digestive system of the target. Injury poisons need to directly enter the bloodstream and usually do so through an injuring attack. Contact poisons only require physical contact and nothing more. The character is well-advised to exercise caution when handling poisons that could easily affect him if mishandled.

Ranger Use: Rangers may use natural ingredients found in nature to remove the cost to create a Type A or B poison or to reduce the cost to create a Type C or D poison in half.

Power Attack

Barbarian, Fighter

Through power attack, the character fully goes on the offensive by foregoing intelligent defenses for bloodthirsty attacks. Initiating this talent is a non-action and its effects last until the warrior's turn the next round.

Power attack allows the warrior to reduce his Armor Class for a boost in offensive capabilities. For each point of AC reduced, the character receives a +1 bonus to attacks and a +1 bonus to damage. The maximum reduction in AC is limited to the character's Strength-based attack and damage modifier.

Primitive Empathy

Ranger

Wild trails often cross into unintended territory. The ranger trained in primitive empathy has learned to communicate with members of semi-intelligent and reclusive tribes and settlements that have unique languages and no sense of the common social norms of society. An Animal Handling check can be used to calm the emotions of a semi-intelligent or reclusive person. A check can also help the ranger communicate simple ideas.

Prophet

Cleric

Some call it a curse. Others proclaim it a miracle. For the prophet, his gift is a calling, his duty, and nothing more. The prophet class talent represents an awakening, an attuning to the future, a deciphering of a divine code. Through this training, the prophet opens his mind's eye and receives visions. He also speaks directly to his deity in times of great need to discover what may happen if a certain course of action is undertaken.

Once per day, if the prophet takes one minute to pray, he may ask his deity whether the outcome of a certain course of action would be beneficial or detrimental to the prophet and his allies. He often receives a feeling of elation or dread in response. If the question is vague or the question cannot be easily answered, the deity may not answer or may provide an entirely different emotion in response.

Once per week, the prophet may enter a trance that lasts for four hours, in which he attempts to receive a vision. The vision may be a direct answer to a question regarding what may come to pass. The vi-

sion may also be random. The GM has full discretion here to provide whatever vision he or she wants and is not bound to provide a vision if the deity fails to respond.

The prophet may also receive general feelings without solicitation. Again, this is a vehicle for the GM to provide subtle information to propel the story.

Quickened Death

Thief; Requires Death Attack Talent

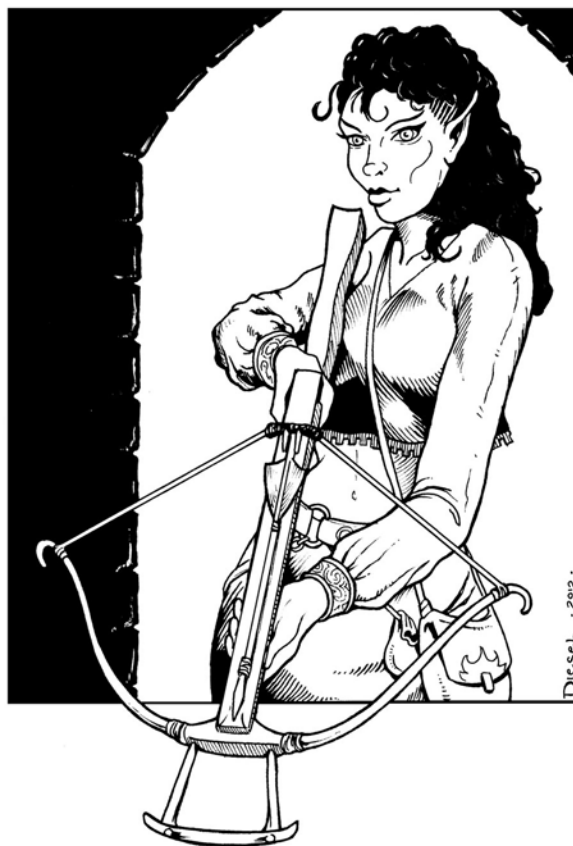
The thief need only spend one full round fully concentrating on his intended target before attempting a death attack.

Ranged Mastery

Fighter, Monk, Ranger, Thief

Through deliberate practice, the character increases the power of his ranged shots and the accuracy of difficult shots made within short range. His range increments with any proficient range weapon increase by 50% and all successful shots deal an additional +1 damage. Ranged mastery also provides a +1 bonus to all ranged called shots.

Lastly, careful aim may be taken in combat. To do so, the character expends a secondary action to take aim, and receives an additional +2 attack bonus on the next shot fired that round.





Ranger's Bane

Ranger

Ranger's bane represents the training of a ranger with a seething hatred for more than one enemy. Motivated by a personal vendetta, the ranger eschews training in other areas to choose another favored enemy. All level-based bonuses scale to the ranger's present level.

Rapid Shot

Fighter, Monk, Ranger, Thief; Minimum Level: 6

The character may shoot two missiles with one attack. Only one roll is performed. If the character has more than one attack per round, he may choose to perform a rapid shot with every attack. Rapid shot can literally be two arrows shot in quick succession, or it can be two arrows shot simultaneously. A -2 penalty is applied to the roll if the same target is chosen for the rapid shot. The penalty doubles to -4 when shooting at two different targets.

Rogue's Life

Fighter

As a group, fighters are a diverse bunch. They come from all walks of life. Those that have a background living aboard pirate ships or gallivanting the streets with an assassin or cutpurse will pick up some tricks of the rogue's trade. Provided the character has a background where, for a time, he could have learned from a skilled thief of sorts, the fighter may use this talent to become spend a nonweapon proficiency slot on any two rogue proficiencies.

Roguish Bent

Monk

Choosing this talent represents a time spent surviving in the streets and the sharpening of social instincts. The monk with this talent now has full access to the rogue proficiency list and may choose proficiencies from that list without restriction.

Scholar

Cleric, Monk, Paladin, Wizard

This class talent suggests that much of a character's free time is spent in scholarly pursuits. Choosing this talent grants the character two additional proficiency slots to expend on Academic proficiencies.

A character can choose this talent multiple times.

Self Defense

Monk

The monk's instincts are always attuned to danger. His defense is circular, all encompassing and displays no weakness. While the monk can still be caught by surprise, he has no flat-footed AC or rear AC, instead using his full AC on both accounts. Combatants flanking, surrounding or attacking from the rear of the monk enjoy no bonus to attack rolls. (Note: Sneak attack damage still accrues normally; however the thief does not enjoy a bonus to the rear attack.)

Show of Strength

Barbarian, Fighter

Circumstances often arise when the stronger characters must exert their tremendous force out of battle. Upon taking this class talent, the

character gains two slots in the proficiency, Show of Strength, and thus enjoys an Average level of proficiency. Show of strength is a versatile proficiency that comes into play whenever the character needs to use his raw strength out of combat, e. g. for breaking down doors, lifting up fallen columns, etc.

Silver Tongue

Thief

Often the mouthpiece for the group in times when information gathering and diplomacy are key to success, the thief with the silver tongue thrives in social situations that require careful handling. When speaking with someone not considered hostile, the thief adds a bonus to Charisma checks equal to +1 per two character levels (rounded down). The +15 maximum d20 modifier for skill still applies.

Single-Minded

Fighter

Some fighters fail to recognize the benefits of noncombat training. Brutish in their approach, they cannot see the wisdom in spending anytime away from martial pursuits. Taking the single-minded talent provides two additional combat proficiency slots.

Somatic Casting

Wizard; Minimum Level: 9

To cast most spells, a caster is required to announce his chant and perform proper gestures to craft a physical manifestation of the magic. Somatic casting allows the caster to create these manifestations with only gestures. He learns to invoke magic with precise physical movements and with no need for verbal chants. A Superior (TC 15) Dexterity check is required. Failure expends the spell.

Please note that the GM may require such elaborate physical gestures that certain circumstances may debilitate casting.

Spell Mastery

Wizard

The wizard chooses one spell. He knows this spell so well that he never needs to study it to choose it as a daily spell. He has also mastered the casting of this spell. Thus, there is no casting time. The casting is begun and completed during the wizard's primary action.

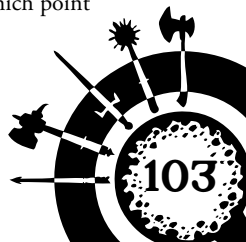
Only spells of 3rd-level or lower can be mastered. Spells from higher levels are too complex. To master a spell, the wizard must be two levels higher than the spell's level. Although there is no need to study, the mastered spell does expend one daily spell.

This talent may be chosen multiple times, once for each spell.

Spirit of Steel

Fighter

The spirit to survive pervades the fighter who trains to stay alive at all costs and to live to fight another day. With this talent, the fighter shrugs off the whispers of death at 0 hp. He does not fall. Instead, he may perform a secondary action each round until he is healed above 0 hp or he takes additional damage to bring him to -10, at which point he dies.





Spiritual Guardian

Druid, Ranger; Minimum Level: 9

A ranger or druid truly dedicated to the protection of nature receives a spiritual protector from his deity. The spirit will be that of an animal that once roamed the character's terrain or a deceased animal companion. This spirit guardian will remain on the ethereal plane and maintain a constant watch over the character. In times of great need, but not more than once per day, the guardian will briefly connect spiritually to the ranger or druid for no longer than one consecutive round per two levels. During this time, the character receives a +2 bonus on all rolls (in combat or otherwise, including damage), Armor Class

and saving throws. The character may call out for assistance or ask empathically. If the situation seems dire to the spirit, the guardian will connect without being asked to.

A spiritual guardian can reveal itself if it wishes. If it does reveal itself, those around see the animal's form in a detailed mist highlighted by a silver speckling. When on the ethereal plane and when connected to the character, the spiritual guardian can only be seen by those able to see ethereal objects.

The guardian can be dismissed (via the spell), but only if the spell is cast when the character and spirit are connected. The guardian spirit is



considered to have the same HD and saving throw as the character. If it is dismissed, it may not find its way back to the character for at least one month, if ever.

The guardian cannot attack in place of the ranger or druid and it cannot connect with any other person.

The character is required to spend a lot of time praying and protecting nature through valorous and menial deeds. It is a long commitment, but the reward is a noted accolade among rangers and druids.

Storm Mastery

Druid

Connected always to his natural surroundings, the druid with the storm mastery talent welcomes the fury of the elements. At the expense of learning to harness the more powerful healing spells, the druid with this talent embraces and harnesses the potency of storms. He may henceforth spontaneously cast any weather or elements spell in manner identical to how clerics spontaneously cast healing spells. In exchange for his capacity for unbridled power, the druid is restricted to minor access in the healing sphere.

Surprise Shot

Thief; Minimum Level: 3

If successfully hiding from a target within 30 feet, the thief may perform a sneak attack with a ranged weapon. If the attack is successful, the damage is multiplied by the thief's normal sneak attack multiplier. A failed Stealth check removes any chance of multiplied damage on a successful shot. (Note: In most cases, unless the GM agrees otherwise, the same target cannot suffer more than one surprise shot unless the thief changes his position.)

Terrain Walker

Druid

A druid who is considered a terrain walker takes a more global stance on the world. He does not establish himself in a favored terrain. Instead he prefers to wander the world, learning with each step how to survive and thrive in a new environment. The terrain walker receives a +2 bonus on Nature proficiencies employed in all terrains and may attempt to shapechange into any animal to which he has become accustomed in his travels.

Theology

Bard, Cleric, Druid, Monk, Thief, Wizard

The character is well-versed in the various major and minor religions in the realms, including known and secret dark cults. This talent provides a +1 bonus per character level on all Knowledge-based Religion checks. The +15 maximum skill bonus ceiling still applies.

Thug-Minded

Thief

Not all thieves skulk and run to survive. Some are very brutish and take a more "hands on" approach to getting things done. These thug-gish thieves trade a little of their skill mastery for staying power.

This talent requires the alteration of a class feature to focus in martial skill. The thief no longer receives a bonus on proficiency checks at each level he would receive his skill bonus ability. In exchange, the thief receives a +1 bonus to his base attack bonus at each such level.

Totem

Druid; Minimum Level: 9

To a druid, shapechange symbolizes all that a druid stands for. It is the ultimate expression of his faith. While considered standard to most druids, the availability of three different animal forms fails to resonate with some druids that identify with just one animal. Such druids often revere one animal. With this talent, they may change into the form of their totem (and back again) as many times per day as they wish. In exchange, they forego the ability to change into any other animal.

A druid with this talent enjoys a secondary benefit: a +4 bonus on Animal Handling checks related to the totem animal.

Trailing

Thief

Trailing is an advanced form of stealth. With a successful Stealth check, the thief is able to trail someone in urban settings, staying just enough out of view to remain unnoticed. One check is usually sufficient to trail long enough to pick up some valuable information. Circumstances may arise when additional checks are required.

Tribal Drive

Barbarian; Minimum Level: 9

Barbarians thrive in desperate situations where death seems undoubtedly nearby. When in battle and having a single digit hit point total, the barbarian taps into his tribal powers and receives one additional attack each round at a -4 attack penalty. Tribal drive can be channeled once per encounter as a free action. A short time to reflect and thank his ancestors in prayer is required before tapping into tribal drive again that same day. Such a prayer takes at least one minute.

Turn Target

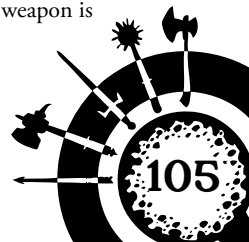
Cleric

Turn undead has a radius effect of sorts, where the lowest HD undead are affected before any more-powerful undead. Turn target allows the cleric to focus his turn attempt on one target. This is a more difficult and time consuming process than the standard turn. It requires one full round and expends two of the cleric's daily turn checks. Any damage dealt to the cleric immediately breaks his concentration and the turn attempt must start anew. If allowed to complete, the cleric makes his turn check on the cleric's initiative next round at -4. If successful, the cleric rolls 2d6 and adds his Charisma-based Influence modifier. If the number equals or exceeds the target's HD, the undead is turned.

Two Weapon Mastery

Rangers; Requires Two Weapon Style Specialization

Rangers that devote themselves to the art of two weapon fighting and attain specialization in that style can perfect its use with this talent. Henceforth, the ranger may use two weapons of equal size, such as two Medium weapons, although both must be no larger in size than the character, and no attack penalty for the primary or offhand weapon is imposed.



Undead Hunting

Cleric

Some clerics devote themselves to studying the energy that powers the undead and mastering the art of turning. Undead hunting provides a +2 bonus on all turn checks, including the check to determine the amount of HD affected, and a +2 increase in the highest HD undead that can be affected.

Undead Scourge

Paladin; Minimum Level: 3

Paladins who train in this talent solemnly swear to destroy undead at all costs. They may use their turn evil ability to turn all forms of undead, whether intelligent or not, as a cleric of equal level.

Unriddle Magic

Bard; Minimum Level: 9

Upon attaining 8th level, bards master enough spellcraft to activate arcane scrolls. At 10th level, any magic item that can be activate falls under the purview of the bard's ability. Magic is an alluring thing. A beauty that captivates many bards. Training in unriddle magic represents the life of a bard obsessed with mastering the activation of all magical items. With luck and training, the bard enjoys a bonus on all attempts to activate scrolls and other magical items equal to +1 per four levels.

Urban Stealth

Ranger

The ranger's Stealth proficiency is no longer confined to the wilderness; he may now use it in urban settlements.

Urban Tracker

Monk, Ranger

The character may use the Tracking proficiency to find the trail of someone in a worked environment without incurring the normal two-shift complexity penalty.

Versatile Casting

Wizard; Minimum Level: 9

With this class talent, the wizard opens his mind to cast daily spells not merely by level, but by total spell power. He can choose to fill any spell slot with a spell of the level directly beneath it or with two spells from the level two below. For example, a 3rd-level spell slot can be filled with one 2nd-level spell or two 1st-level spells.

Vicious Hurler

Barbarian

Hunting and killing. Two very important barbarian pastimes. The vicious hurler is a brutal master of muscle-powered ranged weaponry. He can kill a deer with one hurl of his throwing axe or rock the oncoming enemy off his feet. This talent allows the barbarian to use his Strength-based attack modifier on ranged attacks with hand-propelled weaponry, in lieu of the standard Dexterity modifier.

Wandcraft

Wizard; Minimum Level: 12

Powerful wizards have a passion for magical research. Toiling in their library, they seek to create new spells and new magical items. Wandcraft is an advanced form of magecraft. Wizards who desire to craft and recharge wands take this talent to represent time spent researching this arcane lore.

Recharging a wand requires a wand with at least one charge remaining. Research takes one day per spell level of the spell infused into the wand when a laboratory and sufficient library is used. The time for research doubles without such a space. An Exceptional (TC 20) Spellcraft check is required to glean the specific spells required to recharge the wand and to prepare the wand for recharging. In most cases, only one spell is required and the spell is easy to discern from the effect. (A *wand of fear* requires the *cause fear* spell, for example.) Regardless, the GM has final say on what spells are required. Recharging a wand expends magical materials required to prepare the wand equaling 250 gold pieces per spell level of the highest spell used. A failed Spellcraft check results in the loss of materials.

Crafting a wand is time consuming and very expensive, but the reward is a wand infused with any spell of Level 6 or lower that is on the wizard's spell list. An Exceptional (TC 20) Spellcraft check is required. The amount of research time and costs in materials depends on the level of spell wand. It costs 1,000 gp per spell level and takes 40 hours per spell level. After the time and money have been spent, the Spellcraft check is rolled. Failure indicates the loss of the money and raw materials. A roll of natural 1 results in a magical explosion that causes 4d10 points of damage to everything within 100 feet.

A laboratory is required to craft a wand and suggested to recharge one. The laboratory must be large enough to accommodate a potential mishap (500 sq. feet or so) and it should be stocked with 20,000 gold pieces worth of magical materials and machinery necessary to prepare a few wands.

Ward of Fury

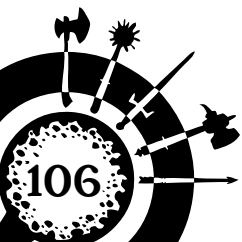
Barbarian

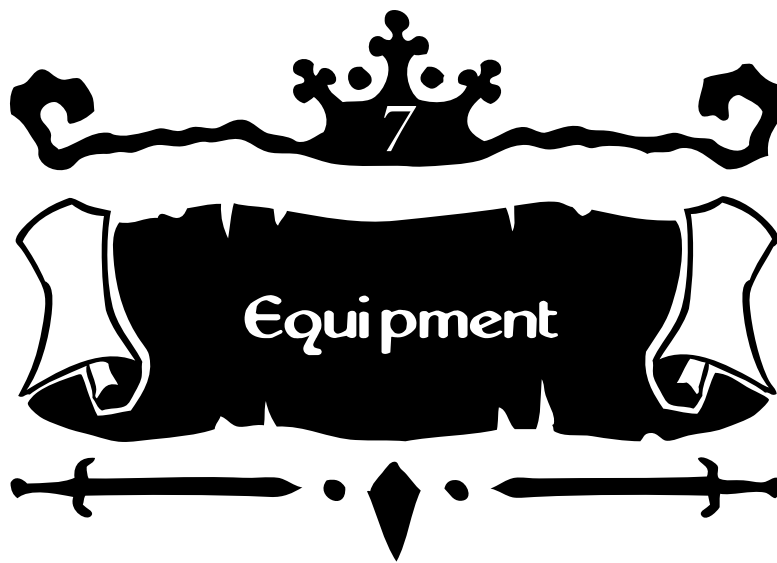
Whether to protect a friend or his own life, the barbarian is skilled at keeping martial attacks at bay. As a full round action, the barbarian fends off attacks targeting him or an ally within arm's reach by taking reflexive and defensive actions (e.g., swinging his weapon in wild arches to keep enemies at bay or standing over a falling ally and taking a full defensive position). This provides a +4 bonus to his Armor Class or the Armor Class of a designated adjacent ally. No attack actions may be made during the round except parries.

Worldly Stride

Druid

In her home terrain, the druid moves with speed and stealth, never leaving a track behind. The worldly strider has learned to cover her tracks in any environment. A touch of druidic magic allows her to move about any terrain and never leave a visible track. This talent provides the wild stride ability in any terrain.





This chapter includes a huge range of adventuring equipment and rules on currency exchange, special items and item saving throws. GMs are free to add, subtract or modify in whatever way is necessary to emulate their desired milieu.

Currency

There are five main coins in circulation in a standard realm of *Myth & Magic*: copper, silver, electrum, gold and platinum. Copper and silver are used in exchanges for most mundane items and are widely carried by the common folk. Gold is slightly rarer and much more valuable, and serves as the trading tool of merchants and adventurers. As a result, gold is generally the standard currency used in most campaigns.

Electrum and platinum are not used in business transactions and rarely surface. Neither is currently minted. Adventurers may still come upon these dead coins in ancient tombs and hordes.

The rich (such as the nobility, guilds, and churches) hardly use coins in exchange for valuable services and trade. The amount of coin used in some of their transactions would be too cumbersome. These rich folk or organizations trade in either gems or letters of credit; the latter issued to a certain person and redeemable at a satellite or main branch of the specific organization.

100 gold coins weigh approximately 2 pounds. Copper and silver pieces of the same mint may weigh slightly less, while electrum and platinum coins of a similar size generally weigh up to 50% more.

Table 45: Currency Conversions					
	CP	SP	EP	GP	PP
CP	1:1	10:1	50:1	100:1	1,000:1
SP	1:10	1:1	5:1	10:1	100:1
EP	1:50	1:5	1:1	2:1	20:1
GP	1:100	1:10	1:2	1:1	10:1
PP	1:1,000	1:100	1:20	1:10	1:1

Starting Money

PCs begin at level 1 with a certain amount of gold pieces to spend on gear. This gear is not new and the character did not just recently come into a horde of gold. The starting equipment is considered a cache of collected items that will now be used to assist the new adventurer in his early days.

Table 46: Starting Gold Per Class

Class	Starting Gold
Barbarian, Fighter, Paladin, Ranger	5d4 x 10
Monk, Wizard	1d4+1 x 10
Bard, Thief	2d6 x 10
Cleric, Druid	3d6 x 10

Mundane Item Lists

The following lists provide the pricing of various mundane equipment, items and trade goods.

Mundane items consist of the most basic needs (clothes, food and lodging), as well as transportation, animals and miscellaneous items. Weapons and armor are listed elsewhere.

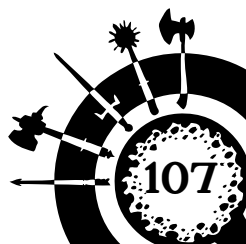


Table 47: Clothing

Item	Cost
Belt	2 sp
Boots, Riding	3 gp
Boots, Walking	1 gp
Boots, Noble	10 gp
Breeches	1 gp
Breeches, Noble	10 gp
Brooch	5 gp
Brooch, Jeweled	5 gp plus gem
Cloak	1 gp
Cloak, Fine	10 gp
Cloak, Winter	25 gp
Cloak, Noble	50 gp
Girdle	3 gp
Gloves	1 gp
Gown, Common	8 sp
Gown, Fine	8 gp
Gown, Noble	80 gp
Jacket, Common	4 gp
Jacket, Fine	50 gp
Robe, Common	1 gp
Robe, Fine	10 gp
Robe, Noble	20 gp
Sandals	8 sp
Shoes	1 gp
Surcoat	1 gp
Scabbard	5 gp
Sheath	5 cp
Tabard	6 sp
Tunic	8 sp
Vest	6 sp

Table 48: Food

Item	Cost
Ale (per pint)	5 cp
Ale (per gallon)	2 sp
Beer (per pint)	1 cp
Beer (per gallon)	5 cp
Bread	2 cp
Butter (per pound)	2 sp
Cheese	2 sp
Daily Meals, Poor	1 sp

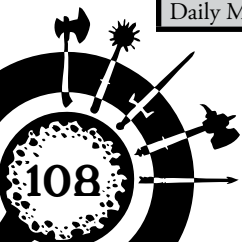
Daily Meals, Good	5 sp
Dry Rations (per day)	1 gp
Egg	1 cp
Grain, Horse (daily)	5 sp
Herbs (per pound)	5 cp
Honey	5 sp
Meat (per pound)	1 sp
Mighty Feast	5 gp
Nuts (per pound)	2 gp
Potatoes (per pound)	2 sp
Rice (per pound)	2 sp
Salt (per pound)	1 sp
Spices, Common	1 gp
Spices, Rare	20 gp
Wine (per gallon)	5 gp
Wine, Good (gallon)	25 gp
Wine, Elven (gallon)	100 gp

Table 49: Rental Lodging

Item	Cost
Cottage (per day)	5 gp
House, City	15 gp
Inn, Common (per day)	5 sp
Inn, Fine (per day)	2 gp
Inn, Special (per day)	10 gp
Room, Rental (per day)	1 gp

Table 50: Transportation

Item	Cost
Barge	450 gp
Canoe	25 gp
Canoe, Large	40 gp
Caravel	10,000 gp
Carriage	200 gp
Chariot, Riding	200 gp
Chariot, Games	400 gp
Chariot, War	500 gp
Coach	1,000 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp





Galleon	50,000 gp
Great Galley	30,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	2 gp
Oar, Great	10 gp
Raft	60 gp
Sail	25 gp
Small Keelboat	100 gp
Wagon	5 gp
Wheel, Cart	5 gp

Table 51: Animals

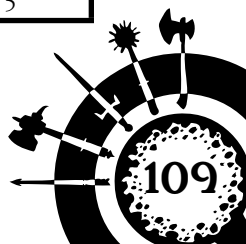
Item	Cost
Bull	15 gp
Calf	5 gp
Camel	40 gp
Cat	1 sp
Chicken	1 cp
Cow	15 gp
Dog, Average	15 gp
Dog, Master	25 gp
Donkey	5 gp
Elephant	250 gp
Elephant, War	500 gp
Falcon, Trained	750 gp
Goat	1 gp
Goose	5 cp
Horse, Draft	200 gp
Horse, Heavy War	500 gp
Horse, Light War	200 gp
Horse, Riding	100 gp
Jaguar (Trained)	4,000 gp
Ox	15 gp
Pig	3 gp
Pigeon (Trained)	100 gp
Pigeon (Untrained)	2 gp
Pony	40 gp
Ram	5 gp
Sheep	2 gp

Table 52: Tack and Harness

Item	Cost	Weight (lb.)
Barding, Chain	500 gp	70
Barding, Leather	200 gp	50
Barding, Plate	1,000 gp	90
Bit and Bridle	2 gp	3
Cart Harness	2 gp	10
Halter	5 cp	--
Horseshoes	5 sp	10
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddle Bags	4 gp	8
Saddle Blanket	2 sp	5
Yoke, Horse	5 gp	20
Yoke, Ox	3 gp	25

Table 53: Miscellaneous Items

Item	Cost	Weight (lb.)
Acid (flask)	10 gp	--
Alchemy Lab	1,000 gp	50
Antitoxin, Type I (flask)	50 gp	--
Backpack	2 gp	2
Barrel, Small	2 gp	25
Basket	5 sp	1
Bell	1 gp	--
Belt Pouch, Large	1 gp	2
Belt Pouch, Potion	25 gp	--
Belt Pouch, Small	7 sp	1
Blanket	2 sp	1
Blanket, Winter	5 sp	4
Block and Tackle	5 gp	5
Bolt Case	1 gp	1
Bucket	4 sp	3
Candle	1 cp	--
Chain, Common (10 ft.)	2 gp	10
Chain, Strong (10 ft.)	5 gp	30
Chalk	1 cp	--
Chest, Large	2 gp	25
Chest, Small	1 gp	10
Cloth (1 sq. yard)	1 gp	1
Cloth, Fine (1 sq. yard)	5 gp	1
Cloth, Rich (1 sq. yard)	10 gp	1
Disguise Kit	50 gp	5



First Aid Kit (Salves, Herbs, Stitches, Wraps)	5 gp	1
Fishhook	1 sp	--
Fishing Net	5 gp	5
Flint and Steel	5 sp	--
Glass Bottle	10 gp	1
Glass Flask	5 gp	--
Grappling Hook	1 gp	5
Holy Symbol, Wood	1 gp	--
Holy Symbol, Metal	25 gp	1
Holy Symbol, Jeweled	100 gp	1
Holy Water (flask)	25 gp	--
Hourglass	25 gp	1
Ladder (10 ft.)	5 cp	10
Lantern, Bullseye	15 gp	3
Lantern, Hood	7 gp	2
Lantern, Town	100 gp	75
Liquid Fire (flask)	50 gp	--
Lock, Average	50 gp	1
Lock, Superior	100 gp	1
Lock, Basic	25 gp	1
Lock, Exceptional	250 gp	1
Magnifying Glass	100 gp	--
Map Case	8 sp	--
Mirror, Small	10 gp	--
Oil	5 cp	1
Paper (per sheet)	2 gp	--
Papyrus (per sheet)	8 sp	--
Perfume (per vial)	5 gp	--
Perfume, Rare (per vial)	150 gp	--
Pitons (2)	6 cp	1
Quiver	8 sp	1
Rope, Hemp (25 ft.)	5 sp	10
Rope, Silk (25 ft.)	5 gp	3
Sack, Large	2 sp	2
Sack, Small	5 cp	1
Scroll Case	2 gp	1
Sealing Wax (per lb.)	1 gp	1
Sewing Needle	5 sp	--
Signet Ring	5 gp	--
Signet Ring, Jeweled	50 gp	--
Soap	5 sp	--
Spyglass	1,000 gp	1
Tanglefoot Bag	50 gp	5

Tent, Large	25 gp	20
Tent, Small	5 gp	10
Thief Tools	30 gp	1
Thief Tools, Expert	100 gp	1
Tindertwig	1 gp	--
Torch	1 cp	1
Water Clock	1,000 gp	200
Whetstone	2 cp	1
Whistle	8 sp	--
Wineskin	8 sp	1
Writing Ink (per vial)	8 gp	--

Special Item Descriptions

Acid: A flask of acid can be poured onto metal to corrode the surface or object or it can be thrown as a weapon with a range of 10 feet. It deals 1d4 points of acid damage on a direct hit.

Antitoxin: This is an antitoxin for a Type I poison. Type II through IV antitoxins for more debilitating poisons exist but the cost can be many multiples higher.

Belt Pouch, Potion: Retrieving a potion from a belt pouch is a secondary action.

Disguise Kit: A disguise kit is exhausted after five uses and it provides a +1 bonus to any disguise skill checks.

First Aid Kit: A first aid kit is exhausted after five uses and it must be used when the first aid skill is performed.

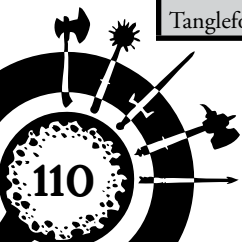
Liquid Fire: This is a combustible liquid that erupts into flame when its flask is thrown and smashed. It can be used as a weapon that deals 1d4 points of fire damage, with a range of 10 feet.

Locks: Each lock is rated Basic to Exceptional (although Legendary locks do exist, but they are rarely for sale). The rating is the complexity required on an Open Locks check to crack the lock.

Magnifying Glass: A magnifying glass provides a +2 bonus on any check to see the details of something small. It has extensive applications; for example, a magnifying glass may be useful when finding or removing traps, finding a secret door or opening locks.

Tanglefoot Bag: This is a bag that contains a goo-like substance. When thrown at a Medium-sized or smaller target, the target must succeed on a Dexterity check equal to or greater than the attack roll performed. If unsuccessful, the target is stuck to the floor for 2d4 rounds, during which time the target cannot move and suffers a -2 penalty to AC, attacks, Reflex saves and Dexterity checks, if permitted.

Thief Tools: Such tools contain the picks necessary to open locks. Standard tools contain 5 lock picks. Each pick will break on an Open Locks check that fails by 10 or more. Expert tools also contain 5 lock picks. Each will only break upon a natural 1 result on an Open Locks check.



Combat Gear

The following section (and accompanying tables) explain the various armor, shields and weapons.

Armor

Armor provides a constant layer of protection; in general, the heavier the armor, the better the protection. For many characters, armor is a necessary survival tool.

Size: The price of each suit of armor in Table 54 reflects the cost to purchase a suit of average size that is adjusted to fit with acceptable comfort. Small characters, although requiring much less material, still pay the same cost due to the fact that intricacies in smithing the suit require more labor. Larger than Medium-sized characters, or characters with physical anomalies, pay 50 to 100% of the cost as an additional premium.

Finding Armor: Unless special circumstances exist, there is a very small chance (10%) that any given suit of armor (of equal size to the character) found while adventuring will fit the character with acceptable comfort and appearance. The AC Adjustment may still apply, though in many situations the armor does not fit or move properly and the AC Adjustment is penalized per the GM's discretion.

Custom Armor: The rules in the preceding sections assume the character is of average size and physical composition for his race. Should this not be the case, the cost to purchase and fit a new suit of armor can easily double (and sometimes triple) if the proportions of the character are sufficiently unique. A human male that is 7 feet tall and carrying 325 pounds of pure muscle is not going to fit into most suits of armor he strips from his mangled opponents. Nor will he find much in the local armorsmith shop. An elf cursed with a pair of black feathery wings is also disadvantaged in the open market. In such circumstances, the character must commission a master armorsmith (with at least an Exceptional level of proficiency) to custom build the armor. The cost can greatly differ from what is provided in Table 54 and is subject to the current fees charged by the smith. It is not uncommon for the smith to charge a premium of ten times the cost of a normal suit when intricate custom work must be performed.



Padded Cloth



Leather



Studded Leather



Ring



Brigandine



Scale



Hide

Table 54: Armor Types

Name	AC Adj	Weight	Cost
Padded Cloth	+1	10	4 gp
Leather	+2	15	6 gp
Studded Leather	+3	20	20 gp
Ring	+3	25	90 gp
Brigandine	+4	25	100 gp
Scale	+4	30	120 gp
Hide	+4	25	12 gp
Chainmail	+5	40	75 gp
Splint Mail	+6	45	80 gp
Banded Mail	+6	35	200 gp
Bronze Plate	+6	45	350 gp
Plate Mail	+7	50	500 gp
Field Plate	+8	60	1,500 gp
Full Plate	+9	70	5,000 gp

Armor Descriptions: Here is a brief description of each suit of armor. The descriptions may vary wildly in exotic campaign settings.

Padded Cloth: This type of armor provides the least protection. It is created by interlacing layers of cloth and batting.

Leather: This armor consists of a breastplate and shoulder pads composed of hardened leather and a suit of padded cloth.

Studded Leather: This armor is made from leather and metal rivets. It is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, although the spacing between each metal piece is greater.

Ring Mail: This armor is composed of a metal ringlets sewn directly onto a leather base.

Brigandine: This armor is a less-pliable and more-protective version of studded leather. It is made of leather and small plates and rivets of metal spaced very close together.

Scale Mail: This armor is built by taking a leather base and overlapping small scales of metal on it.





Hide: This stiff armor is composed of multiple layers of animal hide and is often laced with leather.

Chain Mail: Many interlocked metal rings are placed above a layer of thick padding to create chain mail. Smiths can easily layer additional metal rings in particularly vital areas. Chain mail is heavy. It bears down on the wearer's shoulders.

Splint Mail: This armor is made by layering thin vertical strips of metal plate onto a padded leather backing, with chain mail protecting the joints.

Banded Mail: Chain and leather protect the joints of this armor, while a suit of leather is fashioned with multiple layers of metal strips to guard the vitals. Unlike chain mail and splint mail, banded mail also comes equipped with weight leveraging belts and straps to help ease the burden.

Bronze Plate: This armor is composed of a metal breastplate and either chain or brigandine over leather or padded cloth. The metal plates are not steel; they are made of bronze.

Plate Mail: This very popular heavy armor combines chain mail or brigandine with large metal plates shaped and strapped together in a way to cover all parts of the body (except joints).

Field Plate: This is a heavier and more-protective version of plate mail that always comes equipped with a visored helmet and is worn over a padded cloth suit. Each suit of field plate must be customly made to suit the intended wearer.

Full Plate: This is essentially the same suit of armor as field plate except full plate armor rarely includes chain mail coverings (although chain mail is worn underneath) and is often highly decorated and ornamented. This is the quintessential body of metal seen in many translations of the knight of the Middle Ages. The surfaces are normally etched with intricate designs and inlaid with precious metals. Each suit must be carefully custom-fitted to the owner and there is only a 20% chance that a captured suit can be refitted to a new owner of approximately the same size. The metal plates are backed by padding and chain mail. The weight is well-distributed. The armor is hot, slow to don, and extremely expensive. Due to these factors, it tends to be used more for parades and triumphs than actual combat.

Armor Entries: Each armor type has an entry with the following information in addition to the name of the armor:

AC Adjustment: This number modifies the wearer's Armor Class by the listed value.

Weight: The weight in pounds of the armor type (when dry) is provided. Wet or otherwise encumbered armor will have an increased weight that must be determined through the GM's discretion.

Cost: The average cost of the armor is given. This cost includes all the necessary accoutrement of the suit, including a matching helm, as well as sizing and finishing.

Donning and Removing Armor: An amount of minutes equal to the AC Adjustment of the armor is required to properly don and fasten the armor. Assistance by one other person reduces this amount of time in half. Most suits of armor do not require assistance to don; however, all suits of plate armor (bronze plate and up) cannot be properly secured without help. Armor hastily donned or improperly fastened provides an AC Adjustment equal to the number of minutes used to put the armor on.

Taking armor off takes half the time required to don it. Assistance or hastily cutting away straps and/or breaking pins can further reduce the amount of time required to remove the armor in half.

For example, plate mail armor takes seven minutes to properly don with assistance. If the warrior hastily dons the armor in three and one-half minutes, the AC Adjustment would be reduced to +3. Later, he must spend three and one-half minutes to take the suit off, unless he breaks the pins and straps, which allows him to be free of the armor in forty-five seconds.

SHIELDS

Shields are primarily used to block an incoming melee or ranged attack, so they provide a small boost to AC. The following list provides the statistics and costs for the various steel-reinforced shields. Please note that no bonuses apply to a character merely storing or wearing a shield by his side. Bonuses apply only when held, unless a rear attack could sensibly be blocked by a shield strapped to the back.

Shield Descriptions: Here is a brief description of each shield. Akin to armor, the descriptions may vary per campaign.

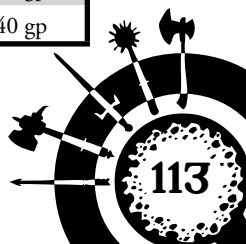
Bucklers: These small round shields are commonly held in one hand, but some bucklers are fashioned with a support strap that allows the owner to strap it to the forearm. Bucklers do not grant an ongoing combat bonus to AC bonus, but do provide a +1 bonus on any parry attempts. Bucklers cannot be used as a weapon in combat with the weapon and shield style.

Small Shield: Small shields are held and provide a +1 AC bonus versus one forward-facing opponent. Small shields (and larger) can be used as a weapon with the weapon and shield style.

Medium Shield: Most medium shields are circular with a 20-inch diameter, but others appear to be a slightly smaller version of the rectangular-shaped large shields often worn in battle, measuring 18-inches in height. The +1 AC bonus applies to all forward-facing opponents.

Table 55: Shield Types

Name	AC Adj	Initiative	Weight	Cost
Buckler	+0	+0	1	1 gp
Small	+1	+0	2	5 gp
Medium	+1	+0	5	10 gp
Large	+2	+2	10	15 gp
Tower	+3	+4	20	40 gp



Large Shield: Large shields are held and often secured by a wrist strap. Rectangular large shields are usually around 24 -30 inches in height and about 18 inches wide, while circular shields can be 36 inches in diameter. They provide a +2 AC bonus to all forward-facing opponents.

Tower Shield: Tower shields are rectangular and commonly 36 - 48 inches tall and 20 - 24 inches wide. They must be secured to the wrist and forearm. They provide a +3 AC bonus to all forward-facing opponents. Tower shields may be propped to the ground and used as cover as a full-round action.

Shield Entries: Each shield entry includes the following information:

AC Adjustment: A shield increases the AC of its wielder.

Initiative: This is a penalty to the attacker's initiative when using the shield in combat. The penalty is cumulative with other penalties from weapons, conditions, etc.

Weight: This is the weight in pounds of the shield.

Cost: The average cost of the shield is given. This cost includes any bolts and straps necessary for wielding and carrying.

Note on Wooden Shields: Purely wooden versions of each shield exist. Wooden shields cost and weigh half the amount listed in the shield table for their steel counterparts. Wooden shields break much more easily and, in each combat encounter where the owner is beset by weapons capable of breaking wood (such as bludgeoning weapons and many piercing and slashing swords), the owner of the shield must roll one item saving throw per encounter. If attacked by swords capable of piercing and slashing, the wooden shield is considered strong to the effect (TC 5). If attacked by a bludgeoning weapon of comparable size to the shield, the shield saves as if weak to the effect (TC 15).

Melee Weapons

The preceding list provides the statistics and costs for the various weapons of *Myth & Magic*. The GM is free to add any number of fantasy weapons to individualize the milieu.

Weapon Descriptions: Here is a brief description of the weapons that require an explanation or those that have secondary properties:

Bo: This is the martial arts replica of the staff and can be fashioned from any material.

Cat-O-Nine Tails: This is essentially a short, nine-tailed whip. They are most-commonly fashioned of leather; however, wicked versions of metal barbed tails exist.

Jutte: This martial arts weapon is a small one to two-foot long pointed shaft of iron or wood. A hook or guard protrudes from the side of the jutte, called a kagi, which makes the jutte look similarly to a sai with one guard. The jutte provides a +1 to parries.

Kama: This small, handheld weapon is actually a farming implement that looks similar to a small scythe, but is also employed as a slashing and piercing weapon.

Main-Gauche: Preferred by agile swordsmen with an intent to parry, the main-gauche is a dagger fashioned with a wider guard or other protective shield for the hand. They are predominately wielded in an offhand dedicated to defense and provide a +1 to parries.

Mancatcher: Mancatchers are a strange variant polearm. They are generally two-handed reach poles that end in two semi-circular prongs. A built-in trigger releases a trap door sort of mechanism in each prong, bringing them together to trap whatever may be between them, which often is a mounted man.

Nunchaku: A popular martial arts weapon, the nunchaku is composed of two sticks connected at one end with a short chain or rope.

Sai: This martial arts weapon is a pointed, prong shaped metal baton, with two curved prongs projecting from the handle. It is generally used in pairs. The sai provides a +1 to parries.

Sap: This is a small, handheld and easily concealable bludgeoning cudgel. Any penalty applied to called shots made to render an opponent unconscious is reduced by one point.

Shakujo Yari: This is a spear concealed within a sheath to look like a staff. It can be used as a staff when the sheath is in place.

Stiletto: Also called a "needle dagger", the stiletto is a small, thin piercing weapon that narrows to a fine point.

Sword, Bokken (One and Two-handed): A bokken sword is a traditional martial arts training weapon of wood. It deals bludgeoning damage and can be used as a sword.

Sword, Double-Bladed: With a blade on each end of a spear like hilt, the double-bladed sword is wielded with two hands. The common grip has each hand about several inches apart, but successions of quick slashes with both blades could require the hands to be placed quite close together.

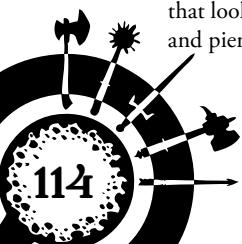
Sword, Ninja-to: The quintessential ninja blade, the ninja-to is a straight-bladed shortsword with a square guard. The blade is quite light in comparison to the heavy straight grip.

Sword, Wakizashi: This is a martial arts shortsword often coupled with a katana to form a set. Warriors often use the wakizashi for two-weapon wielding or for ceremonial purposes, including the decapitation of a fallen foe or the taking of one's own life.

Tonfa: This martial arts weapon is made of a shaft of wood or metal (1.5 to 2-ft. long) fashioned with a handle 5 to 6-inches from one end. The handle is traditionally held in a way that causes the shaft to run the underside of the forearm. The wielder can spin the tonfa to strike with the long or short end.

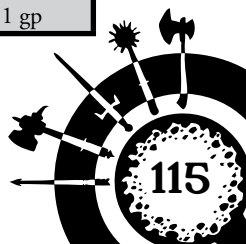
Unarmed Attack, Medium: This is the entry for common unarmed attacks and is not merely limited to fists or feet, but includes headbutts, elbow strikes, face-rakes, etc.

Urgosh: Favored by dwarves, the urgosh is a two-handed weapon with a curved axe blade and spear tip. It can be set against a charge and



**Table 56: Melee Weaponry**

Name	Damage	Damage vs. Large+	Initiative Modifier	Range (ft.)	Size	Type	Weight (lb.)	Cost
Axe, Battle	1d8	1d10	+5	--	M	S	4	10 gp
Axe, Great ²	2d6	2d6+2	+10	--	L	S	7	20 gp
Axe, Hand/Throwing	1d6	1d4	+3	10	S	S	2	2 gp
Bo (Staff)	1d6	1d6	+5	--	L	B	4	5 cp
Cat-O-Nine Tails	1d3	1d3	+4	--	M	S	1	10 gp
Cleaver	1d4	1d3	+3	5	S	S	1	5 sp
Club, Barbed	1d8	1d6	+5	--	M	B	3	1 sp
Club, Common	1d6	1d3	+4	--	M	B	1	5 cp
Club, Great ²	2d4	1d6	+8	--	L	B	7	1 gp
Dagger	1d4	1d3	+2	10	S	P/S	1	2 gp
Flail, Heavy/Footman's ²	1d6+1	1d8	+7	--	L	B	12	15 gp
Flail, Light/Horseman's	1d4+1	1d4	+6	--	S	B	3	8 gp
Gauntlet, Spiked	1d4	1d3	+5	--	--	B/P	--	5 gp
Hammer, Great ²	1d10	2d4	+12	--	L	B	9	15 gp
Hammer, Throwing	1d3	1d2	+2	10	S	B	1	1 gp
Hammer, War	1d6	1d4	+4	--	M	B	4	2 gp
Jutte	1d4	1d2	+3	--	S	B	2	2 gp
Kama	1d6	1d4	+3	--	S	S/P	3	2 gp
Lance, Jousting	1d3	1d2	+10	--	L	P	8	20 gp
Lance, Heavy	1d8+1	3d6	+8	--	L	P	9	18 gp
Lance, Light	1d6	1d8	+6	--	L	P	5	7 gp
Mace, Hand	1d4+1	1d4	+4	--	S	B	3	6 gp
Mace, Heavy	1d6+1	1d6	+7	--	M	B	8	9 gp
Main-Gauche	1d4	1d3	+2	--	S	P/S	2	5 sp
Mancatcher ^R	--	--	+10	--	L	U	7	35 gp
Morningstar	2d4	1d6	+7	--	M	B	6	10 gp
Nunchaku	1d6	1d6	+2	--	M	B	3	3 gp
Pick, Farmer's	1d6	1d6+1	+6	--	M	P	6	4 gp
Pick, War	1d6+1	2d4	+5	--	M	P	4	8 gp
Polearms ^R	--	--	--	--	--	--	--	--
Awl Pike	1d6	2d6	+13	--	L	P	7	5 gp
Fork, Military	1d8	2d4+1	+7	--	L	P	5	7 gp
Glaive	1d6	1d10	+7	--	L	S	5	6 gp
Guisarme	2d4	1d8+1	+8	--	L	P/S	7	12 gp
Halberd	1d10	2d6	+9	--	L	P/S	7	10 gp
Lucern Hammer	2d4	1d6+1	+10	--	L	P/B	8	10 gp
Naginata	1d8	1d10	+8	--	L	P/S	10	8 gp
Quarterstaff	1d6	1d4	+4	--	L	B	3	1 gp
Sai	1d4	1d2	+2	--	S	P/B	3	5 sp
Sap	1d2	1d2	+2	--	T	B	1	1 gp



Equipment: Melee Weapons

Scythe	1d6+1	1d8	+6	--	M	S	7	8 gp
Shakujo Yari (Staff Spear)	1d6	1d8	+5	10 ft.	L	P	5	15 sp
Sickle	1d4+1	1d4	+4	--	S	S	3	6 sp
Spear	1d6	1d6	+6	20	M	P	3	1 gp
Stiletto	1d3	1d2	+1	--	S	P	.5	5 sp
Sword,	--	--	--	--	--	--	--	--
Bastard	2d4	2d6	+7	--	M	S	6	25 gp
Bokken (Wooden 1-handed Sword)	1d4	1d2	+4	--	S	B	3	10 gp
Bokken (Wooden 2-handed Sword)	1d6	1d3	+6	--	M	B	4	11 gp
Broad	2d4	2d4+1	+6	--	M	S	4	12 gp
Cutlass	1d6	1d8	+5	--	M	S	4	12 gp
Double Bladed ²	1d8	1d8+1	+8	--	M	S	5	65 gp
Elven Thin Blade	1d6+1	2d4	+1	--	M	S	2	35 gp
Falchion	1d6+1	2d4	+2	--	M	S	7	35 gp
Katana	1d10	1d12	+6	--	M	S	5	70 gp
Khopesh	2d4	2d4	+8	--	M	S	5	10 gp
Long	1d8	1d10	+7	--	M	S	4	15 gp
Ninja-to	1d8	1d6	+4	--	M	S/P	4	12 gp
Rapier	1d6	1d6+1	+5	--	M	S	2	25 gp
Scimitar	1d8	1d8	+4	--	M	S	3	20 gp
Short	1d6	1d6+1	+3	--	S	P/S	2	10 gp
Two-Handed ²	2d6	2d6+2	+12	--	L	S	8	50 gp
Wakizashi	1d6	1d6+1	+2	--	S	P/S	2	50 gp
Tonfa	1d6	1d4	+3	--	S	B	2	3 cp
Trident	1d6+1	2d4	+7	--	L	P	5	20 gp
Unarmed Attack, Med.	1d3	1d2	+3	--	--	B	--	--
Urgosh ²	1d10	1d10+1	+10	--	L	P/S	12	50 gp
Whip ^R	1d2	1d2	+8	--	L	S	2	2 sp
Whip Dagger ^R	1d4	1d3	+8	--	L	S	3	10 gp

subsequently wielded as a two-handed axe, so it often appears at the front lines of a dwarven infantry.

Whip Dagger: The name really captures the design here. A whip dagger is a whip that ends in a dagger.

Melee Weapon Entries: Each weapon entry includes the following information:

Damage: This is the damage dice rolled on a successful attack. Consult the Damage versus Large+ column when attacking creatures at least Large in size. This reflects the fact that some weapons are more effective (and sometimes less effective) at striking a vital area of a large creature.

Initiative Modifier: This adds to all initiative rolls with the weapon.

Size: Weapons come in three sizes: small, medium and large. Char-

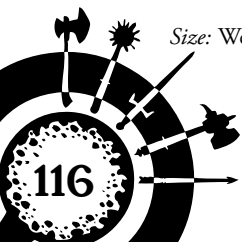
acters cannot wield weapons beyond one size category larger than themselves. Characters using weapons one size category larger must use two hands to wield the weapon effectively.

Type: There are four types of weapons: bludgeoning, piercing, slashing and unique, a category that includes weapons that require focused training to effectively wield, such as a mancatcher. Whether a weapon is a one-handed or two-handed weapon for the character depends on the character's size (see Size, above).

Weight: This is the weight in pounds of the weapon.

Cost: This is the cost to buy the weapon. Selling a weapon (or item) usually results in the seller receiving a third of this price.

Superscripts: Some weapons have a superscript symbol identifying the fact that there is some sort of special feature. The superscript "2" stands for a two-handed weapon in the hands of a Medium PC; the



**Table 57: Ranged Weaponry**

Name	Damage	Damage vs. Large+	Initiative Penalty	Range (ft.)	Size	Type	Weight (lb.)	Cost
Blowgun,	--	--	+5	20	L	--	3	6 gp
Dart	1d3	1d2	--	--	--	P	--	1 sp
Needle	1d2	1	--	--	--	P	--	2 cp
Bow, Long	--	--	+8	--	L	--	3	75 gp
Flight Arrow	1d8	1d6	--	240	--	P	--	1 gp/20
Sheaf Arrow	1d10	1d8	--	160	--	P	--	6 sp/20
Bow, Short	--	--	+6	--	M	--	2	35 gp
Flight Arrow	1d6	1d4	--	150	--	P	--	1 gp/20
Sheaf Arrow	1d8	1d6	--	100	--	P	--	6 sp/20
Crossbow, Hand	--	--	+1	--	S	--	3	300 gp
Quarrel	1d6	1d4	--	60	--	P	--	1 gp/5
Crossbow, Heavy	--	--	+10	--	M	--	15	50 gp
Quarrel	1d12	1d8	--	240	--	P	--	4 sp/5
Crossbow, Light	--	--	+7	--	M	--	7	35 gp
Quarrel	1d8	1d6	--	180	--	P	--	2 sp/5
Shuriken	1d4	1d4	+3	30	T	P	.5	3 sp
Sling	--	--	+6	--	S	--	1	1 sp
Stone Bullet	1d3	1d2	--	120	--	B	--	5 cp/5
Metal Bullet	1d4	1d3	--	150	--	B	--	5 sp/5

superscript “R” stands for a reach weapon; the asterisk means that Strength damage is added to the bow.

Ranged Weapons

Ranged Weapon Descriptions: Some information on certain ranged weapons follows:

Arrows: Any arrow may be used as a melee weapon that deals 2 hp of piercing damage on a successful stab.

Composite Bows: A common variation of long bows is the composite bow, which is a recurve bow that is one size category smaller than the long bow but deals equivalent damage and has equivalent range. The size and pull advantage allows smaller characters and mounted archers to effectively use a long bow.

Crossbows: All crossbows can be cocked and readied. Any combatant with a readied crossbow receives a shot before initiative commences in the round. If taken, this is considered an attack for the round. Likewise, a crossbowman can take careful aim against a target, a tactic that grants a +2 attack bonus.

Light crossbows require two hands, can be reloaded as a secondary action and allow for the shooter’s full rate of attack. Heavy crossbows require two hands, but loading and shooting one quarrel is a full-round action. Hand crossbows require one hand, can be reloaded

with a secondary action and allow for the shooter’s full rate of attack.

Shurikens: These small, star-shaped projectiles have a multi-tipped circumference and are traditionally used by martial artists.

Range: The range listed for each type of bow assumes an outdoor terrain. The range should be reduced to approximately one-half what is listed for indoor shooting where the ceiling is around 20-feet in height. The range listed should be reduced to one-quarter the listed distance if the ceiling height is only 10-ft. Other modifications can be made on the fly for varying ceiling heights.

[Optional] Range Increment Penalties: Ranged weapons have a distance listed in the range column at which the weapon performs with no penalties to the attack roll. This column, while optional, shows the maximum range of a weapon and, unlike spell ranges, lists the amount of feet. Firing out of range usually imposes a -2 penalty to the attack roll and firing far out of range imposes a -5 attack penalty.

Ranges are flexible and discretionary. The GM may or may not impose penalties for a variety of difficult ranged shots.



Table 58: Weapon Groups

Weapons in *Myth & Magic* are lumped together in groups. With the exception of wizards, each class has access to certain weapon groups in which they may become proficient for two slots. A character may also choose any one weapon in any available group instead of training on the entire group.

This chart includes a list of the various weapon groups:

Group	Included Weapons
Axes	battle axe, cleaver, great axe, hand/throwing axe, urgosh
Blades	dagger/dirk, bastard sword, broad sword, cutlass, elven thin blade, falchion, great sword, katana, knife/stiletto, khopesh, longsword, ninja to, rapier, scimitar, short sword, two-bladed sword, wakizashi
Bows	longbow, shortbow
Clubs & Maces	barbed club, club, great club, hand mace, heavy mace, morningstar, sap
Crossbows	hand crossbow, heavy crossbow, light crossbow
Finesse	dagger/dirk, cutlass, elven thin blade, knife/stiletto, main-gauche, ninja to, rapier, scimitar, short sword, whip, whip dagger
Flails	heavy (footman's) flail, light (horseman's) flail
Lances	jousting lance, heavy lance, light lance
Martial Arts	bo (staff), bows (all), blowgun, bokken, crossbow (light and hand), dagger, jutte, kama, katana, naginata, ninja to, nunchaku, sai, shakujo yari, shuriken, tonfa, unarmed attack, wakizashi
Picks & Hammers	farmer's pick, great hammer, sickle, throwing hammer, war hammer, war pick
Polearms	awl pike, glaive, guisarme, halberd, lucern hammer, mancatcher, military fork, naginata, scythe, trident
Simple Melee	club, dagger/dirk, farmer's pick, quarterstaff, scythe, sickle, spear, spiked gauntlet
Simple Range	blowgun, javelin, sling, spear
Whips	cat-o-nine-tails, whip, whip dagger

Masterly Crafted Weapons

Weapons forged with superior skill and metal grant a +1 bonus to damage rolls. While many magical weapons may also be masterly crafted, the bonuses for masterwork and magic do not stack.

These are rare and very expensive, usually costing between 5 and 20 times that of their standard version, and branded with the smith's personal trademark. Weapons of this superiority do not dull with use or time. Masterly crafted weapons are often referred to as "masterwork".

Item Saving Throws

When an item (including armor, shields and weapons) is particularly exposed to damage, an item saving throw is required. This is often the case when the owner fails a save against a particularly damaging effect or spell and when a worn or carried item is specifically exposed to damage or a spell on its own. In either case, the owner rolls a saving throw.

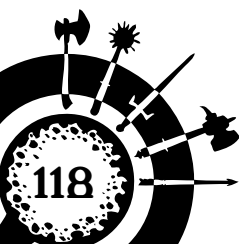
Items are either weak or strong to a particular source of damage. The GM uses his discretion. Paper scrolls, for example, are weak to fire, but strong to a crushing blow. Glass, on the other hand, is quite the opposite. Weapons could be strong against both.

Magical Weapons and Armor

Magical gear is tougher to destroy. Whatever standard bonus applies to attacks (for weapons) or AC (for armor or shields) is the same bonus the item receives on a saving throw. Note, that in cases where a special bonus applies, such as a bonus against certain creatures, this higher bonus is not used instead.

Table 59: Item Saving Throws

Resilience	Saving Throw
Weak to Effect	Superior (TC 15)
Strong to Effect	Basic (TC 5)







You join a gaming group and create a character to explore the Game Master's world and jointly embark upon epic quests with your fellow players. This chapter touches upon a few of the most common aspects of roleplaying, including playing your alignment and interacting with the GM's world.

Roleplaying

In the realms of *Myth & Magic*, a newly minted PC is hypothetically stuck in his doorway looking out at a vast world of adventure. He needs you to tell the GM what steps he takes to embark on his first journey.

How your character speaks and reacts to the world created by the GM is a wonderful testament to the true character of the PC. Will you simply roleplay based on how you would handle situations personally? You certainly have other options.

You are encouraged to create a distinct player character. Try to envision your PC as the main character of a novel or movie, then envision how he or she would prioritize goals, approach difficult situations and interact with others, all within the context of being the most important person in the story.

This is an incredibly fun exercise. Players have the freedom to craft a band of truly unique heroes. Such freedom requires a bit of instruction to set you upon the right foot. Start with your character's upbringing, training, and future plans of advancement: your race, class and alignment.

Using Race & Class

A PC's race and class provide more than just combat mechanics. A race's description provides some baseline examples of how a member of the race views the world. It is a good launching pad for how he or she would behave. Elves, for example, are cautious and considerate. Humans are quick-triggered.

Class provides insight as well. Members of a class are often attracted to a class for personality reasons. Wizards are often anti-social or quirky or obsessive compulsive. A life of reclusive study draws them in and provides a sense of comfort. Fighters are often brawny, brash and ill-tempered. Squaring up in melee feels right to them.

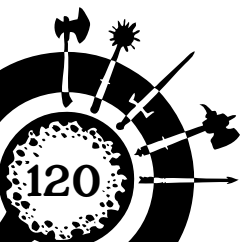
Looking at both your race and class helps to shape how and why the character came to become an adventurer and how he interacts with the world. As an example, while elves rarely rush haphazardly into battle, fighters revel in martial combat. Elven fighters blend the two. When presented with an option to fight, and no emergency presents itself, an elven fighter will first weigh the options and if combat is devoid of any real advantage, they probably choose a different way to overcome the challenge. A human, on the other hand, is often quick to judge and act. A human fighter, in the same instance, would likely rush in with reckless abandon.

Playing Your Alignment

A major component of your character is his alignment. An alignment is a code embedded into your character that represents his philosophical outlook on moral and ethical dilemmas. It is also a means by which he views the world and its people. There are nine alignments: lawful good, lawful neutral, lawful evil, true neutral, neutral good, neutral evil, chaotic good, chaotic neutral and chaotic evil. Each has a different bundle of outlooks. An alignment is not a rule defining how you *must* roleplay your character, though. It is simply a compass that you should use when faced with a situation where you want to authenticate how your PC would react. Never use alignment, though, to sabotage the game or a fellow player character. In other words, even if you're chaotic evil, you should never murder your friend; it makes for bad gaming.

Law, Neutrality & Chaos: The first descriptor is that of law, neutrality or chaos. These represent the PC's compass for order. Lawful characters honor and respect order and believe in a set of laws. Lawful characters usually abide by the laws of any land they enter, but some lawful characters stay fast to a personal code of conduct that transcends the law of the land. When faced with dire circumstances, lawful characters believe that true power lies in a united effort and they do not ride out alone to face it for glory or riches. Civilization, and the powerful organizations that fill it, are pillars of morality.

Neutral characters hold no love for either law or chaos, never understanding why others put so much emotional energy into caring about such extremes. They feel that every given problem has an optimal solution. Sometimes, this solution involves order and unity, other times it involves all-out mayhem or personal glory. Neutral characters are more interested in solutions that provide balance. For example, war is usually an orderly affair, with predetermined actions that calculate assets and liabilities. Neutral characters may feel that a disruption in the affairs could prove beneficial, even if the ally forces would need to entirely adjust. In essence, fight order with chaos.





Chaotic characters believe that order and law are illusions to disguise the truth of all things. The truth is accountability. Each individual is responsible for his own destiny. Individual actions shape history and forge powerful kingdoms. It is not society or fate that determines the position of a person in the world. That person is entirely accountable for his own successes and failures. So, a chaotic character holds no regard for unions, order, laws, etc. He only cares to secure his own position or succeed in his own endeavors by being opportunistic. He never worries about how his actions will be viewed by others or by the law. Chaotic characters are the hardest to manage from a social perspective. They need a reason to remain a part of a group, including an adventuring party.

Good, Neutrality & Evil: The second descriptor is that of good, neutrality and evil. These represent your PC's moral compass. Good characters are kind-hearted and unselfish. They try to maintain a life of honesty and respect. Good characters are also forgiving. Although they despise evil, they despise evil intent and actions more so than philosophical evil. Therefore, they do not spend their days hunting for all evil-aligned people and creatures. Good characters would strike out against a neutral character performing an evil act quicker than they would strike out against a wandering bandit, with no more information. That being said, good characters also forgive the mistakes made by friends and would never allow their friends to suffer at the hands of the bandit if the bandit was prematurely attacked.

Neutral is not only a viewpoint of order, it is also a viewpoint of good and evil. Neutral, in this aspect, represents a character's disbelief in moral dilemmas in general. Neither good nor evil should ever play a part in deciding how to react to a situation. Instead, neutral characters rely on instincts, preferring to avoid contemplation when action is required. Neutral characters always perform whatever is necessary to accomplish a result.

Evil is the opposite of good. Instead of maintaining a life of honesty, forgiveness, respect, and benevolence, evil characters act only on selfish desires. Evil characters are very influenced by their philosophical view of order and are more responsive to law, neutrality and chaos than good or pure neutral characters. As a result, there is a sharp contrast between lawful evil and chaotic evil characters in the way they are roleplayed. The former could easily be the ruler of a non-evil land, while the later would likely be a murderous warlord.

The 9 Different Alignments

By meshing the available outlooks on order and morality, nine alignments are created. You must choose one that represents your view of your character's personality.

Lawful Good: Lawful good is the ultimate example of pure good and discipline. Order and honesty is the creed. Lawful good characters behave in a way that brings about the most good for the most people. They make decisions, even hard ones, based on a help versus harm scale.

This is not an easy alignment to play. A lawful good character must attempt to persuade his friends to take actions that have the largest net benefit and, if his friends are not lawful good, tensions may rise. A lawful good character may also be faced with a dilemma where the

health and well being of his friends are weighed against the well being of an entire land.

Lawful Neutral: Lawful neutral is the ultimate example of law and order. Pure order, at the expense of morals, is the creed. Lawful neutral characters believe that stability and predictability far outweigh any benefit gained from taking advantage of a situation. They believe in rules, laws, orders, and hierarchy.

Playing lawful neutral often includes the maintenance of structure in the adventuring group. Many lawful neutral characters attempt to become leaders in a band and, if attained, often assess the value of each member of the adventuring group with an eye toward maximizing the strengths of the unit. Even if not in a position of authority, lawful neutral characters abide by law (whether internal or external) and attempt to force their peers to do the same.

Lawful Evil: Lawful evil characters believe in law and order, but use it for their own personal benefit. They do not murder, and will not cause another to murder, unless it is legal and entirely beneficial. That being said, lawful evil characters hold no special love for life. They simply view others as pawns or tools to get what they desire. Lawful evil characters are often tyrannical.

Playing a lawful evil character requires the outlook that the character is the most important person in the band and that his adventuring peers are lucky enough to travel with him because they further his ultimate goals. Lawful evil characters protect and even obey their band because they feel they need them. As a lawful evil character becomes more powerful and more independent, stronger reasons for continuing the adventuring relationship must exist.

Neutral Good: Neutral good characters are the true heralds of good. They believe that law and chaos are straight jackets and that if an entire civilization must fall for a greater good, so be it. They certainly do not aspire to corrupt law; in fact, law tends to bring about good, but good always trumps law.

Playing neutral good is generally liberating and not very difficult. Most adventuring parties set out to destroy the wicked, so neutral good allows the PC to accomplish this task with no mind to imposing laws. Some neutral good characters find themselves hunted, though. By exercising a free form attitude toward law in the quest for good, many neutral good characters step on the wrong side of the law and, having no preconceived plan like a chaotic good character might have, they drag their friends into difficult situations.

Neutral: Pure neutral characters are practically unaligned. They see no benefit in either law or chaos. They will not support a good or evil cause for the sake of taking sides. Neutral characters believe that a balance is the purest form of existence and decisions should be made to maintain balance. They favor the weaker front, though, so if evil is prevailing, they will likely take up a good banner, and vice versa.

Pure neutral characters are tricky to play. They can easily waiver from friend to foe if the adventuring group disrupts the natural order of things, which they could easily do. Neutral characters have a problem with alliances, in general, because they favor freedom of choice. Thus, neutral characters are difficult to play and are not very numerous.



Neutral Evil: This is the exact opposite of neutral good. Here, the character favors only personal advancement and cares not how it is attained. Neutral evil characters will use law or chaos for personal benefit. They generally will not act in a careless manner, like those of the chaotic evil alignment, because such recklessness usually results in personal setbacks.

Neutral evil is another difficult alignment to play if mutual benefit is a general theme of adventures. Neutral evil beings will not purposefully abide by any stricture of law or union. In fact, neutral evil characters easily abandon or setup their adventuring companions for personal gain. So, although it may be easy to decide how a neutral evil character would behave, there will come a time when the neutral evil character makes a choice that favors himself and disfavors his adventuring party.

Chaotic Good: Chaotic good characters are benevolent and caring. They wish to attain the best outcome for the underprivileged while hampering those in power that tend to control. They are free spirited individuals, with a distaste for law, so they often find clever ways to avert justice while furthering their goals. Chaotic good characters will always take the most direct path to bringing about the most good.

Playing chaotic good often involves a problem that deals with tyranny or evil and chaotic good characters jump at the chance to destroy either. Chaotic good actions often lead to all out war against opposing forces, because chaotic good characters do not always fully consider the implications of their actions. They focus on the eradication of their opponent at all costs and care little for ramifications.

Chaotic Neutral: Chaotic neutral characters have no worries or cares. They make split-second decisions that fail to consider any resulting implications. They are selfish and extremely unpredictable. They can change their behavior without prior notice and are capable of any action. They are often characterized as sociopaths.

Playing chaotic neutral could involve a general attitude of disrespect for others and even oneself. Whatever random and complicated action will lead to the weirdest outcome could be the favored course of action. Chaotic neutral adventurers that fall into this mind set are extremely difficult to control and deal with. They are extremely unpredictable. One day, they are fighting alongside the band with zeal. The next day, they are attempting to steal the party's treasure. The day after that, they are attempting to kill someone. Chaotic neutral, in this vein, may be the most-difficult alignment to play as an adventuring PC.

Chaotic Evil: Chaotic evil characters are only motivated by personal gain and generally attempt to achieve this by absolutely insane means. They will literally do anything for personal benefit. Chaotic evil characters do not trust others and do not take well to organization, but will join forces with others if it means personal gain and the potential for future earnings.

Playing a chaotic evil PC requires a strong motivation to not destroy your fellow adventurers and take their treasures. There must be a sufficiently important ultimate goal and one that would sensibly allow



for continued reaping. When personal goals become unattainable, however, nothing is off-limits.

Other Sources of Motivation

Your race, class, and alignment will prove to be the strongest references for roleplaying. Your character's personal history, which includes the reasoning behind adventuring, can also help to define how your character makes decisions. It is thus imperative that you write a history that will provide ample support for roleplaying. It need not be a novella. Even a small paragraph can be a great character history. For example:

Thermoc was born on the elven island of Neermeet. He was born from a union between an elven princess and a human ambassador. He retained no semblance of elven blood and so was cast from the



island in a rowboat with his father. His father did not survive the sea, but Thermoc was rescued by a pirate boat several miles off the coast of Razor's Edge, the southwestern shore of the Lands. On land, he was sold. Growing up was hard. He cared little for farming or boating, wishing only to steal away into the City and catch a glimpse of the Mage's College. One day, he found a way to breach the fence that surrounds the College and to gain access to a vantage into the Spell Research Library. Thermoc spent uncountable hours away from his family to eavesdrop. One day, several years later, a Mage noticed the lad and rushed to the window. Thermoc, having already envisioned the particular components to the spell, created a high-floating disk that quickly provided escape. The Mage had never seen such a spell, so he searched for the lad and later found him at his family's farm. Realizing the boy was untrained and already able to create new spells, the Mage Nyar took guardianship over Thermoc and became a trusted mentor. Nyar died a short time ago, but at his death spoke of a journal he left in a secret tower in the Twisted Glades that would provide Thermoc with a source of true power.

This character history provides a good starting point for who Thermoc is as a chaotic good human mage and how he could be played. You should create your own character history that creates the same, if not better, personification of your character.

Non-Player Characters

The GM controls every non-player character (NPC) in the world he creates. This broadly encompasses every monster or villain you face, as well as every barkeep, store owner and hapless beggar you cross. You should interact with the members of the world as your PC would. There is a chance that some of these NPCs will prove invaluable to accomplishing your goals.

The Advantages of NPCs: Some NPCs are simply support characters that facilitate minor aspects of play. The weaponsmith helps you arm up for an imminent dungeon siege. The innkeeper provides a warm bed and some friendly company in a new town. These minor NPCs exist to provide whatever the band needs, whether it be information, shelter, gear, or travel assistance.

Some NPCs are more important. The GM will present these NPCs in a more direct fashion. For example, the benefactor who sought out the PCs and offers to fund an expedition to a sunken ship is not merely providing information. This NPC is critical to both the story and adventure. You must aptly recognize the advantage of an introduced NPC and act accordingly.

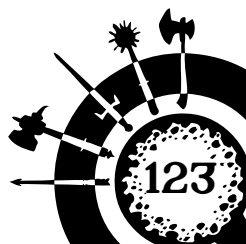
Hirelings, Followers and Henchmen

At some point, every adventurer hires an NPC specialist or commoner to perform a service for a fee. Receiving loyal followers and henchmen is an entirely different ordeal that affects powerful and noteworthy heroes.

Hirelings: Characters often employ NPCs on a short-term basis. A hireling is usually a specialist NPC that is well trained in a specific area, although characters planning on delving into an especially deadly dungeon often hire commoners to serve as torchbearers and fodder. Hiring a specialist NPC entails searching one out and offering a stipend for their services. Unlike followers or henchmen, there is no guarantee that a hireling will perform his part of a contract. There is no guaranteed loyalty. The cost of a job depends on the renown of the hireling, and the length and type of services. As a general rule of thumb, hirelings will not risk their lives for their employers, unless the contract is especially lucrative and success seems possible. Here are some common hirelings: architect, armorer, assassin, blacksmith, engineer, foreman, foot soldier, guide, guard, healer, jeweler, laborer, messenger, sage, sea captain, spy, thief, weaponsmith.

Followers & Henchmen: Upon attaining a high level of notoriety, characters tend to attract people called followers or henchmen that are dedicated to a cause or inspired by the character's adventures. Both followers and henchmen are loyal to the PC. The difference between followers and henchmen is a matter of training and power. Followers generally do not belong to a character class or have not the experience level to make an impact in the character's adventures. Henchmen have attained enough experience to risk life and limb for (or with) the character.

Please see the *Rewards* chapter for more detailed information on the receipt of followers and henchmen.





The adventuring life encompasses a lot of travel and exploration. It is not uncommon to spend weeks at a time traversing the landscape on mount or by boat to reach a destination forgotten by time and ripe with danger. This chapter discusses some of the trials that may beset your group.

Travel

A great deal of time is spent traveling to various locations by foot, mount or sea. This section details each mode.

Overland Foot Travel

There is a difference between combat movement and overland movement. The movement speed indicated in each race's description relates to the amount of feet traveled in one secondary action in combat. This presupposes a careful and deliberate movement. Overland movement is quite different. A character can travel a certain amount of miles per day equal to his movement rate in feet. Therefore, a PC with a 30 ft. movement speed can travel 30 miles per day with no ill consequences. This presupposes a steady pace with ample time to rest and eat.

Forced March & Fatigue: A forced march allows the PC to travel 150% of his overland movement in one day. If the character suddenly enters combat during a forced march, or just minutes from stopping, the character fights while fatigued. Fatigue is a condition that imposes a +2 penalty on initiative rolls and a -2 penalty on attacks, saves and attribute checks. Fatigue goes away after 10 minutes of rest.

Mounted Travel

The mount's movement speed is used for overland travel. There is a chance that a mount dies if it is forced over the animal's maximum overland speed for longer than one hour. A natural 1 result on a d20 roll kills the mount. For each subsequent hour the mount continues at an increased pace, another d20 roll is performed with a cumulative -1 penalty. A modified 1 result at any point thereafter kills the mount.

Sea Travel

Sea vessels are an important and popular method of transportation, especially in commerce. While sea-based campaigns require much finer details, including the sea-worthiness and offensive/defensive capabilities of each vessel, players of all campaigns need the speed of each ship.

Rowed boats, such as rafts, canoes and keels, generally travel at a speed of 1.5 mile per hour. Rowers can expect to average 10 to 15 miles per day of travel. Wind-propelled ships move much faster. Standard sail ships travel up to 48 miles per day, at a speed of 2 miles per hour. Warships travel 2.5 miles per hour and 60 miles per day. Longships are faster; they travel 3 miles per hour and 72 miles per day. Galleys are the fastest ships in the sea, travelling 4 miles per hour and 96 miles per day.

Magical Travel

Many methods of magical travel exist, including the spell, *teleport*, and gates that connect two points of space for instantaneous travel. A travelling spell details the specifics. The spell, *teleport*, for example, instantaneously shuttles one to another location, while *gaseous form* allows for slower flight travel while in the form of a vaporous cloud.

Exploration

Exploring dungeons and other sites of interest is dangerous work. While the GM will undoubtedly furnish you with a host of eventualities, here are few hazards that often creep up.

Light & Vision

Penalties: Some races fair well in the dark. Dwarves can see in pitch darkness up to 60 feet with no penalty. Elves and half-elves can see that far in shadowy dark places. Humans cannot see at all in pitch darkness and barely see beyond 2 feet in dark shadows. If a member of any of the races attempts to see something beyond their range in pitch black or shadowy illumination, anything in the dark has 90% concealment.

Light Sources: Table 60, on the next page, details most common light sources.

Lowlight Vision: Some races (and some magical potions and spells) provide a character with lowlight vision. Such a character cannot see in total darkness and relies on some light source to see; however, lowlight vision doubles the range of normal sight. In clear, moonlit conditions, for example, lowlight vision may provide a range of sight equal to a human's range in clear daylight. The range also doubles on all light sources. Thus, while a beacon lantern provides a 240 ft. cone of light, the character with lowlight vision can see 480 ft. instead.

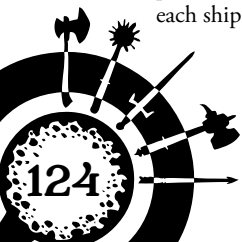


Table 60: Light Sources

Light Source	Range	Duration
Beacon lantern	240 ft. cone	24 hrs./pint of oil
Bullseye lantern	60 ft. cone	2 hrs./pint of oil
Campfire	35 ft. radius	1 hr./armload
Candle	5 ft. radius	10 min./inch
Continual light	60 ft. radius	Indefinite
Hooded lantern	30 ft. radius	2 hrs./pint of oil
Large Fire	60 ft. radius	Variable
Light spell	20 ft. radius	Per spell
Magical Weapon	5 ft. radius	Indefinite
Torch	15 ft. radius	30 minutes

Darkvision: Some races (and magical items and spells) provide a character with darkvision – black-and-white sight in total darkness. Such a character has normal eyesight in lit conditions. His eyesight automatically adjusts to darkvision when in total darkness and reverts back to normal when light is introduced. Darkvision does not impart any additional benefits and does not protect against gaze attacks or spells affecting sight.

Infravision: Quite different from both lowlight vision and darkvision, infravision allows a creature to see heat sources in the dark. Constant, absolute heat sources from an environment register along with sudden changes in heat, i.e., the introduction of a warm-blooded creature or the effects of a *cone of cold* spell. While not a component of the default player character races, be warned that many magical monsters and cold-blooded creatures have infravision. The GM has discretion to allow infravision to thwart attempts to hide, illusion spells such as *invisibility*, and to allow a warm-blooded creature to leave heat imprints in the form of tracks.

Fog and Smoke

Anyone (or anything) in a foggy or smoky environment has concealment based on the thickness of the fog or smoke. The GM makes the determination as to how much concealment and checks a chart in the *Situational Modifiers* section of *Chapter 9: Combat*. Note that fog and smoke impose an equal concealment penalty to Perception proficiency checks as it does for attack rolls.

Climbing and Falling

Explorers often need to climb. Climbing 10 feet of a surface with many hand and foot holds requires an Average (TC 10) Strength check. The climbing proficiency allows for more daring climbs. A untrained climber climbs one-quarter her combat movement rate.

Tools: Climbing tools and ropes provide a +2 bonus to the check.

Falling: Falling inflicts 1d6 points of damage per 10 feet.

Swimming and Drowning

Characters proficient in swimming can swim their full movement speed. If not, that speed is halved. Swimming is a Strength-based task and may require a roll against a complexity set by the GM.

Characters can tread water for 1 hour per point of Constitution. After that, a Strength check is rolled each hour and an Average (TC 10) result is necessary. For each hour, the character suffers a cumulative -1.

Drowning: Characters can hold their breath a number of minutes equal to $\frac{1}{4}$ their Constitution score (rounded down). After that, they fall unconscious and begin to drown.

Attributes & Proficiencies

When traveling and exploring locations, attributes and proficiencies play a vital role. Notwithstanding the occasional combat on the road, most of all actions related to travel and exploration will be considered noncombat actions.

When traveling or exploring, discovery and survival are two facets of the everyday adventurer. Both rely heavily on attributes and proficiencies.

Discovery

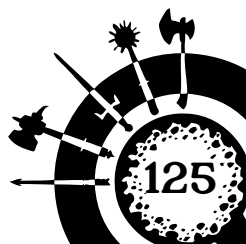
“Finding something” is often integral to continuing a story line or dungeon experience. Uncovering the burgomaster’s bluff or locating the villain’s secret escape door propels the night’s adventures. It is almost always Wisdom that plays a part here. Wisdom is the inner eye and intuition of a person, so noticing the lie or secret door taps into the same attribute. If you find yourself at an impasse, explore the area or probe a key NPC’s personality to see if you discover something not readily apparent.

Thieves and bards have in-class access to the Rogue Nonweapon Proficiency List. This list contains the Perception proficiency, which helps a thief or bard use their training and Intelligence to discover something through spotting, searching or listening. This is the only exception to the general rule that Wisdom rules the day. All other character classes must rely on their natural affinity for awareness.

Survival

The road you travel will undoubtedly at some point cross into natural terrain. Wisdom, again, is the key. Hearing the leaves rustle, noticing the slight bubbling in the still water and seeing the overgrown path keep you alive. It is a fact that you will be pressed to survive in the wild terrains of the realms during your adventuring career.

There are some proficiencies that will help you survive. They all belong to the Nature-based Nonweapon Proficiency List and certain classes, including the warrior classes, have in-class access. A proper Set Snares check will feed you. A proper Wilderness Survival check will discern your location and keep you on track. A proper Track check will help you hunt (or avoid) local beasts.





SAFRON



As you adventure, your character will gain experience, find treasure, and ultimately attract a number of followers and henchmen. Some characters may build vast redoubts or keeps and begin ruling over an expanse of land. These rewards are certainly the most prevalent and arguably the most enjoyable to receive.

Experience

You gain experience every time you play your character. From a player's perspective, you begin to understand your character's powers and limitations. It takes only one casting of a *fireball* spell in the middle of melee to learn the limitations of that tactic! You also explore the world and learn a little more about how to approach a situation with any character class. Long, dark stone corridor in the dungeon? Ten-foot pole.

Your player character also learns. He or she succeeds at common goals, uses class features and advances his training. This training is measured in "experience points" which total a value that represents a character's power in the game world. Each character progresses to the next level when he or she attains a certain amount of experience points.

Experience points are awarded when a character:

1. Lives through a combat encounter;
2. Properly handles a key noncombat situation;
3. Uses class features proactively and with purpose;
3. Reaches a certain point of an adventure; and
4. Completes an adventure.

The GM usually awards the same amount of experience points to each player in the group; however, individual rewards for the use of class abilities or roleplaying are common. A thief, for example, earns experience for plying her rogue proficiencies, while the cleric earns experience for roleplaying his devotion to his god.

The Game Master's Starter Guide has additional information on the granting of experience points.

Progression

When a character begins his adventuring career, he starts with 0 experience points. This is the beginning of Level 1. Character class determines the amount of experience points needed to attain Level 2 and every level thereafter. Each class chart in Chapter 3 indicates how

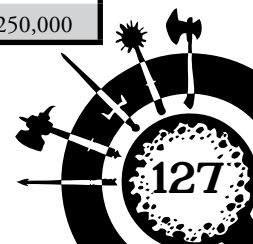
many experience points are required to attain each level. Your GM may instead use the alternative, faster progression that appears below in Table 61, so check with him or her at character creation to determine which progression chart to use.

Leveling Up

Once a character has earned enough experience points to reach the next level, the player consults his class chart in Chapter 3. Certain aspects of a character may change. The Base to Hit value and Saving Throws may increase, making it easier to hit and save. Hit points will definitely go up, making characters sturdier in battle. Characters may

Table 61: Alternate Progression

Level	Cleric, Druid, Monk	Barbarian, Fighter, Paladin, Ranger	Bard, Thief	Wizard
1	0	0	0	0
2	900	1,200	750	1,500
3	1,800	2,400	1,500	3,000
4	3,600	4,800	3,000	6,000
5	7,800	9,600	6,000	12,000
6	16,500	19,200	12,000	24,000
7	33,000	38,400	24,000	36,000
8	66,000	75,000	42,000	54,000
9	135,000	150,000	66,000	81,000
10	270,000	300,000	96,000	150,000
11	405,000	540,000	132,000	225,000
12	540,000	720,000	264,000	450,000
13	675,000	900,000	396,000	675,000
14	810,000	1,080,000	528,000	900,000
15	945,000	1,260,000	660,000	1,125,000
16	1,080,000	1,440,000	792,000	1,350,000
17	1,215,000	1,620,000	924,000	1,575,000
18	1,350,000	1,800,000	1,056,000	1,800,000
19	1,485,000	1,980,000	1,188,000	2,025,000
20	1,620,000	2,160,000	1,320,000	2,250,000



also receive class-based abilities, proficiency slots or a class talent slot (if allowed).

Training

Even if a character has attained the correct amount of experience points, the player should check with the GM to determine whether he requires further training before receiving all or some of a new level's benefits. For example, some weapon and nonweapon proficiencies require extensive practice. Although training is generally assumed to have taken place, the GM may wish to incorporate a character's training into the story, and so will require a player to seek out (and perhaps hire) a trainer or mentor.

Treasure

As you explore and raid the realm's many dungeons, abandoned keeps and strongholds, you will undoubtedly come upon valuable collections of actual and intrinsic value. The Storm Lord could have a vast treasury with magical arms and suits of armor. The bugbear chieftain could have a rare onyx stone statue. The wizard's guild could be filled with arcane treasures and secrets. Adventuring is difficult and deadly work, but profitable indeed!

Money

Coins and gems are the two most common types of treasure. Both are currency used in commerce. There are various types of coins and gems, each worth something different. Value is always determined by the local economy and sometimes determined by location. A coin minted in a far-off land may not be similarly valued by a local market. It could be worthless or priceless. Coins that are unmarketable due to being foreign or out-dated are often melted down and sold. Gems fetch whatever price the buyer wishes to pay, although all have a standard value. You would be wise to seek the expertise of an appraiser or gemologist.

The *Equipment* chapter has detailed information on the various coins and the *GM's Guide* has detailed information on the various gems.

Coins and gems can be found everywhere. Hordes contain many coins and gems. Secret stashes exist in forgotten nooks. Individual villains and monsters have purses.

Jewelry, Art and the Exotic

Another set of common pieces of treasure include jewelry and artwork. Jewelry can be rings, brooches, necklaces, bracelets, crowns and any other item of adornment. Jewelry may or may not be fashioned from valuable metal or gems, a fact that does not necessarily give away the value of a particular piece. The value of a piece of jewelry is often determined by the artistic value of the piece or by the jeweler that created it. The same can be said of pieces of art, i.e., paintings, sculptures, tapestries, etc, which fetch whatever rate a prospective buyer deems reasonable.

You may also stumble upon other, less common items of value, such as rare cloth, spices and furs. Again, the value of such trade goods is subjective to the buyer and often determined by the economy. Very exotic findings, such as the ashes of a powerful necromancer or the deadly

venom of a rare giant spider, can be very wealthy finds. Roleplaying a bargain with a buyer of such rarities can be a memorable (and coffer-filling) experience.

Magical Items

As you and your companions delve and destroy, you will find magical items. Magical items are special finds; they are prominent signs of power. Most magical items provide some benefit to combat, skills or even by way of unique abilities. Some magical items are instead cursed or faulty. Regardless, the discovery of a magical item is an important event.

Magical Arms and Armor: Magical weapons and armor generally grant a bonus to attacks and damage (weapons) or defense (AC or saves) that range from +1 to +5. The finder will generally need to experiment with the weapon or armor to determine the exact properties, though spells (such as *identify*) can speed up the process. In addition to a strict numerical bonus, some magical weapons and armor provide secondary powers or unique abilities. For example, bane weapons exist that function as a +1 to +5 magical weapon, although the bonus is elevated when attacking a certain creature. Armor exists that allows its wearer to fly.

Rings: Most classes can wear and enjoy the magical effects of a ring. Unless a spell is used to identify a ring's properties, the finder must put on the ring, speak the command word and experiment to discover its properties. Some rings immediately change in size to accommodate the wearer; if not, a jeweler can fashion a "ring tight", if too large. A wizard or smith learned in the art of crafting magical items must be consulted if a ring is too small. There are spells that can permanently resize a magical ring and processes for smith to enlarge one.

The magical property of a ring can be either temporary or permanent. Temporary rings generally have a number of usable charges and become nonmagical after the last charge.

Wands, Staves and Rods: The use of a wand or staff is generally limited to only arcane and divine spellcasters. A wand is an item charged with spells and activated with a command word. A staff is a very powerful magical item with special magical properties, including the storing of multiple spells, and is likely only usable by a wizard. Staves are also activated with a command word. Rods are very rare and very powerful items that resemble staves in application, but with more unique magical properties.

Wands, staves and rods have stored energy that is expended with each use. There is no way for a character to discern how many charges of a specific function exist until no charges remain and the attempt to activate fails. A wizard of tremendous power may be experienced enough to recharge a spent wand, staff or rod, although few agree to such a service for anything less than a quest or kingly sum.

Potions and Oils: These are one-use items that trigger a magical effect upon imbibing (potion) or coating (oil). The magical liquid is most often contained in a vial, although some potions may exist in larger quantities in bowls, jugs, bottles, etc. While they detect as magical, the true property of a potion or oil must be identified with a spell or by experimentation.





Scrolls: Scrolls are also one-use items that can be activated by a class with the power to either cast magical spells or activate scrolls. Casters can only activate scrolls containing spells of the same type (divine vs. arcane). Scrolls contain a spell that can be conveniently cast with no need to prepare beforehand. A *read magic* spell can discern the recorded spell. Once a scroll is activated, the magic is lost.

Wondrous Items: Any item imbued with magical property that provides a constant or temporary effect and that does not fit into one of the above types is considered a wondrous item. This includes horns, horseshoes, bags, circlets, vests, books, etc. Each is uniquely manufactured. The standard wondrous item provides a magical effect that is unique, yet sensible to the item. A bag of holding, for example, contains an extradimensional pocket that accepts much more weight than the bag could ever hold.

Artifacts and Relics

Among the rarest of finds is the artifact or relic, an item possessing magical properties that transcend the normal limits. Each is unique. Each has a history. Each is coveted. If you find an artifact or relic, understand that your campaign has changed. The rules for magic do not apply and the balance of power will undoubtedly shift toward or away from you. These are the most powerful items in the history of the realms. They tend to destroy people or nations.

A high level wizard or cleric may be fit to conduct magical experiments on an artifact or relic to determine its powers, but few would agree to such work. Oftentimes, the finder of an artifact or relic will be required to conduct clandestine research to uncover the item's history which undoubtedly sheds light on the item's purpose and powers.

Entire campaigns can be centered around the obtaining and/or retaining of an artifact or relic.

Renown

By definition, renown is fame. Upon attaining 9th or 10th level, members of almost every class begin to receive followers and henchmen that wish for nothing more than to serve the character. Provided the character has established a stronghold of sorts, followers and henchmen simply arrive. No invitation is needed.

This section talks about dealing with henchmen and followers that arrive to serve your character. If you wish to build a stronghold using very detailed rules of construction, see *Appendix A: Stronghold Construction*.

Henchmen

Once a character makes a name for himself, people of a similar mindset will seek him out and ask to join him on his adventures. These people have a variety of reasons for coming to the character: many want to learn from the character, others to worship the character's deity, still others fervently believe in the character's cause, while there are always some who just want a share in the loot from adventures. In special cases, henchmen need not even have a rational reason to join the character; rangers, for example, can attract animal compan-

ions that shouldn't have any particular reason for showing loyalty to him—yet they do.

The class descriptions have details of the kinds of henchmen any given character attracts and what conditions he must meet before they will come to him. Most classes of character must first build a stronghold (see Appendix A), which tells potential henchmen that the character is powerful enough to be reckoned with and can protect his henchmen, but also that he is unlikely to suddenly pack up and leave them to fend for themselves.

The initial henchmen a character gains do not suddenly arrive all at once. Typically, over the course of some weeks to several months (or more), they will show up on the character's doorstep in ones and twos to offer their services.

Henchmen vs. Hirelings

Henchmen should not be confused with hirelings—hirelings are people whom the character pays to perform some service for pay, while henchmen serve the character out of some higher ideal. When a character needs a house constructed, he hires some builders to do it; when he needs a hundred soldiers, he hires mercenaries; when he wants prayers said on holy days, he hires a priest; when he wants his last will and testament written, he hires a scribe; and so on. These are all examples of hirelings who work for the character as long as he pays their wages.

Naturally, henchmen can fulfill these tasks as well, but they're not just in it for money. A fighter's henchmen will stick with him even if he has no money, for instance, but mercenaries are likely to pack up and leave if they get the impression there won't be any more gold coming their way. If they're unscrupulous mercenaries, they might even switch sides if the character's opponents pay them more, while the henchmen are unlikely to betray their lord for pay.

Maintaining Henchmen

A character's henchmen serve him out of their own free will, but that doesn't mean they expect nothing in return. At the very least, the character should show loyalty to them as well—though this can manifest itself in different ways depending on the character's class and who the henchmen are. The character should provide food and shelter for them, but other than these basic necessities the henchmen's motivations for joining the character are the determining factor in what they expect from him. A monk's students are there to learn and so the kind of loyalty they expect is that of a teacher to his pupils; at the opposite end of the spectrum, a thief's henchmen are most likely in it for the money and so expect, if not a share of the loot, then at least the opportunity to get rich quicker than they could on their own. A character who violates his henchmen's trust, abuses their loyalty, mistreats them, or otherwise takes advantage of them will soon find himself without.

Recruiting Additional Henchmen

The maximum number of henchmen a character can have at any one time is determined by his Charisma score. If the initial number of henchmen, resulting from the character's class, is less than the maximum number he can have, any additional ones must be actively recruited through roleplaying. This requires more effort than simply asking every person the character meets, and the ways to accomplish





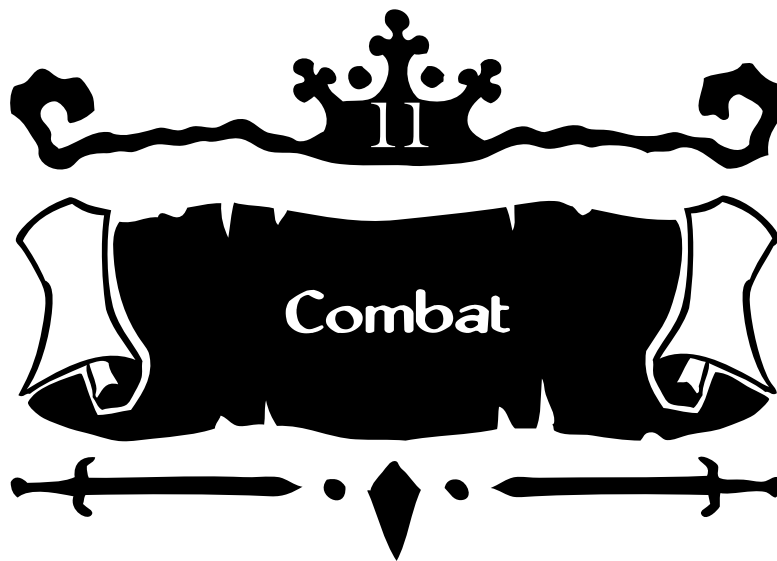
it are left entirely up to the player; he could keep an eye out for suitable people and approach them, stand in a marketplace and announce there are vacancies in his household, or anything in between. If the character is known as a particularly good master, additional henchmen may even present themselves after the initial ones have arrived, but this will be at much longer intervals than with those. The GM will decide what works when the character tries to recruit new henchmen, based on the character's history, the effort he puts into recruiting, and his Charisma score.

Optional Recruitment: GMs may, if the circumstance permits, allow a character to recruit more henchmen than what his Charisma score allows. This optional rule is most commonly invoked when a thief PC wishes to build a guild with sizeable ranks, or when a warrior PC wishes to wage war with an awe-inspiring army. Both PCs need many key henchmen to help them maintain control.

Replacements

Should a character lose some or all of his henchmen, he will not automatically get any new recruits to replace the lost ones. Instead, just like gaining henchmen beyond the initial arrivals, good roleplaying will be necessary to convince NPCs to follow the character on his endeavors. If a character loses many henchmen in a short time due to his own fault, word will get out about what a poor master he is, discouraging others from seeking him out at all. A lord who gets his warriors killed all the time clearly does not have what it takes to lead them into battle, as people will soon realize. As before, though, this does not only apply to combat: a character who mistreats and takes advantage of her henchmen is just as likely to have a hard time finding new ones.





Myth & Magic is a game of high adventure and nail-biting combat is inevitable. Player characters live to confront undead minions, to hack away at troll legions and to storm hillside giant steadings. The combat rules must be both defined and flexible to accommodate the many varied adventures characters may have.

This chapter includes all the rules necessary to play through various combat situations. The rules are designed to leave you with enough freedom to use your imagination. There are no constricting rules of measurement or complex methods of handling obscure and uncommon situations. If you wish to perform a maneuver in combat, simply tell the GM and he will run with it using the rules included in this chapter.

Combat Rounds

Combat is resolved in “rounds”, and combat actions are broken down into primary and secondary actions. Once a player completes his character’s actions, he must wait until the next round to act.

The Combat Round

A combat round refers to the time it takes for all combatants to perform their allowed actions. There is no set time span for how long a round takes in character, but, if a time span is necessary, 6 seconds can be used.

For ease of play, every combat round should follow these steps, in order:

1. The GM asks each player what his respective player character, and any controlled NPCs, is doing for the round.
2. The GM either secretly or outwardly determines what the opponents do.
3. Initiative is rolled.
4. The actions of each of the players and the players’ opponents are resolved in turn according to initiative.
5. Repeat.

termine if there are any ongoing effects from the previous round, like blazing fires or magical wounds, that could impact the current round. It is recommended that the GM keep a record of ongoing effects to keep it all organized and flowing.

1) Player Declarations

Each player announces what his or her PC does before initiative is rolled. This accounts for missile weapons and slow melee weapons. Most melee combat imposes no penalty to the initiative roll, but some larger and slower weapons cause a PC to suffer a small initiative penalty. Some missile weapons, like crossbows, can provide an initiative benefit making it more likely for them to go at the earlier parts of a round. Spellcasting (and the spell chosen to be cast) have an impact on initiative as well.

2) GM Determinations

The GM may or may not announce to the players what the opponents are preparing to do. Announcing enemy actions, however, allows the players who roll low initiatives to potentially affect opponents that deserve immediate attention, such as those that are casting spells or wielding a massive weapon.

3) Initiative

Everyone then rolls an initiative die and adds or subtracts any given modifiers to the roll for weapons and shields held or spells being cast. The lowest goes first and the round proceeds in ascending order. Each player rolls his own initiative.

The GM has two choices for his initiative rolls. He can either roll a group initiative, which causes his entire lot of opponents to act on the same initiative number, or he can roll an individual initiative for each NPC or monster he controls. The latter creates a more random and realistic flow of battle, but is more cumbersome than the former.

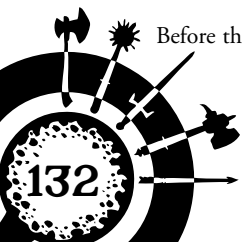
4) Resolution of Actions

Any rolls that must be made to determine success at primary actions are now made and any allowed secondary actions are also performed. This section is further explained throughout this chapter. For now, you only need to know that every combatant receives a primary and secondary action every round.

5) Repeat

This sequence of events is repeated every round thereafter, until one side either withdraws, surrenders, or finds utter defeat.

Before the beginning of every round, the players and GM should de-





Optional Sequence: Some groups may prefer to roll initiative before player declarations. This can take a bit longer in play and it allows for some last minute tactical changes that may or may not be so realistic, but the combat rounds do become more fluid and reactive. Check with your GM beforehand if you prefer this style of play.

Actions Per Round

Each combatant receives a primary and secondary action each round. This is the ideal and maximum amount of activity. The GM may limit what a player can do based on circumstance and the player may wish to take only a portion of his allowable actions or may wish to not act at all. Furthermore, there are some secondary actions that require an entire round. If taken, the player cannot then use a primary action.

Primary Actions: These are the bread and butter of a combat scenario. The following are the most common primary actions.

Attack: With one primary action, a combatant may take his full allotment of attacks per round. The attacks per round is easily discerned from looking at the character's attack rate. For example, a fighter with a 2/1 attack rate receives two attacks per round, while one with a 3/2 attack rate receives three attacks over the course of two rounds. If this should be the case, the combatant receives one attack the first round and two the next. In fact, whenever a combatant has an odd attack rate (3/2 or 5/2, for instance), the attacks are divided in such a way that the lesser amount of attacks is performed the first of the two-round sequence. A monster may have an attack rate of 3/1 or 4/1. Using all three or four attacks is still only one primary action.

Cast a Spell: Casting and concentrating on spells are generally primary actions, unless the listed casting time is 1 round or longer. In that case, the casting of the spell expends all actions that round and goes off at the end of the last round of casting, after the multiple attack phase.

Activate a Magical Item: Most magical items, such as rings or weapons, usually do not require anything from the player - their magic is constant. Some magical items, such as scrolls, rods, wands, and staves, require a primary action to activate. This is akin to casting a spell without a casting time. The player begins and completes activation on his initiative.

Some magical items require more time to activate, such as 1 round. In these situations, the activation takes the entire round and there is a chance that the owner will be disrupted. Taking any damage

before the magic takes effect disrupts the activation. The charge, if any, is not expended and the item may be activated normally next round.

Secondary Actions: Characters can also perform one secondary action in a round. Secondary actions allow a combatant to properly take a position or to ready and prepare himself. Some common secondary actions include:

Move: A combatant can move up to her movement speed, stand up, or roll around with one secondary action. Trying to move farther or perform other complex movements may expend all actions that round.

Retrieve Something Convenient: Belt pouches are very utilitarian. Storing things like potions in a belt pouch allows a combatant to retrieve one with one secondary action.

Drink a Potion: Drinking a potion that was previously retrieved is a secondary action.

Pick Something Up: Picking something up, if it lay within a character's reach, is one secondary action.

Toss Something: Simply tossing something aside or to an ally is not a primary action. Throwing a vial of acid at an opponent, however, is a primary action, since it would be considered an attack.

Free Actions: These require so little time they expend neither a secondary nor primary action. Some free actions can be performed multiple times in a round, such as uttering short phrases or dropping held weapons; other free actions may be performed only once per round and, if so, such a restriction is noted in the specific free action's description.

Full Round Actions: On the other side of the spectrum from free actions, some actions require the entire round. If performing one of these actions (full round actions), both the primary and secondary actions are expended.

Initiative & Surprise

This section handles initiative in more detail and highlights the rules for flat-footedness and surprise.

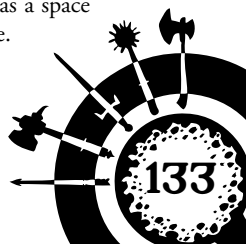
Initiative

Initiative determines when someone begins their actions in a round. The combatant with the lowest modified initiative roll acts first and the order moves in ascending order thereafter.

The initiative roll is modified by weapons, shields, spells and conditions imposed upon the combatant. Each player should be aware of any modifier before rolling initiative. The character sheet has a space for initiative modifier next to each weapon for easy reference.

Multiple Attacks & Initiative

Only one attack is resolved on initiative. Before the end of the round, a multiple attack phase commences, where all combatants that have multiple attacks take their remaining attacks. If there are multiple opponents with multiple attacks per round, the extra attacks take place in the initiative order for the round. Note that this staggered approach to multiple attacks only applies to attacks granted from class talents, weapon specialization or progression. Monsters with multiple attacks per round use all their attacks on their initiative order.



Combat: Initiative & Surprise

Ties: Resolve ties simultaneously. If this is impossible between two or more players, the player with the higher Dexterity goes first. If this is impossible between a player and an NPC or monster, the player always goes first.

Initiative Modifier: Each weapon has a modifier listed in its entry in *Chapter 5: Equipment*. This number is added to the initiative die roll. While ranged weapons have initiative modifiers, if the pin on a crossbow is set or an arrow is notched, the attacker may take a shot before initiative is rolled.

Spells and Initiative: Almost every spell has a “Casting Time”, which is expressed in a positive number, such as +2. **Casters begin casting on their actual initiative roll and the casting is complete on the modified roll.**

For example, assume Tom rolls a 6 on his initiative roll and is planning on casting Nyar’s Explosive Missiles (+3 casting time). His wizard actually begins casting on 6. The spell’s casting is complete and the effect takes place on 9.

Nearby opponents that have an initiative number that fall in between the segment at which the caster began casting and the segment at which the spell goes off may attempt to attack and disrupt the caster. For example, the GM rolls an 8 for a bandit in the fight and declares that the bandit is moving to attack Nyar during his casting.

Some spells have a casting time of 1 or more full rounds. If this is this case, the caster begins casting on his initiative order and the spell goes off just prior to the caster’s initiative in the round of casting. An opponent may attempt to interrupt the caster in any round.

Additional Modifiers to Initiative Roll: The GM may impose a penalty to someone’s initiative roll based on one of a few conditions.

Some common initiative modifiers include:

- Encumbered (e.g., having too much equipment): +4
- Impeded (e.g., waist-high water or slippery terrain): +2
- Preoccupied (e.g., swimming or climbing while fighting): +4
- Slowed (e.g., sick or under magical spell): +2

Flat-Footed & Surprised

Before the first round begins, some combatants may be flat-footed or utterly surprised.

Both Sides Unaware/Flat-Footedness: If both sides suddenly meet accidentally, all combatants roll a Dexterity check. Those that fail an Average (TC 10) check are flat-footed. Initiative is then rolled normally, but those that failed their check use their flat-footed AC until they act in the round, after which point they regain their full AC.

One Side Aware/Surprise: This is your classic ambush situation. The ambushing party lies in wait or sneaks up to the unaware targets.





A successful Dexterity (or Stealth) check is required to effectively hide and wait. Generally, success is determined by a set TC; failure usually results in the unaware party catching a glimpse of the ambushers.

Sneaking up on a target also requires a successful Dexterity (or Stealth) check, however the GM may substitute a set TC for an opposed roll. The opposed roll is Dexterity (or Stealth) v. Wisdom (or Perception).

Effect of a Successful Ambush: This is referred to as a “surprise round”. Successful ambushers receive a secondary and primary action to either cast a spell or take a single attack. Multiple attacks are not granted with a primary action in a surprise round.

Surprised targets cannot react in the surprise round and are considered flat-footed, which causes the combatant to remove any Dexterity based AC bonus. Note that a very high Dexterity may actually immunize a combatant from becoming flat-footed. In this instance, the combatant is still surprised, he cannot act, but he retains his full AC.

Monsters are simply subject to a primary action from each surprising party member. Their Armor Class does not change.

Failed Ambush: If an ambusher fails a Stealth check when trying to ambush his targets, he is noticed and all parties receive an initiative as normal.

Attacks

This section teaches you what an attack roll is and what modifiers comprise the final bonus added the d20 roll when you wish to attack an opponent.

Attack Rolls

Attacks are made with melee or ranged weapons or when unarmed. Successful attacks deal damage to the opponent. Damage is dealt in an amount of points that decrease the hit points of the target. When the target takes damage, his total amount of hit points decreases and with further damage, the target may fall unconscious or die.

Attack Rolls: Attacks are resolved with a roll of the d20. The idea is to roll as high as possible. Players roll the d20, add their Attack Modifier and announce the result. The GM knows exactly what a character needs on the d20 to succeed.

Attack Modifier: Next to each character’s weapon entry on the Character Sheet is a spot marked “Attack Mod”. This is the final number added to the d20 when making an attack. This is the only math required for the player. It is most often a sensibly small number and easy to calculate. The Attack Modifier is the sum of the Base to Hit and a few attack bonuses that a character receives from, for example, high Strength, specialization, or magic.

Calculating the Attack Modifier

While there are spells and conditions that boost or reduce a combatant’s chances to hit, the Attack Modifier is a more-permanent sum of all granted attack bonuses:

Base to Hit: This is the base listed for the character’s class and level. Each class has a Base to Hit noted on its class table.

High Strength: Characters receive an Attack Modifier for a high Strength score. This makes up some of the Attack Modifier, but only for melee weapons. This does not apply to ranged weapons, unless the ranged weapon specifically allows it. Ranged weapons are similarly modified by a Dexterity-based adjustment, instead.

Specialization: A fighter may have decided to specialize in a weapon. If so, whatever attack bonus is granted based on the character’s level of specialization also factors into the Attack Modifier.

Item Bonus: Some weapons or items provide an attack bonus, which is usually magical in nature, but can also come from a masterly crafted weapon as well.

Situational Modifiers to Attacks

Fights rarely commence on perfectly flat terrain and with equally matched and unhindered opponents. Combat is a fluid thing. More frequently than not, conditions exist that modify attack rolls. Such conditions needn’t exist at the beginning of a combat sequence; they often spring upon both sides in the heat of battle.

Situational modifiers also inject a bit more realism and circumstance into combat. To avoid the simple exchange of attacks, GMs often inject cover, fog and elevated positions. Some attacks may even stun certain combatants or render them prone. For such reasons, it is important to embrace these modifiers and learn them in advance of playing of your first game.

Positioning: The following situations grant a bonus to the attacker:

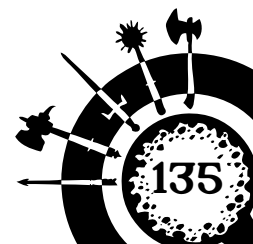
- Defender is on lower ground: +2
- Defender is kneeling: +2
- Defender’s back is turned: +2

The following situations impose a penalty on the attacker:

- Defender is on higher ground: -2
- Attacker is kneeling: -2
- Attacker is prone: -4

Cover: When a target is protected by a solid object, he may receive cover from ranged attacks. Trying to hit a target who is behind cover is more difficult with ranged attacks than targeting someone in the open. The GM will tell you what percentage of the target is behind cover. A penalty is then applied to the attack.

- 25% behind cover: -2
- 50% behind cover: -4
- 75% behind cover: -6
- 90% behind cover: -8



Cover and Saving Throws: Combatants behind cover enjoy a bonus on the saving throw against any spell or special attack that has an area of effect and that originates in front of solid cover. The bonus equals the penalty applied above. So, if the combatant has 25% cover from the origin of the effect, he receives a +2 bonus to the saving throw.

If the spell or effect deals half damage on a successful save, a combatant with at least 50% cover suffers no damage on a successful save.

Concealment: When a target has soft cover, which is cover that obscures the target but cannot effectively stop a fired missile, a penalty is applied because of the obscured line of sight. A target is concealed if it is difficult to see his entire form. Vines, bushes, shadow and fog are common forms of concealment. The GM determines how much of the target is obscured. As a point of reference, a light fog may grant 25% concealment, while a target behind a thick hedge may enjoy 75% concealment.

- 25% obscured: -1
- 50% obscured: -2
- 75% obscured: -3
- 90% obscured: -4

Conditions: Sometimes, the condition of a person or weapon affects the attacker's roll. The following conditions add a bonus to the roll:

- Defender is intoxicated or off balance +2
- Defender is dazed +2
- Defender is kneeling +2
- Defender is stunned or prone: +4
- Defender is blind: +6
- Defender is helpless or unconscious: Automatic

Sometimes, the attacker is out of sorts and can't quite gather himself for an attack. The following conditions impose a penalty:

- Attacker is intoxicated or off balance -2
- Attacker is dazed -2
- Attacker is kneeling -2
- Attacker is stunned or prone: -4
- Attacker is blind: -4

Faulty Gear: A penalty applies to both attack and damage rolls when using rusty or otherwise damaged weapons:

- Rusty weapons: -2 to attack and damage rolls.
- Broken weapons: -4 to attack and damage rolls.

Melee Attacks

A melee attack is any attack made with a handheld weapon or one's body. A normal melee attack is easy to imagine: You stand toe-to-toe with your minotaur opponent, raise your great axe high and swing to strike.

There are other, slightly less common melee attacks, such as touch attacks, rear attacks, subdual attacks, etc. These are also simple to adjudicate, but require some attention in the rules.

Touch Attacks: While often involving a spell with a range of touch, applying a contact poison or distracting an opponent are two other less-obvious uses of the touch attack. These are normal attacks that use the Base to Hit and any attribute-based modifier. The defender's AC only includes a Dexterity modifier. (Note also that magic travels through metal armor to the wearer's skin.)

Rear Attacks: Not only does the stealthy thief employ backstabs. Any combatant may strike an opponent's back and receive a +2 bonus to the roll. In addition, if the opponent has a shield, most rear attacks negate the shield bonus. The defender's Rear AC is used.

Subdual Weapon Attacks: Weapons can be used in a non-lethal way. The attack roll suffers a -4 penalty, but if successful, normal damage is rolled. If that amount of damage brings the target to 0 hit points, the target falls unconscious. If more damage is accrued in that round, including lethal damage, the target also falls unconscious at 0 and does not die. If the target is not rendered unconscious by the end of the encounter, the temporary non-lethal damage returns at the conclusion of battle.

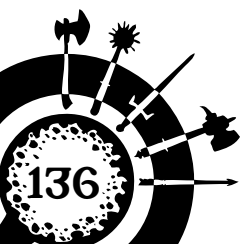
Attacking a Shield: This attack is a common use of the called shot rules (which follow later in this chapter). It imposes a -4 penalty to the attack roll. If the weapon is a slashing or piercing one and at least one size category larger than the shield, the wearer of the shield rolls an item saving throw versus an effect to which the shield is strong (TC 5). If the weapon is bludgeoning and at least one size category larger than the shield, the shield must succeed on an item saving throw versus an effect to which the shield is weak (TC 15), otherwise, as in the case of small bludgeoning weapons versus small or medium shields, the shield is strong to the effect (TC 5).

See the end of the *Equipment* chapter for more information on item saving throws.

Two Weapon Fighting: Wielding two weapons simultaneously imposes no benefit or penalties. The attacker chooses which of the two weapons he uses during a round. The only thing to track is that off-hand attacks use half the normal Strength bonus, unless the attacker is ambidextrous. Trying to dual-weapon wield for extra attacks, without proper training, is impossible.

Close-Quarters Combat: Grappling and hand-to-hand combat, is more complex than standard melee combat.

Hand-to-Hand: Any attacks made with natural weapons, such as fists or feet, is a hand-to-hand attack. A normal attack roll is performed. The d20 Modifier includes a Strength attack modifier and any additional attack modifiers from specializing in unarmed attacks or from wearing items that assist in unarmed attacks. The damage for all unarmed attacks is 1d2. Any natural 20 attack roll requires the victim to succeed on an Average (TC 10) Fortitude save or be rendered unconscious.





Grappling: Grappling is wrestling or overbearing. An attack roll is performed against the target's touch AC, with the d20 Modifier including Base to Hit and any Strength attack modifier. A successful attack deals no damage, but allows the attacker to grapple or overbear his target.

Grappled or overborne defenders cannot cast spells with a somatic component and cannot use any melee weapons on their attacker, unless the defender has a small weapon in-hand or in a convenient place to retrieve. Attacks exchanged while in a grapple are performed normally. (Both the attacker and defender are equally hindered, so it is simpler to use standard attack rules.) No Strength damage bonus applies to any successful attacks.

Size Differences: A size difference grants bonuses to the larger combatant and imposes penalties to the smaller. The larger opponent receives a +4 bonus on grapple attempts for each size category above that of the smaller opponent. The smaller opponent receives a -4 penalty for each size category difference. The bonus or penalty is applied to any attempts to grapple or opposed rolls to break the grapple.

In the Grapple: The grappler usually wishes to maintain the grapple and the defender wishes to break it. The grappler expends a primary action to hold the grapple. This requires a Strength check opposed by the defender's Strength check. The defender's opposed roll is a secondary action, thus, if the defender succeeds, he or she still has a primary action that round.

Danger of Close-Quarters Combat: Defenders with held melee weapons receive a free attack against any attacker initiating a grapple or closing the distance to start dealing hand-to-hand attacks.

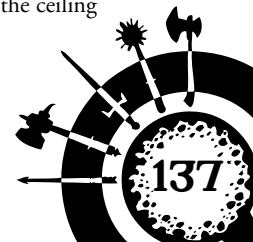
Ranged Combat

The equipment chapter has many different types of ranged weapons and includes the information for the weapons' initiative penalty, range and damage. The simplest form of ranged combat is against a target that is wide open, in which case no other information is needed. A ranged attack is performed, which is a d20 roll using an Attack Modifier calculated similarly to melee attacks, except the Dexterity-based Ranged Attack Modifier is used in lieu of the Strength-based Attack & Damage Modifier.

Range: The number of feet the weapon can be fired without a penalty is listed in the weapon's range entry. Range is illustrative and entirely discretionary. If the GM feels you have a solid shot, no penalties apply. The distance in the range entry is given for illustrative purposes only. A -2 attack penalty is applied to shots taken outside the range; a -5 penalty is applied for long distance shots.

The GM determines where a target is in relation to range. He will inform the player whether the shot is in range, just out of range or long distance. The character takes whatever penalty then applies.

Bows: The range of bows in the Equipment chapter relates to outside shots. When indoors, the range should be halved if the ceiling



height is around 20 feet and reduced to one-quarter in more shallow corridors.

Damage: Some ranged weapons, the two most common being composite bows and hand-propelled weapons, allow for a Strength damage modifier equal to half the character's Strength damage modifier, rounded down. For attack rolls made with such weapons, characters still use the Ranged Attack Modifier, though.

Firing into Melee Combat: No penalties apply to the roll, unless cover is granted to the target by a nearby combatant. If so, use the rules for cover. On a missed attack roll, however, there is a chance that the errant missile strikes an unintended target. A d20 is rolled. A result of 1 – 4 indicates an adjacent combatant was struck. Then, a die is rolled to determine which of the surrounding combatants takes the missile. Each possible target should have an equal chance on the die to suffer the attack.

Firing into Close-Quarters Combat: When two or more combatants are grappling, there is a –4 applied to the roll. Follow the rules for firing into melee combat on a missed attack roll to determine whether one of the target's close-quarters opponents was struck.

Ranged Weapons in Melee Combat: Ranged weapons can always be modified to deal melee damage, but it requires the combatant to hold the ranged weapon like he would a melee weapon. Crossbows could be used to hit someone like a small club and bows can be used as thin staves. The damage is 1d2 (no Strength modifier allowed) on successful attacks and there is always a chance (per the GM) that the ranged weapon breaks when used in this fashion.

Using a ranged weapon as it is intended to be used against a melee opponent is difficult. The opponent is granted a free attack every time the ranged combatant readies the weapon.

Makeshift Ranged Weapon & Splash Weapons: Picking up a rock or mug of ale and hurling toward a target is no different than other ranged attacks. The character's Attack Modifier includes his Base to Hit and Ranged Attack Modifier. In most instances, the target's AC is used.

Splash weapons are not always hurled directly at a target, in which case there is no AC to gauge a hit or miss. In such cases, a Dexterity check is required based on how difficult the GM rates your throw. If the throw is successful, the roll is compared to the Armor Classes of all adjacent targets who could sensibly be affected by the splash weapon's effect as if the throw were a standard ranged attack. Splash weapons can affect some nearby targets and not others.

The standard range of a makeshift ranged weapon or splash weapon, before penalties for longer range apply, is 20 feet.

Movement in Combat

The most common secondary action in a combat round is movement.

A combatant can move up to his movement rate as one secondary action. There are other forms of movement that must be noted:

Engaging: When engaging in melee combat with an opponent that is larger than the combatant or one with a reach weapon, the PC moves 10 feet to safely close the distance. This slowed approach negates any free attacks the opponent may have due to size or the reach of his weapon.

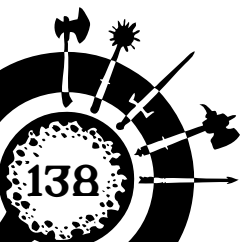
Charging: The combatant charges at his target, moving up to twice his normal movement rate, and attacks. This is accomplished as a full-round action. The attack roll receives a +2 bonus. The problem with charging is that it a) puts the target on immediate defense, and b) lowers the PC's defenses for the remainder of the round. If the target has a ranged weapon or reach weapon readied, the target receives a free attack. After a charge, the charging attacker suffers a –1 penalty to AC for the remainder of the round.

A combatant's charge can be negated and interrupted by a successful attack made by a larger opponent or by a reach weapon (such as a pole-arm). If this should occur, the charging combatant ends his turn in the immediate area of his target, takes damage for the successful attack and must wait until next round to act.

Flanking and Rear Attacks: If a PC engages (or charges) an opponent that is already engaged with an ally, everyone receives a certain bonus on attack rolls against the flanked or surrounded target. Flanking means that the target must defend against two attackers stationed at opposite sides of his flank. Flanking grants a +1 attack bonus against the target. Rear attacks grant a +2 bonus (and remove any shield bonus to AC). Moving to establish a flank or rear attack is often a sound tactic.

Withdrawing: This is a careful retreat that allows the PC to move one-third his normal movement rate away from surrounding opponents without invoking free attacks from them during the retreat. Withdrawing is not necessary unless surrounded by three or more opponents.

Full Retreat: This is used when a PC is desperate to retreat far away from engaged opponents. A full retreat allows the PC to move up to twice his normal movement rate; however, unless a nearby ally can distract and block the opponents from whom the PC is attempting to run, each opponent receives a free attack action as soon as the PC attempts to retreat.



Defenses

There are three distinct defenses a character relies upon in battle: Armor Class, Saving Throws and Magic Resistance.

Armor Class

Armor Class (AC) is a number that represents a character's martial defenses. It is a combination of the armor worn, Dexterity, and any magical boosts enjoyed from items or spells that protect you in battle.

Calculating AC: Every person and creature in the game starts with a base AC of 10. This is not the worst AC one can have. A very poor Dexterity imposes a negative Armor Class Adjustment. For example, a character with a Dexterity of 8 has a -1 Defense Adjustment, so his Armor Class before armor and magic is 9.

From the base 10 AC, a player adjusts from three sources:

Armor: Each piece of armor, including shields, adds a certain value to the AC. For example, a small shield has a +1 Armor Class Adjustment. If a character had no other adjustments, her AC would be 11 with the shield.

Dexterity: The Dexterity chart in Chapter 1 has a column for Defense Adjustment. If a character has a very poor Dexterity, he may suffer a penalty. If he has a high Dexterity, he may enjoy a bonus to AC.

Magic: Magical adjustments to AC are common. Certain rings and amulets provide a protective bonus to AC. Armor and shields may be magical as well. In each case, an AC adjustment will be included. For example, a +2 small shield adds an additional +2 to the AC of a normal shield; therefore, the shield grants a total +3 adjustment. If a character had no other adjustments, her AC would be 13 with this shield.

Various AC Values: A character has four "types" of Armor Class values. The first is the standard AC (discussed above). The remaining three are Rear AC, Flat-Footed AC and Touch AC.

Rear AC: A common penalty is that from a rear attack. Not only does the attacker receive a +2 attack bonus, but the defender does not enjoy any AC adjustment for a shield and, if unaware of the rear attacker, does not receive a Dexterity adjustment either.

Flat-Footed AC: Another penalty is the reduction of one's AC from being flat-footed at the start of an unanticipated combat. Any Dexterity AC Adjustment does not apply here. See the rules on *Flat-Footed & Surprised* on page 89 for more details.

Touch AC: The most common application of this penalty occurs when a spellcaster attempts to transfer magic by touch. The target's touch AC only encompasses his Dexterity-based Defense Modifier and any additional bonuses not related to armor or a shield.

Saving Throws

Saving throws are specific defenses against special attacks, spells and supernatural influences. There are three types of saving throws: Fortitude, Reflex and Will. Fortitude is modified by Constitution; Reflex by Dexterity; Will by Wisdom.

Fortitude saves help fend off magical or supernatural attacks that target a character's Constitution and would attempt to affect his body. Petrification and polymorphing are two examples.

Reflex saves help to avoid a magical or supernatural effect that has a sudden area of effect. A dragon's breath weapon is an obvious example. Reflex saves are tied to a character's Dexterity.

Will saves help defend against magical or supernatural intrusions into a character's mind or willpower. A charm spell is one example. A character's Wisdom affects the will saving throw.

"Saving" or "to save" are terms that describe a successful saving throw. All saves have a certain TC that must be attained. For example, the medusa's petrifying gaze requires a Superior (TC 15) Fortitude save. The character would roll the d20, add his Fortitude saving throw, and hope to meet or exceed 15. **All spells cast at a character require an Exceptional (TC 20) save.**

A character's saving throw modifier for each type is listed in his class entry. The value is purely driven by class and level.

[Optional] Attribute Saves: The GM may allow characters to roll attribute checks in lieu of saving throws in certain situations. If he or she permits, roll the appropriate attribute check against a Target Complexity set by the GM (often Exceptional (TC 20)). Fortitude saves should be replaced by a Constitution check; Reflex saves replaced by a Dexterity check; Will save replaced by a Wisdom check.

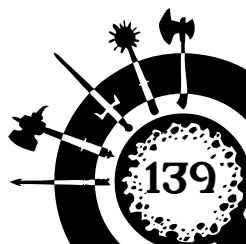
Magic Resistance

Magic resistance differs from a saving throw because it serves as an additional layer of protection versus any magical effect or spell. It is expressed as a percentile and any attempt to overcome a target's magic resistance must be done first. A d% roll is performed against the target's magic resistance; a roll equal to or greater than the listed magic resistance then forces the target to perform a saving throw.

Magic resistance is either an inherent defense or granted by a worn magical item. In either case, only the target enjoys it and he cannot share it with others.

Dropping One's Defenses

It is possible for anyone to drop their defenses, allowing an attack to ring true or a spell or special effect to overcome both a saving throw or magic resistance. Simply announce your intention.



Damage & Healing

Combat is a deadly game. To survive a battle, you rely on hit points. Unless you overpower your opponent, in order to survive you will need to deal more damage than you receive.

Dealing Damage

All successful attacks deal damage to the target, unless some form of damage reduction or immunity applies. There is a column on the Character Sheet next to each weapon's Attack Modifier for you to list the damage of a weapon. This is in the form a die, such as 1d6, and can be found in the *Equipment* chapter. Players roll the damage die and add whatever bonuses apply.

Bonuses to damage usually come from the following sources:

High Strength: A character may receive a Damage Modifier based on the Strength score. If so, this modifier adds to the damage die of the weapon on successful melee attacks. It does not apply to ranged weaponry, unless specifically allowed by the weapon.

Specialization: A character may have decided to specialize in a weapon. If so, whatever damage bonus is granted based on the character's level of specialization is also added to the damage die.

Weapon Bonus: Some weapons have inherent damage bonuses, usually from magic. If from magic, the bonus of the weapon is also the damage bonus. For example, a +1 long sword also deals an additional 1 point of damage, which is added to the damage die. This damage bonus applies to both ranged and melee weapons.

In the end, a player will likely have a damage value on the character sheet for a weapon that looks something like "1d6+2". The 1d6 is the weapon's base damage die, which can be found in *Chapter 5: Equipment*. The '+2' value is the sum of all damage bonuses, perhaps from specialization or a high Strength. The player rolls the 1d6 and adds 2 to the roll, and tells the GM how many hit points of damage she inflicted on the successful attack.

Immunities & Damage Reduction: Some monsters have immunities to weapons. For example, a ghost cannot be harmed by standard weapons. You can stand there all day swinging your shiny sword through the body of ghost and nothing will happen. Unless you have a special weapon or the means to overcome such an immunity, you must find an alternate means of attack.

Other monsters may have damage reduction, which is a special defense that provides a reduction in either all forms of physical damage or damage from only certain weapon types. A skeleton, for example, has damage reduction versus slashing and piercing weapons. You roll damage normally. The GM reduces the damage reduction value from the total. So, when in the field and fighting a creature that seems to be shrugging off your attacks, switch your weapon or method of attack. It could be immune or resistant to your weapon.

Taking Damage

Characters receive hit points each level based on their class. A base number of hit points is provided at each level and any bonus (or penalty) for a high (or low) Constitution score factors into this base. The total amount of hit points a character has represents the amount of damage he or she can take before they die. As the character suffers successful attacks and special damaging effects, hit points reduce down toward death's door.

Death's Door: Monsters and NPCs die when their hit points reach zero. Player characters are different. PCs enter death's door when their hit points are reduced to zero. They fall unconscious and remain alive until their hit points descend to -10, at which time they immediately perish.

Characters at death's door suffer 1 hit point of damage per round when they reach or fall below 0 hp. Only magical healing or a successful Healing proficiency check can stabilize the victim and stop the loss of life.

Massive Damage: Anyone taking 50 or more hit points from one source, such as from one attack or from falling a great distance, must succeed on an Exceptional (TC 20) Constitution check or die.

Healing

Characters regain 1 hit point per level per period of at least six hours of rest, unless they are magically wounded or at death's door. Rest need not be sleep. Simply sitting around can trigger natural healing. Characters may also receive magical healing, which immediately restores a certain amount of hit points and removes evidence of damage.

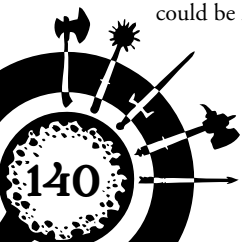
Some wounds, though, do not heal naturally and require very specific types of healing. Sometimes, only a wish can restore hit point damage from a certain source. In these cases, no amount of natural or magical healing, other than what is specifically called for, restores the lost hit points.

Special Damage

Damage can be suffered in instances outside of normal combat and these special types of damage require additional attention.

Falling: Victims of a fall suffer 1d6 points of damage per 10 feet of their fall.

Poison: Each poison has some effect on a failed check. The specific effects depend upon the type of poison, but most have an immediate effect and secondary effect that becomes operative after a short period of time. Immediate effects instantaneously affect the victim, so any hit point damage, if any, is recorded at that time. Once the onset period for the secondary effect expires, the secondary effects take hold. Some poisons impair, debilitate, paralyze, or even kill the victim. If no duration is listed, but an onset period is mentioned, assume that Type A poisons last up to 24 hours, Type B poisons last up to 2 days, Type C poisons last up to 1 month, and Type D poisons either kill instantly or affect the victim for up to 2 months.





Energy Drain: Certain creatures have the ability to actually sap life from living beings. This is a frequently-encountered power of strong undead creatures. Energy drain either affects the physical body or soul of a creature. Incorporeal undead usually affect the soul, permanently removing Charisma points and altering the character. Other undead affect the body, actually sapping the life force, which is represented by the permanent loss of hit points and/or Constitution points. Some undead have special unique drains. In all instances, a specific creature's energy drain is detailed in its entry.

Severed Appendage or Decapitation: If a PC loses his head, he immediately dies. If he loses an arm or leg, he must succeed on a Shock Survival roll to live. If he lives, he suffers certain penalties. A lost arm imposes a -4 penalty on attack rolls and AC. A lost leg also imposes a -4 penalty on attack rolls and AC, but also halves movement speed. The loss of an appendage also causes continuing damage from bleeding. 1 hit point per round (or 10 hit points per minute) is lost until and unless a successful heal or first aid check is performed.

Petrified or Transformed: Being turned to stone or transformed into another form does not cause hit point damage; however, any damage accrued while in this state may harm the PC. Any attacks that deal damage to a petrified target chip off some of the stone and accrue. When the target turns back to its natural form, all the stone cracks turn into open wounds and the amount of accrued damage is suffered all at once, possibly triggering the death by massive damage rule.

Spellcasting

No attack roll is necessary to cast a spell. The target(s) of the spell receive(s) a saving throw to thwart or reduce the effects of the spell. Sometimes, though, the real issue of spellcasting is whether the spell actually goes off.

Interruption: There is a chance that a caster will suffer damage during his casting. Any damage dealt automatically disrupts the spell. The spell slot is not expended however, and the caster may attempt to recast the spell the next round.

Interrupting a spellcaster requires an initiative roll that falls between the spellcaster's initiative roll and the moment his spell goes off. For example, assume Melodax rolls a 6 for initiative and is attempting to cast a spell with a +3 casting time. To interrupt Melodax, your initiative roll must be between 6 and 9. Follow the rules on breaking initiative ties on page 133.

Casting Behind Cover: All a caster needs is line of sight to affect a target or area. Therefore it is quite possible for multiple allies to provide cover for the caster. It is also quite possible for the caster to seek out cover before casting. See the rules on cover below.

Combat Maneuvers

Instead of the meager exchange of hits and misses, *Myth & Magic* combat sequences can be as detailed and exciting as the newest Vin Diesel movie. From the cutting off of heads, limbs and legs, to the bow shot that removes the wizard's ring finger, player creativity is unbound. Players and GMs alike should use their imaginations in combat. While there is no exhaustive list of how one's imagination can aid one in battle, this chapter speaks on a few combat maneuvers that can be used to help to inject some unbridled action into your game.

Offensive Maneuvers: The Called Shot

The called shot is the proverbial combat stunt and is evident in just about any offensive maneuver a character can perform. In very general terms, a called shot is a weapon attack at a very specific part of the target's body. Striking an arm is one example. More specific uses of the called shot can target a held item, a piece of clothing, a weapon or a shield, or can attempt to impose some hindering condition on the target.

A penalty is applied to the attack roll based on how difficult the actual called shot is to perform. The GM has to make the call on the fly and the *BASE20 System* is here to help:

Basic called shots are the easiest to perform and either target a large area or item, or impose a fairly minor secondary condition. The attack penalty is -2.

Average called shots are the most commonly performed. They either target an arm or leg, or a weapon in hand. The attack penalty is -4.

Superior called shots are difficult to perform. Perhaps the attacker wishes to strike at the limb of a small target or a small weapon, or perhaps the attacker is trying to slow a large monster. The attack penalty is -6.

Exceptional and Legendary called shots are expertly done and truly wondrous attacks. Disarming a large weapon with a rapier in one attack, lopping off a head, and shattering a one-inch potion vial with an arrow are all exceptional called shots. The attack penalty is -8 or -10, respectively.





Table 62: Called Shot Difficulty

Level of Difficulty	Attack Penalty
Basic	-2
Average	-4
Superior	-6
Exceptional	-8
Legendary	-10

Unarmed Called Shots: The fact is that the bulk of called shots performed historically in the game are performed with a weapon, so that is the default. A free hand (or foot, or head for that matter) can be used for a called shot in exactly the same way as when one performs a called shot with a weapon. The GM rates the difficulty of the shot and imposes the requisite penalties. Unarmed called shots can be useful when an attacker wishes to grab a certain item on his target. Suppose the shaman leader wears a necklace of petrified fairy hearts that empowers his blood lust. An unarmed called shot would be required to grab the necklace to tear it off.

Unarmed called shots are generally used to grab or strike at a very small portion of the target's body or items being worn or carried. Thus, the lion's share of such maneuvers are exceptional called shots.

A successful unarmed called shot to grab something usually results in a subsequent Strength challenge between the combatants. It is easiest to simply roll Strength checks and compare the results to see who wins the struggle.

Disarm: Stripping an opponent's weapon may sometimes be the only viable way to gain the upper hand. Disarming a weapon is almost always an Average called shot, so a -4 attack penalty is imposed. A successful disarm attack sends a one-handed weapon 1d6 feet in any direction from the opponent, which can be randomly determined with a d4 (1-behind; 2-left; 3-right; 4-in front of) if you wish.

Disarming a two-handed weapon (or a one-handed weapon held with two hands at the time) is more difficult. If the attacker has a smaller weapon, it cannot be done with one disarm; two successful disarms must be performed in the same round, so the attacker must be skilled enough to have multiple attacks. If the attacker has a weapon of equal size, he can attempt to disarm with one attack, but it is considered an Exceptional shot (-8 attack). Of course, the attacker may simply attempt two disarms in the same round, which requires the normal two Average successes at -4.

It is possible for two different attackers to attempt to disarm the same two-handed weapon. If each attacker succeeds, the weapon is disarmed.

Disarming a Shield: Shields are considered two-handed weapons for the purposes of a disarm. Successful shield disarms vary from the standard weapons disarm because a shield is not battered free; it is simply forced aside until the shield bearer's next initiative, at which time he rights the shield.

Circumstances may necessitate something different, though. If a third attack can be performed at the strap or shield hand when the shield is properly cast aside from a disarm, a GM could cast the shield from the bearer's hand. Likewise, an Exceptional called shot may just be enough to send the item either splintering or sailing to the floor.

Special Secondary Effect: The impetus behind most attacks is the attacker's wish to deal damage to his opponent. A called shot may actually be required to deal damage to a monster with very few soft spots, for example, or to strike a knight with nigh-impenetrable armor. In these instances, a successful called shot is required to roll damage. Skilled combatants may also use the called shot to produce a special result other than mere damage, such as forcing a limp or rendering a sword arm less effective in battle. The GM must first rule on the difficulty of what is being attempted. A successful attack, despite the penalty, produces whatever special effect the player desired and, if damage is required to be rolled, the damage is generally halved. Of course, there is a high level of discretion here. The difficulty of the called shot in terms of the desired special effect and the amount of damage the attack could possibly deal are two concerns for the creative Game Master. A player's concern is merely concocting the cool idea.

Other Ideas: Here is a small sampling of the various things one can do with the called shot: pin an opponent with a piercing weapon or ranged missile, shatter a flask, sever a belt or necklace, sever an ear to imbalance, slice a vital tendon for stability, cut off a head, disarm a longsword or bow, throw a bag of powder in the wizard's face, shatter a shield, or slice a deep cut above the eye of the cyclops.

Defensive Maneuvers

Defensive maneuvers differ from saving throws or Armor Class. The latter are reactive to the situation. The former is proactive. While one's Reflex save and AC are (almost) always "on", a character must actively attempt to dodge or parry and a roll must be performed.

Parry: A parry requires an "attack roll" against the original aggressor's incoming attack. In other words, a parry is a competition between attackers. If the defender's attack roll is higher, the parry is successful.

The defender rolls a weapon attack normally, factoring whatever skill level he may have (specialization, etc.) and any special properties of the weapon (magical bonus, etc.).

It is not necessary to declare the intention to use a parry at any special time during a combat round. Provided a combatant has remaining attacks in that round (including attacks to be resolved at the end of the round), a parry can be tried on the fly as a reaction.

Parrying with a shield factors the combatants Base to Hit, Strength bonus, the Armor Adjustment of the shield and any special bonuses provided by proficiencies and talents.

Dodge: A dodge works similarly to a parry, except the defender rolls a Reflex save instead and compares the save against the attacker's roll. It is generally easier to dodge out of the way of an incoming attack than it is to safely parry it.



There are two issues with a dodge: armor restrictiveness and balance. For each bonus of AC Adjustment provided by the armor, a -1 penalty applies to the dodge roll. This penalty reflects the additional difficulty in dodging with heavier and more-protective armor. The second issue is related to the balance of the defender. The defender who dodges in a combat round suffers a -4 to his AC until his next initiative. This -4 AC penalty reflects the fact that while the defender is dodging from one opponent, he remains a bit off guard for subsequent attacks made by the attacker or another foe nearby. The defender is no worse for wear if he has additional attacks to dodge, but he could be in a jam if he's fresh out of attacks and others hone in on his lack of proper footing.

Morale

Every interaction in game need not spark a battle, but, if the PCs can't (or don't want to) avoid it, most combat encounters end with one side either dying or retreating. There is a way to avoid or end combat before things get too hairy, though – by affecting morale.

Morale Checks

Morale is a function of an NPC or monster's ability to remain steadfast and courageous. Players can roll a morale check to dissuade a henchman or follower from fleeing. Morale can only be rolled with the GM's permission, but, if granted, the player rolls a morale check. Most NPCs and monsters have a morale score, which is a number between 1 and 20. Some NPCs and monsters are too strong and powerful to ever be persuaded to avoid or continue a fight. In that case, there will be no morale score.

Morale Checks: A morale check is a 2d10 roll. If the result is equal to or higher than the NPC or monster's morale score, the fight is likely avoided or stopped short. Players roll morale checks for their henchmen or followers. GMs roll morale checks for the enemies that oppose the PCs.

GM's Role: Morale sounds like a great alternative to combat. The GM will only allow a morale check in limited situations, though, where the PCs obviously out-power the opponents or the opponents most assuredly will die if they continue to fight. There is a strong likelihood that the GM will only sparingly allow PCs to employ this tactic.

PC Morale: PCs do not have morale scores. Run if you want, fight if you want; the decision is entirely up to you.





Spells are an important aspect of *Myth & Magic* and this chapter explains most of what concerns a spellcasting PC or NPC.

Schools of Magic

Arcane spellcasters categorize their spells into schools. Divine spellcasters recognize the schools of magic, but also implement spheres of influence that more accurately reflect areas of common worship, such as animal, protection and sun.

The Nine Schools

Here is a list of all nine schools and a quick description of each:

Abjuration: This school encompasses spells that protect others, prevent harm, and banish unwanted agents or creatures.

Alteration/Transmutation: This school focuses on the manipulation of structure. Its spells alter the form of living and inanimate things.

Conjuration/Summoning: Spells of this school bring into existence or call forth living or inanimate things. Casters of conjuration and summoning spells often gain temporary control over creatures that appear.

Divination: Such spells impart knowledge through the senses. Divination spells can reveal information about the truth of something or someone.

Enchantment/Charm: These spells enhance an object's properties or the attitude of a living creature. Some charm spells allow for the caster to control the target. A high Wisdom grants a bonus versus these spells.

Evocation/Invocation: This school handles energy manipulation. Evocation usually involves the caster controlling and morphing energy to create an object or effect. Invocation requires the assistance of a more powerful being.

Illusion: These spells trick and deceive their targets to believe that something else is occurring. Illusion spells are adjudicated almost entirely by the GM. Targets of an illusion generally do not receive a

saving throw unless they purposefully attempt to disbelieve the spell effect. Even so, the illusion may be so perfectly attuned that the GM does not allow a save. A rule of illusion is that an illusion is only as good as the caster who created it. They draw from personal experience, so a caster cannot create a truly believable illusion unless he is intimately familiar with whatever he is attempting to create.

Necromancy: Death and undead are the two most prevailing subject matters for necromancy, although some spells actually defy death by regenerating lost limbs and restoring life.

Universal: Basic essence of magic usable by all trained wizards.

Spell Descriptions

The following sections list all the arcane and divine spells in this basic rules set.

Spell Entries

Each entry has several sections that need to be understood.

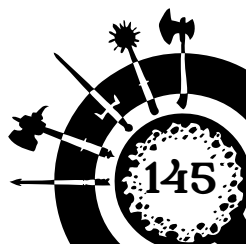
Name: This is the most common name for the spell. Note that some spellcasting communities may refer to the spell by a different name.

School: The school of magic (see above) is listed next to the spell's name in parentheses. This is true for both arcane and divine spells.

Reversible: Some spells can be memorized or prepared in reverse to achieve the exact opposite effect. The effects of the reverse spell are noted in the spell's description. Casters must prepare the reversed version of the spell.

Sphere: Divine spells are further categorized into spheres of worship. The sphere is listed in the entry below the name.

Range: A range indicates the point where the spell's magical energy takes effect. If more than one range is applicable, the most distant range is listed. For example, a spell that can benefit either the caster or a touched subject would have a range of Touch.



Personal: The spell originates with the caster and usually remains with the caster.

Touch: The spell originates on the caster's hand and must be transferred manually. A spell remains on the caster's hand for two rounds or until a target is touched.

Immediate: Up to 10 feet from the caster.

Close: Up to 50 feet from the caster.

Medium: Up to 300 ft from the caster.

Long: Long range spells can extend as far as 1 mile from the caster, but usually require line of sight, so the common long range spells originate within 900 feet of the caster.

Extreme: Extreme range spells can originate anywhere on the caster's plane and, if noted, can transcend planar boundaries.

The GM decides whether a target is within a spell's range. This is purely discretionary and factors in the inconsistencies of spellcasting.

Duration: This is how long the spell's effects last. GMs may wish to roll variable durations unless the caster could somehow glean the spell's lifespan. Most spells can be ended prematurely by the caster; however, any spell that actually created something or brought something into existence cannot be so dismissed.

An instantaneous duration is one where the spell's effects are instantly employed, leaving no residue. A permanent duration is one where the spell's effect is everlasting. Permanent durations are often only dismissed by dispelling magic or anti-magic.

Area of Effect: This entry describes what is affected by the spell. If an area, the entry lists the dimensions and usually in definite terms of feet or yards for simplicity.

Components: Almost every spell requires both verbal (V) and somatic (S) components. Some spells require a special material focus (M) and, if so, it is listed in the spell's description.

Myth & Magic does not force a spellcaster to employ minor material components. If desired, players can roleplay the use and procurement of such materials, but there is no inherent game requirement.

Casting Time: This entry details how long of a casting process is required before the spell takes effect. Casters begin casting on their initiative roll. Casting times are added to the initiative roll to determine when in the round the spell goes off. A spell sometimes has a casting time of 1 full round or longer, in which case the spell takes effect just prior to the caster's initiative during the last round of casting. For example, a spell with a casting time of 1 full round would come into effect before the caster's initiative the next round.

Casters can be interrupted if an opponent's initiative falls between the caster's initiative and the segment at which the spell's effects take place. If the caster is damaged during casting, the spell is lost, but the spell

slot is not. There are class talents that allow a caster to continue a spell's casting even after taking damage.

Saving Throw: This entry details whether a save is allowed, which save is required and the result of a successful save. 'Half' means half damage is suffered on a successful save. 'Negates' means a successful save thwarts all of the spell's effects. 'None' means no saving throw is allowed. Some spells make note here whether a saving throw is allowed if targeting an unwilling subject.

Any intelligent creature can willfully fail a saving throw. This allows the spell to fully function on the willing creature.

Physical barriers and objects that provide cover also provide some protection against spells that target an area of effect (Reflex saves). In this case, the saving throw may be altered. See the *Situational Modifiers* section of *Chapter 9: Combat* for more details on how cover affects a saving throw.

Arcane Spells/Level

Level 1 Arcane Spells

ALARM

Abjuration

Range: Touch

Duration: 4 hrs. + 1 hour/level

Area of Effect: 30 ft. radius cylinder

Components: V, S

Casting Time: 1 full round

Saving Throw: None

The caster wards an area to set off an audible or private alarm when any creature enters. The caster may specify how large of a creature automatically sets the alarm off, allowing very small creatures, such as rabbits or rats to pass. As soon as a forbidden creature enters the area without first uttering a password set at casting, the alarm either loudly rings or sets off an internal alarm in the caster. If audible, it is loud enough to hear from 60 ft. away. The alarm persists for one round. Creatures on another plane do not trigger the alarm, but invisible, gaseous or incorporeal creatures do.

ARCANE ARMOR

Abjuration, Conjunction

Range: Touch

Duration: 1 hr/level (Special)

Area of Effect: Subject touched

Components: V, S

Casting Time: +4

Saving Throw: None

The caster covers the subject in tangible energy that serves as a protective field. Arcane armor grants the subject a +4 armor bonus to their Armor Class; however, the protective barrier emanates from the subject's skin, so those already wearing armor granting a +4 or higher bonus do not enjoy the full bonus of this spell. (A cumulative +4 bonus is the maximum.) Furthermore, it adds no bonus to an existing shield spell, but does allow for bonuses to Dexterity, held shields or



other magical items granting protection less than +4. The protective field is tangible and subject to damage. The spell ends upon either its duration or when the subject suffers a total of 10 hit points plus 1 hit point per 2 caster levels.

ARCANE MARK Universal

Range: Touch
Duration: Permanent (Special)
Area of Effect: Max 1 sq. ft.
Components: V, S
Casting Time: +1
Saving Throw: None

The caster scribes his personal arcane mark, and up to six additional characters, on any surface. The writing can be visible or invisible. If invisible, spells and items that detect invisibility reveal it, such as *detect invisibility*, *true seeing*, a *gem of seeing*, and a *robe of eyes*. A *read magic* spell also reveals the writing. Arcane marks cannot be dispelled by another caster, but can be dispelled by the caster or removed by an *erase* spell. Marks scribed on a living subject are not permanent and fade with time.

AUDIBLE ILLUSION Illusion/Phantasm

Range: Medium
Duration: 1 min./level
Area of Effect: Special
Components: V, S
Casting Time: +1
Saving Throw: Special

The caster creates a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound is created, but cannot produce more sound than what would originate from 4 medium-sized humanoids per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The sound need not mimic humanoids only, though. A horde of rats running and squeaking is about the same volume as eight humans, while a roaring lion equals double that value of humans. So, the caster can create the sound of anything, even a dragon, if he has enough levels.

This spell can enhance the effectiveness of a *phantasmal image* spell.

A Will save is allowed if the illusion is interacted with, which normally requires actually searching out the sound to no avail.

BURNING HANDS Evocation

Range: Immediate
Duration: Instantaneous
Area of Effect: 10 ft. cone
Components: V, S
Casting Time: +1
Saving Throw: Ref half

The caster places his hands together, fans out his fingers and shoots forth a torrent of flame. The flame emanates in a wide 120 degree cone from the caster's fingers and encompasses anyone within 10 ft. of the caster. The flames deal 1d4 hit points plus 2 hit point per level of damage. Materials that could catch fire do and require immediate extinguishing.

CHANGE SELF Illusion/Phantasm

Range: Personal
Duration: 10 min/level
Area of Effect: N/A
Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The caster disguises his appearance and that of his clothing and equipment to appear differently. He cannot attempt to appear as another creature type, such as a human caster attempting to look like a troll, and must remain the same size. Aside from these restrictions, the caster can generally alter his appearance in any way.

Someone coming into direct contact with the caster, or who would otherwise have cause to believe the caster is a magical rouse, may be given a Will save if an attempt to disbelieve is made.

CHARM PERSON Enchantment/Charm

Range: Close
Duration: Special
Area of Effect: Targeted subject
Components: V, S
Casting Time: +1
Saving Throw: Will negates

The caster charms a humanoid target up to medium-sized. The target need not be human, or even a playable race; any monster that fits the description of humanoid can be affected by this spell.

The target receives a saving throw. During the round this spell is cast, any hit point damage inflicted by the caster's allies accrues normally, but also provides a like bonus on the save. For example, if the caster's allies inflict 10 points of damage while the caster is casting, the target receives a +10 bonus on his save.

On a failed save, the target does not automatically become the caster's thrall. The target simply views everything the caster says as that of a friend. Thus, suggestions to perform obviously dangerous tasks break the charm. Furthermore, any acts of aggression toward the target by the caster or the caster's allies also end the spell.

The duration of the charm, provided no intervening event disrupts it, can be permanent, but subsequent saves are allowed on a schedule based on the Intelligence of the target.

Intelligence Score	Time Between Checks
3 or less	2 months
4-9	1 month
10-12	2 weeks
13-14	1 week
15-16	2 days
17	1 day
18	1 hour
19 or more	1 minute

Note: Even after the spell expires, the target knows he was under a mind-affecting charm and remembers everything that happened.



CHILL TOUCH

Necromancy

Range: Touch
Duration: 1 hour
Area of Effect: N/A

Components: V, S
Casting Time: +1
Saving Throw: None

The caster's hands become enveloped in a crackling blue field of chilling energy. Touching a living creature deals 1d4 points of damage. In addition, the target is weakened, causing the target to suffer a -1 penalty to all combat rolls and Strength checks for the spell's duration.

Touching an undead creature deals no damage, but forces the undead creature to flee for 1d4 rounds plus 1 round per caster level unless the creatures succeeds on a Will save.

COLOR SPRAY

Alteration

Range: Close
Duration: Instantaneous
Area of Effect: 20 ft. cone

Components: V, S
Casting Time: +3
Saving Throw: See below

A cone of flashing color erupts from the caster's outstretched hand. Up to 1d6 creatures in the area of effect around the caster are affected, unless they are already blinded. Those that have an equal or greater amount of levels or HD to the caster's level receive a Will save to thwart the spell; those that have less in levels or HD than the caster has in levels receive a -2 on the save.

The effects of succumbing to color spray depend on the amount of HD the subjects have. Those having a lesser amount of HD than the caster fall unconscious for 2d4 rounds. Those having equal HD are blinded for 1d4 rounds. Those having 1 or 2 more levels HD than the caster are stunned for 1 round. Those having 3 or more HD are unaffected. They are immune to the spell's effects.

COMPREHEND LANGUAGES

Alteration

REVERSIBLE

Range: Personal
Duration: 5 min./level
Area of Effect: N/A

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster is able to understand the words of one touched creature or writing. (If cast on a writing, the caster can read at a rate of 250 words per minute.) This spell can only decipher the words; it does not impart upon the caster the ability to write or speak the language. It also does not pierce magically indecipherable or invisible words. In other words, certain spells can ward against this spell.

The reverse of this spell renders a writing or a creature incomprehensible and confusing for the duration.

DANCING LIGHTS

Evocation

Range: Medium
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates one of the following: up to four lights that resemble lanterns or torches (and cast that amount of light), up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. Lights cannot blind and wink out if they travel beyond the spell's range.

DEFLATE

Enchantment/Charm

Range: Close
Duration: 1 min./level
Area of Effect: 10 ft. radius burst

Components: V, S
Casting Time: +1
Saving Throw: Will negates

Creatures in the area of effect with Intelligence scores of 4 or higher feel a curb in motivation that causes them to pull some of the power back from their attacks. All attacks suffer a -1 penalty to attack and a -2 penalty to damage rolls. This spell can also be used in non-combat situations where the caster wishes its target(s) to be more complacent.

DETECT MAGIC

Universal

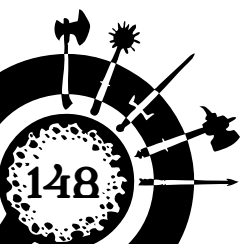
Range: Personal
Duration: 2 min./level (Concentration)
Area of Effect: 60 ft. cone

Components: V, S
Casting Time: +1
Saving Throw: None

The caster sees magical auras. The intensity of the aura highlights the power level of the magic (dim for up to 2nd level, faint for 3rd to 5th, moderate for 6th to 8th, strong for 9th and overwhelming for artifacts). The caster may attempt an Exceptional (TC 20) Intelligence check (adding any bonus for proficiency in Spellcraft) to discern the school of magic. It is possible for the caster to become confused by overlapping magical effects, and he may need to spend several minutes acclimating himself to the various auras. Also note that certain summoned creatures, while not magical themselves, may still resonate the conjuration magic if they arrived just prior to casting.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.





DETECT UNDEAD

Divination

Range: Personal
Duration: 30 min. (Concentration)
Area of Effect: 60 ft. cone

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster detects the presence, but not type, of all undead creatures within range in the general direction of his sight.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

The spell can pierce barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or earth blocks it.

ENLARGE

Alteration

REVERSIBLE

Range: Close
Duration: 5 min./level
Area of Effect: 1 creature or object

Components: V, S
Casting Time: +1
Saving Throw: Fort negates

The caster enlarges a creature or object one size category per five levels. Thus, for example, either a small creature, such as a goblin, or a small object, such as a short sword, could be enlarged by a 1st level caster to be the size of an adult male or long sword, respectively.

All equipment worn or carried is also enlarged to accommodate the spell. Surroundings, however, don't. If insufficient room exists for the creature or item to reach the desired size, the spell will only grow the target until the maximum size is attained before causing structural damage.

Although a targeted creature's combat capabilities generally do not change, their Strength increases 3 points for every size category grown. If the targeted creature is monster, or otherwise does not have listed attributes, the target receives a +2 damage bonus per size category increase (for ease of play).

The reverse of this spell not only negates enlarge, but also shrinks the targeted creature or object in the same way enlarge increases its size. The same rules apply, although in reverse.

Unwilling creatures targeted by either enlarge or its reverse application receive a save.

ERASE

Alteration

Range: Medium
Duration: Permanent
Area of Effect: Targeted writing

Components: V, S
Casting Time: +1
Saving Throw: None

This spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. The caster can remove *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *arcane marks*, but cannot remove *illusory script* or *sym-*

bols. Nonmagical writing is automatically erased if the caster touches them; otherwise, there is a 90% chance of success. Magical writings must be touched to be erased, and require a roll by the caster to successfully erase. The chances are 30% plus 10% per 2 caster levels, to a maximum of 90%. A failed attempt to erase a magical script that could trigger a trap or spell effect does trigger it.

FEATHER FALL

Alteration

Range: Medium
Duration: 1 rd./level
Area of Effect: Special

Components: V
Casting Time: +1
Saving Throw: None

The caster effectively transforms the weight of targeted creature(s) or object(s) immediately to that of a feather. The rate of falling is instantly reduced to 20 feet per round, removing the chance of damage from falling. However, if the spell duration ceases during a fall, a normal rate of fall resumes. The caster may affect himself and/or a number of additional free-falling targets, provided a cumulative total weight of 200 pounds plus 200 pounds per caster level is not exceeded. While falling, the target(s) can be affected by winds strong enough to divert the target(s) course.

Provided the caster has not expended his actions in a round, the caster may cast this spell as a reaction, thus interrupting the initiative order.

FLOATING DISC

Evocation

Range: Close
Duration: 30 min. + 10 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates a slightly concave, circular plane of force, 3 feet in diameter and 1 inch deep at its center, that floats 3 feet above the ground and obeys the commands of the caster. The disc holds 100 pounds per caster level. When not commanded to move toward a specific point, the disc simply floats near the caster. If the distance between the caster and the disc exceeds close range, the disc simply vanishes and its burden falls.

FRIGHTEN

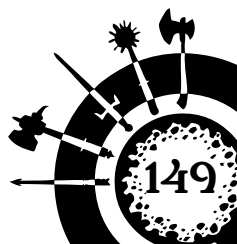
Illusion/Phantasm

Range: Close
Duration: Special
Area of Effect: 1 living creature

Components: V, S
Casting Time: +1
Saving Throw: Will negates

The targeted creature sees the caster as a frightful presence in pursuit, forcing the frightened subject to flee from the caster. The target remains frightened until a successful saving throw is rolled in a subsequent round; the target receives only one such save per round. All saves rolled after a failed save suffer a cumulative -2 per caster level (maximum -12).

The spell functions only against living creatures smart enough to understand its fears, so targets with an Intelligence score less than 2 are unaffected.



Spells: Arcane Level 1

GREASE

Conjuration

Range: Short
Duration: 1 min./level
Area of Effect: 10 x 10 ft.

Components: V, S
Casting Time: +2
Saving Throw: Special

A grease spell literally covers a solid, material surface with a slippery layer of grease. Any creature in the area when cast, or later entering the area, must succeed on a Reflex save or fall. Those who succeed must walk slowly and can exit the area with a full round's worth of actions. Any other forms of movement, including combat, requires additional saves and some movements, such as running, impose a -4 penalty on the save.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while creatures wielding or employing a targeted item receive a save to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. Trying to pick up a greased item requires a save.

The caster can end the effect with a single utterance; otherwise, it lasts for one minute per level.

GULF'S STONE STORM

Conjuration

Range: Medium
Duration: Instantaneous
Area of Effect: 1 creature per 2 levels

Components: V, S, M
Casting Time: +3
Saving Throw: Ref half

The caster conjures forth numerous fist-sized stones that rain down upon those targeted in range. A d6 is rolled to determine how many stones strike each target. Each stone deals 1 hp of damage.

Material Component: The caster needs a handful of sand, which is blown off his hand towards the area of effect.

HOLD PORTAL

Universal

Range: Close
Duration: 1 min./level
Area of Effect: One portal up to 20 sq. ft./level

Component: V
Casting Time: +1
Saving Throw: None

This spell magically holds shut a door, gate, window, shutter or valve of wood, metal, or stone. The spell holds the portal shut as if it were securely closed and locked. The magic can be dispelled by a *knock* spell, *dispel magic* or by the effort of an extraplanar creature with at least 4 HD. Held portals can be broken down with a Strength check one TC higher than what is normally required.

HYPNOTISM

Enchantment/Charm

Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: 30 ft. cube

Components: V, S
Casting Time: +1
Saving Throw: Will negates

The gestures of the caster, along with his droning incantations, fascinate 1d6 nearby creatures and make them more apt to find his subse-

quent suggestions reasonable. After the spell is cast, the caster makes a reasonable request, which must also be in the native language of those hypnotized. If the targets are in combat with the caster or his allies, or in an otherwise hostile mood, they receive a +2 save bonus. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

IDENTIFY

Universal

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S, M
Casting Time: Special
Saving Throw: None

The caster can identify the properties of any magical items touched after the spell is cast, as well as determine the method(s) of activation. How much information the spell reveals (such as the number of remaining charges or attack bonus) is at the discretion of the GM. The magical items must first be prepared, a ritual taking at least 8 hours, where the caster attempts to remove any substances that could disrupt the spell. A magical salve costing 100 gp per cleansed item is required.

This is not a foolproof process – disruptions do occur. The caster performs a level check against an Exceptional (TC 20) task and any natural 1 result is a failure regardless of level. Items improperly identified contain disrupting magic and the caster must further study the object and wait until he gains a level of experience to attempt another identification.

This is also a very demanding spell to cast. Attempting to separate magical auras into small pieces of information saps the caster's vitality. He loses 8 points of Constitution that are not regained until a full night's rest.

JUMP

Alteration

Range: Touch
Duration: 2 min. + 1 min./level
Area of Effect: Subject touched

Components: V, S
Casting Time: +1
Saving Throw: None

The subject can, once per round, jump a great distance straight upward or forward. Leaps can be up to 30 feet, but those having a proficiency in any skill related to jumping can leap 60 feet.

LIGHT

Evocation

Range: Medium
Duration: 10 min./level
Area of Effect: 20-ft. radius burst

Components: V
Casting Time: +1
Saving Throw: None

This spell creates a light equal to that of a torch in a 20-ft. radius; the area immediately beyond this light is awash in shadowy illumination. The caster chooses a solid point he can clearly see (such as a rock) to serve as the center of the spell's area of effect.

If cast on a moveable object, the spell will travel with the object if moved. If cast on a creature, it will also move with the creature, but the targeted creature can easily cover the light. This spell originates at the top point of any object or creature.





Light taken into an area of magical darkness, or cast to emanate from within magical darkness, does not function. The darkness prevails.

MAGIC MISSILE	Evocation
Range: Long	Components: V, S
Duration: Instantaneous	Casting Time: +1
Area of Effect: Up to 5 targets	Saving Throw: None

The caster shoots forth a missile (or missiles) of magical energy that sail toward its target(s) and unerringly strike. Targets must be clearly visible, so concealment still subjects the target to the spell, but near full concealment may not. Each missile deals 1d4+1 point of damage.

For every two caster levels beyond 1st, the caster gains an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. The caster may shoot multiple missiles at one target or split them up however he wants at several targets.

MAGICAL AURA	Illusion/Phantasm
Range: Touch	Components: V, S
Duration: 1 day/level	Casting Time: 1 full round
Area of Effect: Special	Saving Throw: None

The caster alters an item's aura so that it registers to magical detection as though it were either nonmagical or of a different magical school. This effectively masks the item's true magical identity.

If the object bearing this spell's protection is targeted by an *identify* spell, the caster attempting to identify only factors half his level for the check. A failed roll is undetected; the caster believes the ruse and no amount of additional testing or casting reveals the origin school of its true magic.

If the targeted item's own aura is exceptionally powerful (an artifact, for instance), magical aura doesn't work.

MANIPULATE FLAMES	Alteration
Range: Close	Components: V, S
Duration: 2 rds./level	Casting Time: +1
Area of Effect: 10-ft. radius	Saving Throw: None

This spell enables the caster to manipulate all nonmagical flames in a 10-ft. radius to decrease in size and brightness to virtually nothing or to increase in size and brightness to a point of blazing glory. The spell also allows the caster to remove any smoke that may emit from burning flames by manipulating the flames to feed from arcane energy and not oxygen. All flames still extinguish upon the depletion of their fuel and they still can damage and burn.

An alternate application of this spell is to quickly extinguish all flames in the area, which is an instantaneous effect.

MENDING	Alteration
Range: Medium	Components: V, S
Duration: Permanent	Casting Time: +1
Area of Effect: 1 object	Saving Throw: None

This spell repairs small breaks or tears in objects (but not warps caused by spells such as warp wood). It will weld metallic items such as a ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by this spell. Repaired magical items do not retain their magical qualities, though.

The targeted object cannot have more than 1 cubic foot per caster level in volume.



Spells: Arcane Level 1

MESSAGE Alteration

Range: Close
Duration: 5 rds./level
Area of Effect: Special
Components: V, S, M
Casting Time: +1
Saving Throw: None

The caster can whisper messages and receive replies with little chance of being overheard. The caster covertly points his finger at each creature he wants to communicate with and up to 1 subject per caster level can be allowed to hear the message. When the whisper is uttered, the message travels and is audible to all targeted creatures. Targeted recipients can communicate back to the caster by whispers heard only by the caster. The caster need not remain within range to hear the replies.

The caster need only see a part of the targeted recipient(s). The message can move around barriers to reach its destination.

MOUNT Conjuraton/Summoning

Range: Close
Duration: 2 hrs. + 1 hr./level
Area of Effect: N/A
Components: V, S
Casting Time: 10 rounds
Saving Throw: None

The caster conjures a mount to serve willingly and well for the duration of the spell. The actual type of mount depends on the caster's level. Casters less than 12th level may only summon a light horse, donkey, mule or camel. At 12th level, the caster can summon an elephant and a 15th level caster can summon a griffon or giant eagle.

The mount comes equipped with a bit and bridle and saddle. At the expiration of the spell, the mount simply vanishes, so a caster riding an aerial mount would do well to land first.

MINOR CANTRIP Universal

Range: Immediate
Duration: Concentration
Area of Effect: Special
Components: V, S
Casting Time: +1
Saving Throw: None

Minor cantrip is a spell that creates a minor magical effect that can be used to entertain, help with household chores or cure a nuisance like soaked clothes. This spell cannot create potent magic and can never produce a damaging effect. While the utility of this spell is limitless, common applications include drying wet clothes, keeping food fresh longer, cleaning a spill and causing small flashes of sparkling light.

OBSCURING FOG Evocation

Range: Medium
Duration: 1 min./level
Area of Effect: See below
Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates a wall of vaporous and misty fog that obscures all sight, including enhanced vision, beyond 2 to 5 feet, creating 90% obscurement. The duration of this spell can be cut in half by winds, and may even end by extremely powerful winds. The spell creates a wall of this obscuring mist that is 20 feet tall, 20 feet deep and 10 feet/level long.

PHANTASMAL IMAGE Illusion/Phantasm

Range: Long
Duration: Concentration (Special)
Area of Effect: 400 sq. ft. + 100 sq. ft./level
Components: V, S
Casting Time: +1
Saving Throw: Special

This spell creates the visual illusion of any object, creature or force, as visualized by the caster; however, this spell cannot create sound, smell, texture or temperature. The illusion is completely controlled by the caster, who can force it to move in any way, within the limits of the spell's area of effect. (While the illusion can spring from any point within range, it cannot move beyond the area of effect, which is centered on the point of origin.) The illusion persists until the caster stops concentrating on maintaining it, or until the illusion is struck by someone and the caster fails to make the illusion react appropriately. Those that attempt to disbelieve the illusion receive a Will saving throw (at +4).

PROTECTION FROM EVIL Abjuration

REVERSIBLE

Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched
Components: V, S
Casting Time: +1
Saving Throw: None

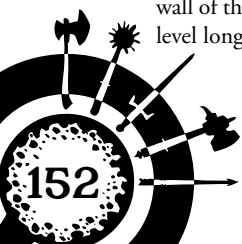
This spell creates a 1-ft. thick magical barrier around the subject that moves with the subject. The barrier has three major effects:

First, all attacks against the subject made by evil creatures suffer a -2 penalty to the attack roll and the subject receives a +2 bonus on any saving throws made against evil creatures.

Second, the barrier blocks any attempt to possess the warded subject (by a *magic jar*, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected subject, but it suppresses the effect for the duration of the protection from evil spell. If the protection from evil spell ends before the effect granting mental control, the would-be controller is then able to mentally command the subject. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures, such as an imp for example. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil. Good-aligned summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the subject.

This spell can be reversed (*protection from good*) to protect from good creatures and good-aligned effects, in which case the second and third benefits remain the same.





READ MAGIC Universal

Range: Personal
Duration: 2 min./level
Area of Effect: Special

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster is able to decipher magical inscriptions on objects, such as books, scrolls and weapons, that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of read magic. The caster can read one page or its equivalent, which is 250 words, per minute.

SHOCKING GRASP Evocation

Range: Touch
Duration: Instantaneous
Area of Effect: Subject touched

Components: V, S
Casting Time: +1
Saving Throw: None

The caster's touch becomes an electrically-charged weapon that delivers 1d8+1 points of damage per level (maximum 5d8+5).

SLEEP Enchantment/Charm

Range: Medium
Duration: 5 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: See below

This spell forces 2d4 HD worth of living creatures to slumber; no two creatures can be more than 30 feet apart. Creatures with the fewest HD are affected first.

Targets having 1 or fewer HD do not receive a Will save and are rendered unconscious. Targets with 2 to 3 HD receive a saving throw and success indicates the targets are dazed instead for 1d2 rounds, wherein they suffer a -2 penalty on AC, saves, and attack rolls. Targets with 4 or more HD receive a saving throw to negate the effect of this spell. A failed save dazes such targets for 1 round.

Slapping or wounding affected creatures rouses them (after one round) but noise does not.

SPIDER CLIMB Alteration

Range: Touch
Duration: 10 min./level
Area of Effect: Subject touched

Components: V, S
Casting Time: +1
Saving Throw: None

The recipient can climb and travel upon vertical surfaces and ceilings as well as a spider can. The subject can move his full movement speed, but must use both hands and feet during any movement on walls or ceilings.

SUMMON FAMILIAR Conjuration/Summoning

Range: Long
Duration: Special
Area of Effect: N/A

Components: V, S, M
Casting Time: 24 hours
Saving Throw: None

Through this ritual spell, the caster summons a familiar to serve as a magical companion. Doing so takes 24 hours of casting and uses up magical materials that cost 1,000 gp. A familiar is a magical beast that resembles a small animal, but one with a heightened intellect and fortitude. Familiars are small creatures (see the GM's chart below). The caster may only retain one familiar at a time and, in the event the spell ritual is unsuccessful or the familiar later dies, the caster can only attempt this ritual once per year.

If the spell is successful (which is determined by a roll performed by the GM) a familiar appears. Familiars have an Intelligence score of 8, although they cannot speak normally. They also have an additional amount of hit points equal to 4 plus 1 hit point per caster level, and an Armor Class of 13 plus 1 per two caster levels (maximum 20).

The caster links empathically to the familiar and can maintain a mental connection up to 1 mile away. The caster immediately receives heightened senses from his familiar, which grants the caster a +1 bonus to Wisdom checks to avoid being surprised. In addition to this heightened sense of awareness, the caster also receive a second boon depending on the type of animal received.

The caster may send commands via the empathic link. Commands must be basic and responses generally include a host of animalistic reactions to the familiar's current situation. Although the familiar is much more intelligent than almost all of its kind, it is still an animal and communication is limited.

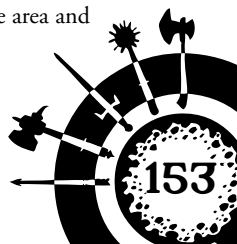
When within 60 feet of its master, the familiar shares its master's saving throws and suffers half damage from any failed save.

The familiar loses 1 hit point each day it is separated by more than 1 mile from its master. If the familiar dies, the master must make a Constitution-based shock survival check. Failure permanently removes 1d4 points of the master's Constitution that cannot be regained by any means short of *wish*.

The GM's rolls on the chart that follows to determine the type of familiar that arrives and the type of heightened sense gifted to the caster.

% Roll	Familiar*	Sensory Gift to Caster
01-24	None	None
25-50	Cat	Enhanced night vision & hearing
51-60	Crow	Enhanced short to medium ranged vision
61-70	Hawk	Enhanced distance vision
71-80	Owl	Night vision equal to elf, enhanced hearing
81-90	Toad	Enhanced angle vision (add'l +1 surprise rolls)
91-00	Weasel	Enhanced hearing & an extremely sharp nose

* The GM can substitute other small animals suitable to the area and provide new sensory gifts.



THERMOC'S REFLECTIVE DISC Abjuration

Range: Personal
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates a 3-ft. diameter disc that hovers in front of the caster's face. This disc remains invisible for the duration until a magical or supernatural gaze attack targets the caster. At that point, the disc transforms into a reflective mirror that returns the creature's gaze, causing the creature to make a saving throw versus its own gaze.

There is a difference between active gaze attacks, against which this spell protects, and effects the caster could suffer if the caster gazes upon the creature, a situation that this spell does not protect against.

THERMOC'S SHIELD Abjuration

Range: Personal
Duration: 5 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates an invisible barrier the size of a tower shield that comes into being in front of the caster. The shield negates magic missile attacks. The shield also provides +4 AC bonus.

UNHINGE Enchantment/Charm

Range: Medium
Duration: 1 min.
Area of Effect: 1 creature

Components: V, S
Casting Time: +1
Saving Throw: Will negates

This spell causes its target to hear a series of insults that forces the target to lose all composure and rush into a rage. The caster can make the target believe the insults originate from any other person in range. The target charges with either held melee weapons or his bare hands, and does so at the expense of other actions.

If the targeted subject of this spell cannot safely reach the person he believes to be issuing the insults, the spell may fail. This depends on how unsafe the charge would be.

UNSEEN SERVANT Conjuraton/Summoning

Range: Close
Duration: 1 hr. + 10 min./level
Area of Effect: 30-ft. radius

Components: V, S
Casting Time: +1
Saving Throw: None

An unseen servant is an invisible, mindless, and shapeless force, used to run and fetch, open unstuck doors, and hold chairs, as well as clean and mend. It can perform only one activity at a time and, since it is very weak, can carry only things weighing less than 20 pounds or move things along a smooth surface weighing less than 40 pounds. The servant is made of force and cannot fight in any way, nor can it be destroyed by normal combat. It can be magically dispelled and it vanishes after taking 6 points of damage from an area effect, all of which the servant receives no save against. The spell also ends immediately if the caster attempts to send it beyond the spell's range.

VENTRILOQUISM

Illusion/Phantasm

Range: Close
Duration: 5 mins + 1 min./level
Area of Effect: 1 creature or object

Components: V
Casting Time: +1
Saving Throw: Negates

The caster can make any sound he can utter, including his voice or the voice of another, seem to originate from another person or object in range. With respect to such voices and sounds, anyone who attempts to disbelieve receives a Will save (albeit at -2); however, if the subject is attempting to disbelieve multiple illusions at the same time, he may suffer a greater penalty to uncover the true source of this spell.

Level 2 Arcane Spells

AIR POCKET

Alteration

Range: Immediate
Duration: 10 min./level
Area of Effect: 10 ft. radius globe

Components: S
Casting Time: +2
Saving Throw: None

The caster morphs surrounding air into an invisible pocket filled with fresh air that can either be fixed to a specific point in range or applied to a creature, in which case the air pocket moves with the target. All those in the air pocket can breathe freely, even underwater, and are not subject to any harmful gases or air-borne toxins. If the pocket is brought underwater, it pops if brought below a depth of 30 feet. A sharp object can also pop the air pocket from either side, provided the invisible envelope is struck, which can either happen accidentally or with intent by a person who can see invisible or obscured objects.

ACID ARROW

Conjuraton

Range: Long
Duration: Special
Area of Effect: 1 target

Components: V, S
Casting Time: +2
Saving Throw: None

The caster's hand shoots forth a magical arrow of acid at a target in range. The caster must roll an attack but uses a Base to Hit equal to +1 per caster level and the roll assumes proficiency and does not factor normal range penalties. A successful shot inflicts 2d4 points of acid damage (which perhaps requires a saving throw for items on the target that suffer the acid damage). For every three levels, the acid, unless somehow neutralized, lasts for an additional round, dealing another 2d4 points of damage. At 6th level, for example, the acid lasts for three rounds total.

ALTER SELF

Alteration

Range: Personal
Duration: 3d4 min. + 2 min./level
Area of Effect: N/A

Components: V, S
Casting Time: +2
Saving Throw: None

The caster alters his appearance and form, but remains generally humanoid. He may appear one size smaller or larger than his normal size and may transform himself to take on the physical nature of the mirrored form; for example, if his chosen form is a bipedal creature with wings, the caster has working wings.





The caster does not gain any enhanced combat advantages of the new form, only its physical composition. The caster retains his AC, attack and damage stats, and his saving throws.

The caster's held or worn gear and equipment also transform in any way to accommodate the new form. Both the caster and his altered equipment revert back to normal upon the duration of this spell, or at the death of the caster, whichever occurs first.

ANIMATE ROPE Enchantment

Range: Close
Duration: 1 min./level
Area of Effect: 50 ft. + 5 ft./level

Components: V, S
Casting Time: +2
Saving Throw: None

The caster animates and commands a nonliving ropelike object. The ropelike object cannot be more than 1 inch diameter and 50 feet plus 5 feet per level in length. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). The caster can give one command each round.

The rope can only enwrap a creature or an object within 1 foot of it (it does not snake outward), so it must be thrown or hurled near the intended target. The rope does not inflict damage, but it can be used as a trip line or to cause a single opponent (who fails a Reflex save) to fall.

Note that the rope itself, and any knots tied in it, are not magical and that a typical hemp rope has AC 14 and take 2-4 points of slashing damage before tearing.

ARCANE LOCK Universal

Range: Touch
Duration: Permanent
Area of Effect: Object 30 sq. ft./level

Components: V, S
Casting Time: +2
Saving Throw: None

The caster uses this spell to magically lock a door, chest, or portal. The caster can freely open his own arcane locks and can give others a special password set at casting. *Dispel magic* or *knock* also breaches the arcane lock, but only for 10 minutes. Unlike *hold portal*, extraplanar creatures have no power over these locks.

BLUR Illusion/Phantasm

Range: Personal
Duration: 2 min. + 1 min./level
Area of Effect: N/A

Components: V, S
Casting Time: +2
Saving Throw: None

The caster's outline blurs, shifts, and wavers, giving him a +4 AC bonus to all attacks and a +1 bonus to saves specifically targeting the caster. A *detect invisibility* spell does not counter this spell, but effects at least equivalent to *true seeing* do.

CAUSE BLINDNESS Alteration

Range: Medium
Duration: Special
Area of Effect: 1 targeted creature

Component: V
Casting Time: +2
Saving Throw: Fort negates

The caster causes the targeted creature to become blind, able only to see various hues of gray and streaks of muted light. This is permanent and can only be removed by the caster or by being dispelled.

When blinded, one suffers a -4 on all rolls and AC.

CAUSE DEAFNESS Alteration

Range: Medium
Duration: Permanent
Area of Effect: 1 targeted creature

Component: V
Casting Time: +2
Saving Throw: Fort negates

The caster causes the targeted creature to become deaf. Deafened creatures suffer a -2 on all rolls and deafened casters must succeed on a Superior (TC 15) Intelligence check to cast a spell with a verbal component. A failed check removes the spell slot.

The effect of this spell is permanent unless dispelled.

CONTINUAL LIGHT Alteration

Range: Medium
Duration: Permanent
Area of Effect: 60-ft. radius

Components: V, S, M
Casting Time: +2
Saving Throw: None

This spell creates a larger and perpetual version of the *light* spell. It lasts until dispelled or countered by a spell able to do so. All other rules applying to *light* apply to continual light as well.

Continual light taken into an area of magical darkness does not function and if cast to emanate from within an area currently in magical darkness, the light will subdue the darkness.

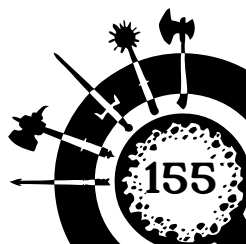
Material components: This spell requires a special diamond dust costing 50 gold pieces.

DARKNESS Alteration

Range: Medium
Duration: 10 min. + 1 min./level
Area of Effect: 15-ft. radius burst

Components: V, S
Casting Time: +2
Saving Throw: None

This spell causes the area to be filled with pitch darkness. All sight is negated, including enhanced vision that would normally allow one to see in the dark. Mundane light is useless and so too is any magical light effect of lower level. Magical light of equal power subdues the darkness if brought into being inside an existing burst of darkness. Higher level light spells and effects simply snuff it out.



DETECT EVIL

Divination

REVERSIBLE

Range: Personal
Duration: 5 min./level (Concentration)
Area of Effect: 180 ft. cone from caster
Components: V, S
Casting Time: +2
Saving Throw: None

The caster senses evil emanations. These emanations can originate from evil creatures, evil items, and areas tainted by desecration or the recent presence of a powerful, malevolent being. The power level of the evil emanation determines the power of the aura detected (dim, faint, moderate, strong, or overwhelming).

The duration listed above is the maximum amount of time the caster can continue to concentrate on the spell. The spell ends when the caster stops concentrating.

The reverse of this spell detects good emanations.

DETECT THOUGHTS

Divination

Range: Personal
Duration: 1 min./level
Area of Effect: 30 ft. cone from caster
Components: V, S
Casting Time: +2
Saving Throw: Will negates

The caster gains ESP and can detect the surface thoughts of any creatures in range. He must focus on one creature per round and can dig deeper into the target's thoughts if the caster spends more time concentrating on that target. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

As a mind-affecting spell, the target's Wisdom bonus applies, but the GM is also free to adjust this bonus, up or down, based on what the caster is attempting to discern.

ENHANCE

Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: Person touched
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster has 4 points from which he may increase one attribute of the subject. The maximum attribute score that can be attained by this spell is 20. Each score above 18 requires 2 of the 4 points to attain.

FLAMING SPHERE

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: 6-ft. diameter sphere
Components: V, S
Casting Time: +2
Saving Throw: Reflex half

A burning globe of fire appears and rolls anywhere in range upon the commands of the caster. The sphere moves 30 feet per round and can jump up to 30 feet to strike something. The sphere easily rolls over any barrier 4 feet or shorter. Creatures struck by the sphere must save or take 2d6 points of fire damage, and merely being within 5 feet of

the burning globe requires a save to avoid 1d6 points of fire damage. Saving throws are only allowed for creatures able to dodge away from the ball.

The sphere is comprised of normal fire and it burns flammable materials and can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The sphere winks out if commanded to move beyond close range.

FOG CLOUD

Evocation

Range: Medium
Duration: 5 min. + 1 min./level
Area of Effect: 40-foot diameter globe
Components: V, S
Casting Time: +2
Saving Throw: None

The caster creates a billowing fog cloud that obscures all sight, including enhanced vision, beyond 2 to 5 feet. A strong breeze disperses the fog in 1 minute; while a strong wind immediately ends the spell. The spell does not function underwater.

GOLDEN GLIMMER

Illusion/Phantasm

Range: Touch.
Duration: 1 hr./level
Area of Effect: N/A
Components: V, S
Casting Time: 1 full round
Saving Throw: Will negates

The caster touches an object or collection of objects weighing no more than 1 pound and temporarily causes the object(s) to appear to be made of pure gold. Any intelligent creature coming into contact with the object(s) has a chance to save. A successful save reveals the illusion.

If cast upon a series of coins to appear as if they were gold coins, a maximum of 50 coins can benefit from this spell.

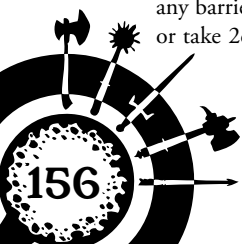
FRIGHTENING AURA

Enchantment/Charm

Range: Personal
Duration: 1rd. + 1 rd./level
Area of Effect: 25-foot radius from caster
Components: V, S
Casting Time: +2
Saving Throw: Special

This spell causes creatures in the area of effect with less than 6 HD to become overwhelmed with fear toward the caster and act as if they were under the effects of the *frighten* spell. They attempt first to flee as far away as possible and, if trapped or cornered and forced to fight, suffer a -2 on all rolls.

Most creatures do not receive a saving throw; however, any creature with elven blood or those that possess the ability to cast divine spells do receive a Will save. Any non-living creature or one with less than Intelligence 2 is unaffected.





GLITTERDUST

Conjuration

Range: Medium
Duration: 1d4 rd. + 1 rd./level
Area of Effect: 10 ft. radius

Components: V, S
Casting Time: +2
Saving Throw: Will negates

This spell conjures a cloud of golden particles that covers everything in the area of effect. Those in the area must save or become blinded (-4 penalties to attack rolls, saving throws, and Armor Class) and be visibly outlined by the glitterdust for the duration of the spell.

HIDEOUS LAUGHTER

Enchantment/Charm

Range: Close
Duration: 1 rd./level
Area of Effect: 1 creature per 3 levels

Components: V, S, M
Casting Time: +2
Saving Throw: Will negates

This spell causes the targeted creature(s) to drop to the floor and laugh uncontrollably. The laughter only lasts one round, but it is so severe, exhaustion follows for the remainder of the spell. This exhaustion imposes a -1 penalty to all combat rolls and AC.

Creatures with Intelligence scores of 4 or less are totally unaffected by this spell. Creatures with Intelligence scores of 5-9 save with a -4 penalty and those with higher Intelligence scores receive a normal save.

HYPNOTIC PATTERN

Illusion/Phantasm

Range: Medium
Duration: Special
Area of Effect: 30-ft. cube

Components: S
Casting Time: +2
Saving Throw: Will negates

The caster creates a twisting pattern of subtle colors in the air that causes any creature in the area of effect to save or become fascinated by the colors, thereby stopping to gaze on them intently. The total number of HD affected by this spell is 2d12. These subjects will remain fixed on the colors until the caster stops concentrating on the spell or they are damaged in any way.

ILLUSORY TRAP

Illusion/Phantasm

Range: Touch
Duration: Permanent
Area of Effect: Object touched

Components: V, S, M
Casting Time: 1 full round
Saving Throw: None

This spell creates the illusion that a small object, such as a lock or jewelry box, is trapped. It can be detected, but cannot be disarmed since it does not exist. The trap is only intended to dissuade those that would attempt to either steal the item or gain entry into an area.

This spell requires wink dust, a magical component made of brownie or pixie hair. If not procured in the wild, it generally costs 200 gp for the requisite amount to cast this spell once.

IMPROVED PHANTASMAL IMAGE

Illusion/Phantasm

Range: Medium
Duration: Concentration + 2 rounds
Area of Effect: 400 sq. ft. + 100 sq. ft./level

Components: V, S
Casting Time: +2
Saving Throw: Special

This spell functions almost exactly like the 1st-level *phantasmal image* spell, except that minor sounds can emanate from the image, but not speech. Also, the improved phantasmal image continues its duration for two rounds after the caster stops concentrating on it.

INVISIBILITY

Illusion/Phantasm

Range: Touch
Duration: 1 day (Special)
Area of Effect: Personal or creature

Components: V, S
Casting Time: +2
Saving Throw: Special

The caster causes himself or a touched object or creature to become invisible and vanish from all non-magical sight. The subject's gear becomes invisible too; however, anything later dropped becomes visible. If the subject picks something up, it is not invisible until stored away. The spell does not magically silence the subject.

The spell expires after 1 full day, unless the subject attacks someone. For purposes of this spell, an attack is a purposeful attempt to adversely affect a living or animate target with anything, even a spell.

Invisibility is similar to other illusions in that a Will saving throw is allowed if the illusion is interacted with. This normally means that the invisible creature was heard or left an obvious trail or mark.

KNOCK

Universal

REVERSIBLE

Range: Medium
Duration: Special
Area of Effect: Target 10 sq. ft./level

Components: V
Casting Time: +1
Saving Throw: None

The knock spell opens stuck, barred, locked, held, or magically locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains, if they are used to keep something shut. If used to open a magically locked door, the spell does not remove the former spell that keeps it locked, but simply suspends its functioning for 10 minutes. In all other cases, the effects of this spell are permanent. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. It also does not prevent later attempts to lock the object by mundane or magical means. Each casting of this spell can undo up to two means of preventing egress.

The reverse of this spell magically locks a targeted object.



LEVITATE

Alteration

Range: Close
Duration: 10 min./level
Area of Effect: 1 creature or object

Components: V, S
Casting Time: +2
Saving Throw: Fort negates

This spell allows the caster to move himself or another creature or object in range up and down as he wishes. The object or creature cannot weigh more than 100 pounds per caster level.

The caster cannot move the subject horizontally, but the recipient could scale along a wall or cliff if possible. Movement is restricted to 20 feet per round. If the subject is unwilling, or the object is held by someone, the subject receives a save.

A levitating creature finds it difficult to attack with melee or ranged weapons; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A round spent stabilizing and preparing for an attack allows the creature to begin again at -1.

LOCATE OBJECT

Divination

REVERSIBLE

Range: Personal
Duration: 1 min./level
Area of Effect: 100 ft./level

Components: V, S
Casting Time: +2
Saving Throw: None

The caster can sense the direction of a known or familiar object. As the spell's duration progresses, the caster moves and attempts to follow the spell, as it guides the caster to the object. A simple or nonspecific object, such as a key or ladder, can be found by simply visualizing it. To locate more specific or unique objects, the caster must be very familiar with the object either by having touched it or learned its specific history with impeccable precision. Note that creatures cannot be found with this spell.

The spell is blocked by a thin sheet of lead.

The reverse of this spell obscures the object from locate object and other magical means of divination for 8 hours.

MAGIC MOUTH

Alteration

Range: Close
Duration: Special
Area of Effect: 1 object or creature

Components: V, S
Casting Time: +2
Saving Throw: None

The caster imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be twenty-five words or less, can be in any language known by the caster, and can be delivered over a period of 10 minutes. The mouth cannot cast spells or use command words to activate items. It does, however, move to the words articulated, so if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, the magic mouth can be placed on any object, excluding intelligent animals or sentient vegetables.

The spell functions when specific conditions are fulfilled, according to the command set at the time of casting. Commands can be very general or highly specific. Some examples of very general commands are to speak "to the first creature that walks by," or "to the first creature with two legs." An example of a specific command is to speak "to the first beautiful elven female wearing elven chain and accompanied by a blind and elderly human mage". A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb. Only visual and audible triggers can be set and the spell can be duped by illusions or disguises

Command range is 15 ft. per level of the caster, so a 6th-level caster can command the magic mouth to trigger and speak from a distance of 90 feet.

MIRROR IMAGE

Illusion/Phantasm

Range: Personal
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +2
Saving Throw: None

Two to eight illusory duplicates of the caster come into being around him and perfectly mimic the moves and sounds made by the caster. Onlookers cannot discern which of the images is the real caster; each image must be struck to disappear. Every time an image disappears, or the actual caster is struck, the other images shuffle around and then continue to behave like the caster. The caster can also cause all the images to converge on him and then spread out when the caster moves, thereby making it impossible to track the caster's true location.

1d4 images plus 1 image for every three caster levels appear, to a maximum of eight images, when this spell is cast. Each image must remain within 5 feet of another image (or the caster).

MISDIRECTION

Illusion/Phantasm

Range: Close
Duration: 8 hrs.
Area of Effect: 1 creature/object

Components: V, S
Casting Time: +2
Saving Throw: Will negates

By means of this spell, the caster misdirects the information from a detection spell (*detect evil*, *detect invisibility*, and the like). The targeted recipient of this spell detects as if he, she or it were a) in a different place, b) an entirely different creature or object, provided there is a substitute in range, or c) composed of the opposite aura of alignment; whichever is most applicable. The caster or activator of the detection or divination spell or effect rolls the save. Success indicates the misdirection fails.

Note that this spell does not affect other types of divination (*augury*, *detect thoughts*, *clairvoyance*, etc.).





POCKET OF HOLDING

Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: Pouch or pocket

Components: V, S
Casting Time: 10 min.
Saving Throw: None

The caster touches one pouch or pocket and transforms it into a small extradimensional storage space. The space holds up to 100 pounds, but weighs nothing to whoever bears it. The pouch or pocket looks empty to others.

There are no space limitations in the pocket or pouch; however, the items placed inside must fit in the opening of the pouch or pocket.

If dispelled or expired, the extradimensional space spits out its contents.

PYROTECHNICS

Alteration

Range: Long
Duration: Special
Area of Effect: 1 fire up to 20 ft. cube

Components: V, S
Casting Time: +2
Saving Throw: See below

The caster chooses to turn an existing fire source into either a flashing burst of fireworks or a thick choking cloud of smoke.

Fireworks: This option causes the fire to erupt in a series of blinding firework flashes. Any creature within 120 feet with line of sight to the fireworks receive a Reflex save or become blinded for 1d4+1 rounds. Blinded subjects suffer a -4 on all rolls and AC.

Smoke: A thick, writhing stream of smoke billows forth from the fire and forms a choking cloud taking up a space 100 times greater in size than that of the fire. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even enhanced vision, is nullified. All within the cloud receive a Fortitude save or be partially blinded (-2 penalties to all rolls and AC). These effects last for 1d4+1 rounds after the cloud dissipates or after the subject leaves the area.

The spell may extinguish the fire source or damage a fire creature if used as a source. If the source is a 20-foot cube, the fire is extinguished; if much larger, it may be only diminished. Magical fires are never extinguished, but take 1 round to regain their former glory. Fire creatures receive a save to thwart the spell. Failure exposes the creature to 1 point of damage per caster level after the spell is complete.

RANDOM ACTION

Enchantment/Charm

Range: Close
Duration: 2 rounds
Area of Effect: 20 ft. radius

Components: V, S
Casting Time: +2
Saving Throw: Will negates

The caster forces 1d4 creatures in the area of effect to perform two full round's worth of random actions. These actions are never combative and cannot benefit either the subject or the subject's allies. Actions taken are purely random and always out of place, such as breaking out in song or dance, or breaking out a bag of dice to play bones. During the spell's duration, if any subjects feel threatened or suffer the effects

of any mundane or magical attack, the spell immediately breaks. If threatened, subjects will protect themselves and so they retain their full AC.

RAY OF ENFEEBLEMENT

Necromancy

Range: Close
Duration: 1 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +2
Saving Throw: Negates

A ray shoots forth from the caster's hand and strikes a target in range, weakening the target and reducing the target's Strength to 4, at which point the target suffers a -2 to all attack rolls and -1 on all damage. There may also be encumbrance issues, as well, which could impose additional penalties (see the *Combat* chapter for more.)

READ AURA

Divination

REVERSIBLE

Range: Close
Duration: Instantaneous (Special)
Area of Effect: N/A.

Components: V, S
Casting Time: +2
Saving Throw: Will negates

This spell allows the caster to see and read the aura of a creature or object. An aura not only reveals whether the creature or object is good, neutral or evil, but it also reveals lawful and chaotic emanations. Certain magical items and spells can thwart this spell.

The reverse of this spell is one such way to keep an alignment secret, but this lasts only for 1 hour.

ROPE TRICK

Alteration

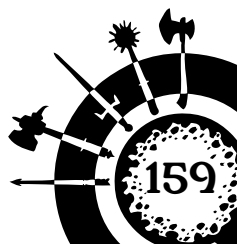
Range: Touch
Duration: 1 hour/level
Area of Effect: Special

Components: V, S
Casting Time: +2
Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The caster and up to seven others (a total of eight creatures) can climb up the rope and enter this extradimensional space, which is hidden from view to all those not in the space. The rope can be pulled up into the space and disappear. If the rope is visible, it can be pulled out of the extradimensional space.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot by 5-foot window centered on the rope. Those in the space are dropped out when the spell ends. The rope can be climbed by only one person at a time. Note that the spell also allows a climber to reach a normal, elevated height if they do not climb all the way to the extradimensional space.

There is a serious danger in creating or taking an extradimensional space into an existing extradimensional space.



SEE INVISIBILITY

Divination

Range: Personal
Duration: 10 min./level
Area of Effect: 30-ft. cone

Components: V, S
Casting Time: +2
Saving Throw: None

The caster sees any objects or beings that are hidden by magic, invisible or ethereal in close visual range (see the area of effect). The spell does not reveal the method used to obtain invisibility or etherealness, nor does it reveal illusions or enable you to see through opaque objects.

SHATTER

Alteration

Range: Medium
Duration: Instantaneous
Area of Effect: 5-ft. radius

Components: V, S
Casting Time: +2
Saving Throw: See below

A loud noise rings throughout the area and affects nonmagical objects of crystal, glass, ceramic, or porcelain, each weighing no more than 1 pound per caster level. All such objects in the area of effect that fail an appropriate save smash into dozens of pieces. Alternatively, the spell can target a single item or crystalline creature of up to 10 pounds per caster level. Crystalline creatures suffer 1d6 points of damage per caster level but can save for half damage.

The GM determines whether an object is strong or weak to sonic damage. (See the rules in the *Equipment* chapter on Item Saving Throws for more).

SPECTRAL HAND

Necromancy

Range: Medium
Duration: 1 min./level
Area of Effect: 1 target

Components: V, S
Casting Time: +2
Saving Throw: None

This spell creates a ghostly, glowing hand, shaped from the caster's life force, that the caster can freely move. Any touch attack spell of 4th level or lower that is cast by him during this spell's duration can be delivered by the spectral hand at +2 bonus to the caster's normal melee attack roll.

While controlling the hand, the caster should not perform any other actions. If another action is taken, the hand immediately returns to the caster and hovers nearby.

When engaged in melee, the hand receives flank and rear attack bonuses. The hand uses the caster's saving throws, has an Armor Class of 18 and has 1d4 hit points. If destroyed, the amount of hit points it had is the exact amount of hit point damage suffered by the caster.

STINKING CLOUD

Conjuration

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. radius globe

Components: V, S
Casting Time: +2
Saving Throw: Fort negates

The caster conjures a bank of nauseating vapors that billows forth from a point designated in range. Creatures caught in the cloud must save

or be struck by nausea, (-2 AC and d20 rolls) which lasts until 1d4+1 rounds after the creature leaves the cloud. A creature that saves must still roll a new save every round it remains in the cloud thereafter.

A strong breeze lessens the duration to 1 round, while a strong wind immediately disperses it.

SUMMON SWARM

Conjuration/Summoning

Range: Medium
Duration: Special
Area of Effect: 10-ft.

Components: V, S
Casting Time: +2
Saving Throw: Ref negates

The caster summons a swarm of small animals or insects to attack any creatures in a 10-ft. area. The swarm is composed of real animals or insects, but, as a whole, the swarm is powered by magic, so it can be dispelled. Those in the area of effect that fail their save attract at least a portion of the swarm and must spend their rounds fending off the swarm, in which case they suffer only 1 point of damage. If not paying attention to the swarm and pursuing other actions, each round these subjects suffer 1d6 points of damage plus 1 point of damage per 2 caster levels.

As a whole, the swarm has 2 hit points per caster level. It only takes damage as a whole and only takes damage from fire and certain area effects that would sensibly affect the swarm, such as a blast of fire or gust of wind. Normal weapons do not harm the swarm.

Upon casting, the GM determines what type of animal or insect swarm appears. Swarms are composed of either crawlers (such as rats, spiders, beetles, or centipedes) or flyers (such as bats, bees, wasps, or mosquitoes). Once summoned, the swarm will respond to an immediate command by the caster and will respond to subsequent commands, if the caster concentrates. If the caster stops concentrating, the swarm usually continues to attack whatever creature it already focused on, but the swarm is free to act.

The swarm lasts until destroyed or it disperses on its own after the caster stops concentrating, an event that usually takes two rounds.

WEB

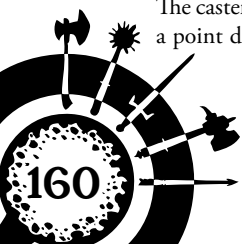
Evocation

Range: Close
Duration: 10 min./level
Area of Effect: One 10 ft. cube/level

Components: V, S
Casting Time: +2
Saving Throw: Ref negates

This spell creates a many-layered mass of strong, sticky strands that, in a manner similar to normal spider webs but much more potent, can trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points (e.g., floor and ceiling) or else the web collapses upon itself and disappears.

Creatures caught within the spell's area, or later coming into contact with it, must immediately save or become stuck. Note that simply attacking an entangled creature with a melee weapon (since ranged weapons are generally ineffective) does not subject the attacker to a save. Creatures having the web thrust upon them suffer a -2 to their saving throw; while later touching the web imposes no such penalty.





Creatures caught in the web with Strength scores of less than 15 cannot break out of the web and must wait for the spell to expire. Creatures with Strength scores of 15 or higher can break free of a 10 ft. cubicle area with either an Exceptional (TC 20) Strength check or two full round's worth of struggles.

Furthermore, the strands of a web spell are flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any source of fire can set the web alight and burn them away in one round. All creatures within flaming webs suffer 2d4 points of fire damage from the flames.

WHISPERING WIND Alteration

Range: Long
Duration: Special
Area of Effect: 2-ft. radius

Components: V, S
Casting Time: 2
Saving Throw: None

The caster sends a message or sound to a designated and familiar area up to one mile per caster level away. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The caster can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air. The caster can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as 6 miles per hour. When the spell reaches its objective, it swirls and remains until delivered. As with magic mouth, this spell cannot be used to cast a second spell or to activate a magical item or effect.

Level 3 Arcane Spells

BLINK Illusion/Phantasm

Range: Personal
Duration: 1 rd./level
Area of Effect: The caster

Components: V, S
Casting Time: +1
Saving Throw: None

Every round, on a random initiative roll, the caster turns invisible. The invisibility lasts until either the very beginning of the next round or until the caster acts in a hostile manner toward any creature or object.

The caster rolls two d10 initiative rolls, one for his initiative to act and one to determine when the invisibility takes hold. If the caster's personal initiative is less than the spell's, he can take a primary and secondary action before being rendered invisible. If the spell's initiative is less than the caster's, the caster is first rendered invisible and then, on his initiative, he may take his actions while invisible.

Opponents may affect the caster normally when the caster is visible. If an opponent pinpoints the location of the invisible caster, the caster still enjoys 90% concealment.

CLAIRAUDIENCE Divination

Range: Extreme
Duration: 1 min./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster focuses on a familiar place on his current plane of existence and projects his hearing to that location. Unbeknownst to any in that area, the caster can then eavesdrop and hear any sounds he would normally hear if he were currently present.

The spell actually creates an invisible sensor that, if detected, can be dispelled but not otherwise interacted with.

CLAIRVOYANCE Divination

Range: Extreme
Duration: 1 min./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

This spell functions similarly to *clairaudience*, except the caster can actually see through the invisible sensor. He cannot hear through it. The sensor has no enhanced vision, so it cannot transmit well in shadowy illumination or darkness.

DISPEL MAGIC Universal

Range: Medium
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: +4
Saving Throw: None

This spell has two distinct functions. The first functions as an area effect and encompasses multiple magical emanations. The second function targets either a single creature or item.

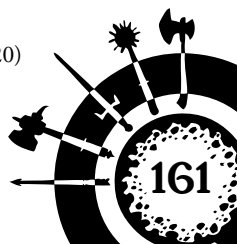
If using this spell as an area effect, its area is a 30 ft. burst. All potions and magical effects that have a duration other than permanent are dispelled on a successful dispel check. A successful check will also disrupt any spellcasters in the midst of casting.

Permanent magical items and creatures composed entirely of magical essence must be specifically targeted with this spell. In this case, dispel magic only affects that single item or creature. The magic is rendered suppressed and the creature is decomposed for 1d4 rounds on a successful dispel check.

Area Dispel Checks: A dispel check is a d20 roll, with no modifiers. A check must be performed against every ongoing magical effect. If the caster can cast the spell from which the magic originates, the dispel is successful on an Average (TC 10) check. If the caster cannot cast the spell from which the magic originates, the complexity is Superior (TC 15).

Targeted Dispel Checks: This is still a d20 roll. Magical creatures are always temporarily decomposed on an Average (TC 10) check. Targeted magical items warrant a higher roll.

- Wands and Staves: Superior (TC 15)
- Other Magical Items: Exceptional (TC 20)



DWARVEN EYES

Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: Creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The recipient of this spell gains the same enhanced vision as that of the dwarf, allowing him to see in non-magical darkness up to 60 feet. With dwarven eyes, the recipient must ensure that any sources of light are behind his field of vision; direct light can prove damaging and blind the subject for 1 round

EXPLOSIVE RUNES

Alteration

Range: Touch
Duration: Special
Area of Effect: 10-ft. radius from object

Components: V, S
Casting Time: +3
Saving Throw: See below

The caster places mystical runes upon a small object, such as a book, scroll or box. When the runes are read, they explode and deal 4d6+6 points of damage to the reader, no save. Anybody within 10 feet of the explosive rune receives a Reflex save for half damage. The object that the explosive runes are cast upon receives an item saving throw to avoid destruction. (The caster can create a password bypass to avoid detonation.)

Finding explosive runes is difficult. Those skilled in detecting magical traps suffer a -10 penalty on the roll to detect them, regardless of skill level. Anyone able to cast this spell can more easily detect the trap, having no higher than a +1 bonus per caster level to notice it. Magical spells that solely function to find traps automatically reveal the explosive runes.

FIREBALL

Evocation

Range: Medium
Duration: Instantaneous
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Ref half

A beam of red light emanates from the caster's outstretched finger and ends at a point in range. A small bead then forms and begins to travel the beam. Unless the bead or beam is interrupted by a solid object or creature, the bead blossoms into a fireball as it approaches the end of the beam. The fireball explodes with a low roar when it reaches the end, dealing 1d6 points of damage per level (max 10d6) to those in the area of effect. Any unattended object must save or be destroyed (unless the object is immune to fire), and all surrounding combustibles, including worn cloaks of those that do not save, may catch fire.

FLAME MISSILES

Alteration

Range: Close
Duration: 1 rd
Area of Effect: 20 ft. radius

Components: V, S
Casting Time: +3
Saving Throw: None

The caster inflames all normal small missiles within 20 ft. of his current position. These ranged missiles retain the magical flame until the caster's initiative next round. These missiles deal an additional 1d6

points of fire damage on successful attacks and may affect combustibles. The magical fire wreathes the missiles, but doesn't actually touch the missile, so no damage is done.

FLY

Alteration

Range: Touch
Duration: 10 min./level
Area of Effect: Creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The caster imbues a touched subject with the power to fly at a speed double that of his base movement speed. A flying creature can act normally while flying, including casting spells if moving slowly or hovering in place. Melee combat suffers, since the flying creature has an awkward base of momentum, so a -2 penalty is applied to attack rolls. Furthermore, violent winds can make it impossible to fly and can take hold of the flyer.

Once the spell expires or is dispelled, the subject floats safely to the surface. Certain powerful magical items or fields may cause the flying creature to fall suddenly if the effect is anti-magic.

GASEOUS FORM

Alteration

Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched

Components: S
Casting Time: +2
Saving Throw: See below

The touched subject and all his gear transform into gaseous form. This gaseous form is misty and translucent. The subject flies and floats about slowly and is able to pass through small holes or narrow openings and cracks. The subject is affected by winds and cannot pass through water.

In combat, the subject can only be harmed by magical weapons or magical attacks, or by creatures able to attack ghosts, wraiths, and other incorporeal creatures. By extension, the subject can only affect objects or creatures that would normally be affected by incorporeal creatures.

An interesting byproduct of this spell is the ability to dupe undead creatures into believing that the subject is, in fact, undead. Special undead creatures that succeed on a save see the spell for what it truly is.

GLOBE OF GOOD

Abjuration

REVERSIBLE

Range: Touch
Duration: 2 min./level
Area of Effect: 10-ft. radius from subject

Components: V, S
Casting Time: +3
Saving Throw: None

This spell functions identically to *protection from evil*, except it creates a 20 ft. globe, centered on the subject that provides the spell's benefits to all those in the globe at the time of casting.

The reverse of the spell, *globe of evil*, creates a globe that protects against good creatures and effects.





GLOBE OF INVISIBILITY

Illusion/Phantasm

Range: Touch (See below)
Duration: Special
Area of Effect: 10-ft. radius from subject
Components: V, S
Casting Time: +4
Saving Throw: None

This spell works exactly like *invisibility*, except it encompasses all creatures and objects within 10 feet of the subject of this spell as well. Creatures or objects later coming into the globe do not become invisible. Invisible creatures or objects that leave the globe, or are left behind by a moving globe, become visible. Similar to invisibility, any act of outward hostility also renders the creature immediately visible.

The globe moves with the touched subject. If the touched subjects take an outwardly hostile act, the globe is dispelled.

GUST OF WIND

Alteration

Range: Personal
Duration: 1 rd
Area of Effect: Line 30 ft./level
Components: V, S
Casting Time: +3
Saving Throw: None

A blast of wind originates from the caster and affects all creatures in a path directly in front of him. The wind is severe (about 50 mph) and is strong enough to extinguish small, unprotected flames and blow away small objects and gases. It is also strong enough to blow back flying creatures and disrupt those on the ground.

Small or tinier flying creatures get blasted to the end of the gust and suffer 1d6 points of damage from the force. Small or tinier creatures on the ground get blasted 1d6x10 feet and suffer 1d4 points of damage from rolling into a hard object, if that should happen.

Medium-sized flying creatures get blown back 1d6x10 feet unless they use their full round to fight the wind. Medium-sized creatures on the ground are rolled back 1d6x5 feet unless they use their full round to fight the wind and stand still.

Large creatures suffer a 50% reduction in movement speed, but are otherwise unaffected.

This spell cannot affect Huge-sized (or larger) creatures.

HASTE

Alteration

Range: Close
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 20 ft. radius
Components: V, S
Casting Time: +3
Saving Throw: None

The caster hastens up to 1 creature per level in a 20 ft. radius centered at a point in range. These subjects have doubled movement speeds and receive one additional attack per primary action, even if they perform a secondary action in that round. Furthermore, hastened creatures always go first in a round, so need only roll an initiative against other hastened subjects.

This spell ages all subjects one year per casting. Although it counters slow and slow counters haste, this aging is not reversed.

HOLD PERSON

Enchantment/Charm

Range: Medium
Duration: 1 rd./level
Area of Effect: 10 ft. radius burst
Components: V, S
Casting Time: +3
Saving Throw: Will negates

The caster causes 1d4 targets in a 20 ft. area to freeze in place, becoming completely immobile. Held subjects can see and hear normally; in fact, they know exactly what is happening, but they cannot react. Inflicted damage accrues normally.

All medium-sized or smaller bipedal creatures are affected by this spell. This includes humans, humanoids (even the monstrous versions), dwarves, elves, halflings, half-elves, pixies, orcs, and so forth.

HOLD UNDEAD

Necromancy

Range: Medium
Duration: 1 rd./level
Area of Effect: 10 ft. radius burst
Components: V, S
Casting Time: +3
Saving Throw: Negates

This spell functions exactly like *hold person*, but the caster can affect 1d4 undead with necromancy instead. Dissimilar to *hold person*, however, is the fact that the caster cannot hold any undead creature having an equal or higher HD than the caster has in levels.

ILLUSIONARY SCRIPT

Illusion/Phantasm

Range: Touch
Duration: 1 day/level
Area of Effect: Touched object
Components: V, S
Casting Time: See below
Saving Throw: Special

The caster writes something on any suitable writing material and designates any number of specific people to be able to read the writing. To all others, the writing is indistinguishable, although specialist illusionists can easily recognize the spell.

Any unauthorized creature that attempts to read the script must succeed on a Will save or be subject to a mind-affecting suggestion. The suggestion is keyed at the time of casting and lasts 30 minutes. Common suggestions include shutting the book and leaving, running away, dropping to one's knees to pray, etc.

If dispelled, the suggestion and message vanish. An unauthorized creature must combine the true seeing spell with either read magic or comprehend languages to read the message.

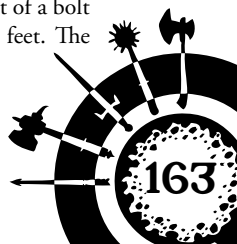
The casting time is 1 minute and the maximum words that can be scribed is 50.

LIGHTNING BOLT

Evocation

Range: Medium
Duration: Instantaneous
Area of Effect: Special
Components: V, S
Casting Time: +3
Saving Throw: Ref half

The caster chooses a spot in range to serve as the origin point of a bolt of lightning that shoots forth from that origin up to 120 feet. The



bolt is always a straight line from the origin. On impact, it deals 1d6 points of damage per caster level (max 10d6), it can melt metals with a low melting point (copper, silver, gold, bronze, etc.), and can set fire to combustibles. Objects that take the full brunt of the bolt must save or be destroyed.

Any barriers that cannot be easily demolished usually disrupt the bolt's path. Breakable barriers are those not made of metal or stone that are no thicker than 1 inch per caster level. Some barriers prove highly dangerous, though, as they could reflect the bolt in any direction. There is a chance that the bolt will head back toward the caster.

MAJOR PHANTASMAL IMAGE Illusion/Phantasm

Range: Medium
Duration: Concentration + 2 rounds
Area of Effect: 400 sq. ft. +
100 sq. ft. /level
Components: V, S
Casting Time: +2
Saving Throw: Special

This spell is similar to *improved phantasmal image*, but creates an illusion in which sound, smell, and thermal illusions are included in the effect. It is otherwise similar to the *improved phantasmal image* spell. The spell lasts for 2 rounds after ceasing concentration.

MONSTER SUMMONING I Conjunction/Summoning

Range: Personal (See below)
Duration: 1 rd. /level
Area of Effect: N/A
Components: V, S
Casting Time: +3
Saving Throw: None

The caster summons forth monsters. Upon the completion of this spell, 2d4 HD worth of creatures, none having more than 2HD, appear within 40 feet of the caster. The GM determines what is summoned.

The monsters obey the commands of the caster and vanish when slain or upon the expiration of the spell. Summoned monsters cannot automatically understand the caster, but the spell allows them to comprehend the context of simple commands.

Summoned monsters go on the last initiative in every round and can act in the round they are summoned.

NONDETECTION Abjuration

Range: Touch
Duration: 1 hr. /level
Area of Effect: 1 creature or item
Components: V, S
Casting Time: +3
Saving Throw: None

The caster wards the creature or object touched against divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *detect thoughts*, and other detect spells. The spell also prevents location by such magical items that specifically provide detections, such as crystal balls.

The warded creature must roll a save every time a divination or detection spell is cast upon him. A successful save renders the divination or detection spell moot.

NYAR'S EXPLOSIVE MISSILES Evocation

Range: Long
Duration: Instantaneous
Area of Effect: 1 target/missile
Components: V, S
Casting Time: +3
Saving Throw: None

This spell mirrors the effects of the *magic missile* spell; however, the damage die is increased from d4 to d6. Furthermore, on impact, the magic missiles explode and deal 1d6 points of damage to anyone within 5 ft. of the target, no save.

PHANTOM STEED Conjunction

Range: Immediate
Duration: 1 hr. /level
Area of Effect: Special
Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster creates a quasi-real, horselike creature. The steed can be ridden only by the caster, or by any person for whom the caster specifically created the mount; it has a saddle, bit, and bridle. A phantom steed has a black head and body, gray mane and tail, white eyes, and smoke-colored insubstantial hooves that make no sound. It does not fight, but all normal animals shun it and only monstrous ones will attack.

The mount has an Armor Class of 18 and 7 hit points, plus 1 hit point per caster level. If it loses all of its hit points, the phantom steed disappears. A phantom steed has a movement rate of 20 feet per caster level, to a maximum movement rate of 240 feet.

These mounts gain certain powers according to the caster's level:

8th Level: The ability to ride over sandy, muddy, or even swampy ground without difficulty.

10th Level: The ability to ride over water as if it were the ground.

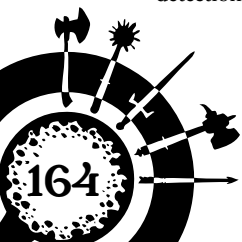
12th Level: The ability to travel in a straight line from one point to the other in the air. In essence, the mount treats the air as an extension of the ground; it cannot fly, per se.

14th Level: The ability to fly at a movement rate of 240 feet.

PROTECTION FROM PROJECTILES Abjuration

Range: Touch
Duration: 10 min. /level
Area of Effect: Creature touched
Components: V, S
Casting Time: +3
Saving Throw: None

The caster wards a creature or object against any damage that would normally occur from being struck by a normal size ranged weapon, such as an arrow, javelin, crossbow bolt, throwing dagger, etc. The spell halves damage from large ranged weapons (such as a ballista or a giant's boulder) and magical ranged weapons.





SECRET PAGE

Alteration

Range: Touch
Duration: Permanent
Area of Effect: 1 page,
up to 2 ft. square

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster alters the writing on a specific page to appear entirely different, even as that of a different spell. The caster sets a password at casting that allows him to decrypt the secret page and to renew its protection.

There are a few methods that reveal the ruse. A *detect magic* spell will highlight the magic, but not the specifics. A *comprehend languages* spell will do the same. A true seeing spell, cast alone, will also reveal the same information. Only by casting *comprehend languages* in conjunction with *true seeing* does another caster crack the magic and gain access to the true writings.

A failed *dispel magic* check destroys the actual writing and so too does the *erase* spell. A secret page may be additionally secured by the use of *sepia snake sigil* or *explosive runes*.

SEPIA SNAKE SIGIL

Conjuration/Summoning

Range: Touch
Duration: Special
Area of Effect: 1 sigil

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

An apparently readable sigil appears on any touched written work. When an onlooker attempts to decipher the sigil, the sepia snake leaps out of the sigil and attacks the reader.

The snake uses a d20 Modifier for attacks equal to the caster's level+4. On a failed attack, the snake erupts in a puff of lingering smoke in a 20 ft. globe that provides 50% concealment. The smoke dissipates after 2 rounds. On a successful attack, the reader is rendered immobile for 1d4 days plus 1 day per caster level. This immobilization can be dispelled.

While immobilized, the reader takes damage normally and can die while paralyzed. He can see and hear normally, but cannot move or react.

The sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. To ward from detection, the caster can combine other spells that garble text, such as *secret page*. A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

SIPHON SPELL MEMORY

Alteration

Range: Close
Duration: Instantaneous (1 hour)
Area of Effect: 1 caster

Components: V, S
Casting Time: +3
Saving Throw: Will negates

The caster targets another caster or creature with arcane spell casting capabilities and attempts to siphon spell power. On a failed save, the

target loses 1d2 spells of his highest spell level. The siphoning caster gains the knowledge of these spells and can cast them as if he normally prepared them, regardless of the level or school of the spell.

On a successful save, however, the target actually receives an influx of spell knowledge and gains an additional spell slot of his highest spell level.

Siphoned spells, and spell slots gained from a successful save, must be expended within 1 hour.

SLOW

Alteration

Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: 20 ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Fort negates

This spell literally slows down 1 creature per caster level in the area of effect. Slowed subjects receive a -4 penalty on attack and damage rolls, as well as AC. Affected creatures can only move at half their base movement speed. Any subjects that can take more than 1 attack each round as a primary action can only take 1 attack every round. Any subjects that can take only 1 attack each round may only attack once every other round.

Slow counters *haste*, and vice versa.

SUGGESTION

Enchantment/Charm

Range: Close
Duration: 1 hr./level (Special)
Area of Effect: 1 creature

Components: V, M
Casting Time: +3
Saving Throw: Will negates

The caster influences the actions of the target by uttering a seemingly reasonable suggestion. (The caster must be able to verbally communicate with the target.) The suggestion must not be outwardly dangerous.

Very reasonable suggestions impose a discretionary penalty to the target's saving throw from -1 to -3. The GM determines the penalty.

The spell lasts until the suggested course of action is complete. If it is not completed by the spell's duration, the target stops performing and is fully aware of what happened.

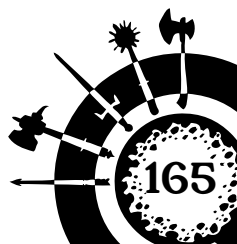
TINY HUT

Evocation

Range: Personal
Duration: 2 hrs./level
Area of Effect: 15-ft.-diameter sphere

Components: V, S
Casting Time: +3
Saving Throw: None

The caster creates an unmoving, opaque sphere of force of any desired color around his person and up to eight additional medium-sized creatures. Half of the force sphere projects above the ground, and the lower hemisphere passes through the ground. The caster's company may freely enter and exit the hut without dismissing the spell, but the spell ends immediately when the caster exits.



The temperature inside the hut is 70 degrees Fahrenheit if the exterior temperature is between 0 and 100 degrees Fahrenheit. An exterior temperature below 0 or above 100 degrees lowers or raises the interior temperature on a 1-for-1 basis. The hut also provides protection against the elements, such as rain, dust and sandstorms. The hut can withstand any wind of less than hurricane force, but wind force greater than 75 miles per hour destroys it.

The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the sphere without affecting it, although the occupants cannot be seen from outside the hut. The hut, of course, can be dispelled, immediately ejecting the occupants.

TONGUES

Alteration

REVERSIBLE

Range: Touch
Duration: 10 min./level
Area of Effect: Subject touched

Components: V, M
Casting Time: +3
Saving Throw: None

The subject can speak and understand one additional language per 2 caster levels, including slang, sign languages, and obscure local dialects. Although he can only speak one language at a time, he can understand multiple languages being spoken at one time.

The reverse of the spell causes a subject to speak in garbled phrases and misunderstand one language per 2 caster levels.

VAMPIRIC TOUCH

Necromancy

Range: Touch
Duration: Instantaneous
Area of Effect: 1 living creature

Components: V, S
Casting Time: +3
Saving Throw: None

With a successful touch attack, the target suffers 1d6 hit points per 2 caster levels (max 10d6). The hit points are then transferred to the caster. Any amount of hit points that exceed what is needed to fully heal the caster are added to the caster's maximum and treated as temporary hit points. After one hour, if not already expended, these temporary hit points vanish.

WATER BREATHING

Alteration

REVERSIBLE

Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creatures touched

Components: V, S
Casting Time: +3
Saving Throw: None

Touched subjects can breathe freely underwater. The listed duration applies to one subject. Any additional subjects touched divide the duration equally.

The reverse of this spell grants touched subjects the ability to breathe air if they normally could not.

WIND WALL

Alteration

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +3
Saving Throw: None

The caster creates a 2 ft. thick wall from which a roaring wind emanates. The size of the wall created depends upon the level of the caster. The caster can make the wall 10 ft. long by 5 ft. high per caster level, so a 5th level caster can create a wall up to 50 ft. long and 25 ft. high.

The wind is strong enough to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A subject attempting to maintain his grip on something that could fly away must succeed on a Superior (TC 15) Strength check.) Flying creatures smaller than Medium cannot pass the wall from the windy side and cannot control their course if they enter through the calm side. Arrows and bolts are deflected upward and miss, while combatants trying to send other missiles, such as stones or javelins, suffer a -4 attack penalty. Gases, most vaporous breath weapons, and creatures in gaseous form cannot pass the wall, but incorporeal creatures are unaffected.

Level 4 Arcane Spells

ARCANE EYE

Divination

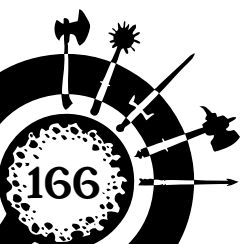
Range: See below
Duration: 1 min./level
Area of Effect: See below

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster creates an invisible magical sensor that sends the caster visual information. The arcane eye can appear at any point within the caster's line of sight, but it can then travel outside the caster's line of sight without hindrance. An arcane eye travels at 30 feet per round if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round if examining the ceiling and walls in addition to the floor ahead. It sees exactly as the caster would at the time of casting.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye cannot enter another plane of existence, even through a gate or similar magical portal. The eye is invisible, but can be detected with *detect invisibility* and similar magic.

The arcane eye persists until the caster stops concentrating on maintaining it. Thereafter, the arcane eye does not disappear; it merely becomes inert until the caster regains concentration.





BLACK TENTACLES

Conjuration/Summoning

Range: Close
Duration: 1 hr./level
Area of Effect: 20-ft. radius burst/level
Components: V, S
Casting Time: 1 rd.
Saving Throw: See below

This spell conjures a mass of rubbery black tentacles. 1d4 tentacles plus one per level appear and each is 10 feet long. They spring forth from the earth, floor, or whatever surface is underfoot, including water. The tentacles entwine creatures in the area, holding them fast and crushing them with great strength.

Each round, those in the area of effect must succeed on a Reflex saving throw to avoid being grabbed. Failure results in crushing damage equal to 3d4 points of damage. The tentacle holds fast and a subsequent save is required the following round to break out of the hold.

Each tentacle has AC 16 and has an amount of hit points equal to the level of the caster that conjured them. Once conjured, the tentacles sense the presence of all moving objects in the area, so anything moving can sensibly become a victim of this spell, including the caster.

CHANGE SELF

Alteration

Range: Personal
Duration: 10 min./level
Area of Effect: N/A
Components: V
Casting Time: +4
Saving Throw: None

The caster takes on the physical form and method of movement of any corporeal creature. The caster does not take on any other features. The caster retains his class, level, hp, alignment, attacks, saves, etc., but any abilities usable only in the caster's original form cannot be performed. The caster can cast spells only if permitted by the polymorphed form.

The spellcaster can change his form freely for the duration of the spell. Each change requires a full round action. The caster regains 1d12 hit points when he voluntarily expires the spell and returns to his original form; he regains no hit points if the effect is dispelled. The caster returns to his original form when slain.

When the change occurs, all held or worn equipment melds into the new form and becomes nonfunctional. Any held or worn equipment while in the polymorphed state simply falls to the ground upon reverting back or changing to a new form.

CHARM MONSTER

Enchantment/Charm

Range: Close
Duration: Special
Area of Effect: 20-ft. radius burst
Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell functions like *charm person*, except in the following ways. This spell affects up to 2d4+1 HD of any type of creature. The caster can charm multiple creatures only if each has less HD than the caster. Therefore, if any creature having an amount of HD equal to or higher than the caster succumbs to the spell, that creature is the only creature able to be charmed. Unless such a powerful creature is specifically targeted, the spell affects creatures with the lowest HD first.

The duration of the charm can be permanent, but subsequent saving throws are allowed to shake off the spell. The time in between each subsequent save depends on the target's HD. A target with less HD than the caster receives one save per week to shake off the charm. A target with an amount of HD equal to or greater than the caster receives one save per minute.

In a manner similar to *charm person*, any target who has fallen under the effects of this spell and later saves knows it was under a mind-affecting charm and remembers everything that happened.

CONFUSION

Enchantment/Charm

Range: Medium
Duration: 2 rds. + 1 rd./level
Area of Effect: Up to 60-ft. cube
Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell causes creatures in the area of effect to become confused and to act in a completely random way according to the chart below:

D6	Behavior
1-2	Attack nearest creature.
3	Attack nearest inanimate object.
4-5	Do nothing but babble incoherently.
6	Wander away

A subject under the effects of this spell will react in a hostile way toward someone the subject could view as an aggressor.

CONTAGION

Necromancy

Range: Short
Duration: 1 month
Area of Effect: 1 creature
Components: V, S
Casting Time: +4
Saving Throw: Fort negates

The caster causes a disease to take over a living creature in range. The afflicted creature becomes immediately stricken with the disease, as if the disease was fully matured. Only a *cure disease* spell removes the effects of contagion before the duration expires.

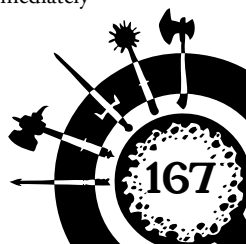
The disease is physically deforming and exhausting. The target's body becomes covered in festering boils and abscesses. The target takes on a ghastly appearance. By taking care not to strain the body (which requires the target to take only one secondary action per round), the target only suffers a -2 on all rolls. The penalty doubles in any round in which the target strains himself (performs more than one action or performs an activity that is physically straining, like combat).

DETECT SCRYING

Divination

Range: Personal
Duration: 24 hours
Area of Effect: 120-ft. radius burst
Components: V, S
Casting Time: 1 full round
Saving Throw: Special

The caster immediately becomes aware of any ongoing magical effects or spells designed to spy upon the area or upon a creature in the area of effect. Furthermore, while this spell is active, the caster immediately becomes aware of any scrying attempts.



There is a chance the caster of this spell will become aware of the specific origin of a scrying attempt that takes place during this spell's duration. The person attempting to scry must succeed on a Will saving throw. On a failed save, this spell imparts upon the caster the name of the person responsible for the attempt. The caster also learns the general location of the person's current whereabouts in very broad terms, such as the name of the town from which the attempt occurred.

Detect scrying works to uncover scrying attempts from spells and magical items.

DIMENSION DOOR	Alteration
Range: Personal	Components: V
Duration: Instantaneous	Casting Time: +1
Area of Effect: The caster	Saving Throw: None

The caster instantaneously disappears and reappears in any spot within 100 feet per level. The spot may be sighted or, if beyond immediate sight, the caster can declare the destination with as much particularity as possible, such as, "200 feet northwest beyond the tall tower".

If the caster arrives at a location occupied by a solid object or body, the caster has a 25% chance of remaining on the astral plane. Otherwise, the caster suffers 4d6 points of damage and is shunted off to the nearest open space.

The caster is always subject to whatever natural circumstance he appears in, such as if falling, drowning, etc.

ENERVATION	Necromancy
Range: Close	Components: V, S
Duration: 1 hr./level	Casting Time: +4
Area of Effect: 1 living creature	Saving Throw: Fort negates

Necromantic energy shoots forth from the caster's finger in a ray of black and crackling energy. The energy contained in the ray is very similar to the dark energies responsible for the life draining attacks of some powerful undead. Upon a failed saving throw, the target suffers a life draining debilitation. The caster rolls a 1d4. The result equals the penalty applied to all of the target's rolls for the duration of the spell. Furthermore, a spell caster loses that number of spell slots of his or her highest spell level.

The 1d4 roll serves a second, more deadly purpose. The target not only suffers in damage four times the rolled result, but the target dies instantly if he has less HD than the result.

FEAR	Illusion/Phantasm
Range: Personal	Components: V, S
Duration: 1 round/level (see below)	Casting Time: +4
Area of Effect: 60-ft. cone	Saving Throw: Will negates

An invisible cone of terror emits forth from the caster and causes living creatures in the area to save or flee in panic. Those living creatures that fail their saving throw run immediately from the caster and there

is a base 25% chance an affected creature drops any held item in the process.

Creatures having more HD than the caster flee for 1 round only and do not drop held items.

FIRE CHARM	Enchantment/Charm
Range: Close	Components: V, S
Duration: 2 rds./level	Casting Time: +4
Area of Effect: 15-ft. radius	Saving Throw: Will negates

The caster causes a normal fire source, such as a torch or brazier, to morph into a multi-colored flame that undulates and hypnotically sways back and forth. Any creatures observing the fire within 15 feet must successfully roll a saving throw or be charmed into remaining motionless while staring transfixed at the flame. The amount of fire that can be enchanted cannot be less than a torch or greater than a 10-ft. wide bonfire.

All charmed creatures remain so for the duration and, during this time, the caster may give one suggestion, per the spell, to each charmed subject. The suggestion can be different for each subject, but the suggestion can last no longer than 1 hour.

The fire charm ends abruptly if a subject is attacked. The charm also ends for a subject if the subject's view of the fire is interrupted.

The enchanted fire is still real fire and deals normal damage if touched.

FIRE SHIELD	Abjuration, Evocation
Range: Personal	Components: V, S
Duration: 1 rd./level	Casting Time: +4
Area of Effect: The caster	Saving Throw: Ref half

The caster can choose to protect himself with a layer of hot red flames or cold blue flames. While both deal 1d6 points of damage to creatures making physical attacks against the caster, each different shield protects against a certain element, as well. The caster must choose heat or frost at the time of casting.

The Shield of Red Fire

The caster literally wreathes himself in red flames that deal no damage to the caster. Anyone touching the flames must roll a saving throw. A subject failing the save suffers 1d6 points of fire damage. A successful save halves the damage. The shield of red fire also grants a +2 bonus to any saving throw versus a cold-based magical attack. Any fire-based attack, however, from which the caster fails to save deals double damage, as the power of the shield of red fire also harms the caster.

The Shield of Blue Flames

The caster is wreathed in blue wispy flames. This version of the spell works exactly like the shield of red fire, except the damage is cold based. The bonus protects against fire-based magical attacks and the caster suffers double damage if he fails a save against any cold-based attack.





The damage dealt by either version of the spell has a chance to be tallied when a subject successfully attacks the caster in melee. The caster still takes normal damage and, at that moment, the attacker must perform the requisite saving throw.

FIRE TRAP Abjuration, Evocation

Range: Touch
Duration: Until discharged
Area of Effect: 5-ft. radius burst centered on a specified point on the item

Components: V, S
Casting Time: 10 minutes
Saving Throw: Ref half

Any item that can be opened and closed can be warded with this spell. This spell causes a fiery explosion when the warded item is opened by anyone other than the caster or someone explicitly attuned to the item at the time of casting.

Once opened, the explosion deals 1d4 points of fire damage per caster level (maximum 10d4) to all creatures within the area of effect. The explosion must be centered on a particular point on the item and this point is considered the center of the area's radius.

A *knock* spell, or an unsuccessful dispel magic attempt, does nothing to reveal or thwart a fire trap. Fire trap disallows any other warding spell on the item, including magic that locks the item or divination magic that alters the item's aura.

HALLUCINATORY ROOM Illusion/Phantasm

Range: Close
Duration: 1 hr./level
Area of Effect: 20-ft. cube per level

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster causes an interior room to appear utterly disregarded. Dust, cobwebs and small insects fill the space. All nonliving matter is covered by the illusion, but living creatures remain visible. The illusion persists as a group of subjects enter. These subjects leave traces in the dust, can cut down the webs and even kill the insects. A roll to disbelieve is only allowed after touching a sizeable object that has been covered by an illusory web or pile of dust. A failed attempt to disbelieve removes the memory from the subject that he touched something at all.

Spells and items that reveal invisibility do not reveal the illusion; however, magic tailored to allow a person to see the true nature of things, such as *true seeing*, does reveal the room as it actually exists.

HALLUCINATORY TERRAIN Illusion/Phantasm

Range: Medium
Duration: 1 hr./level
Area of Effect: 30 ft.-cube per level

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster alters the landscape of an area by causing it to appear differently. The change can be drastic or subtle. For example, a lightly forested knoll can be made to appear as a barren wasteland or a heavily forested knoll. Those coming into contact with the illusion may not immediately uncover the ruse, unless the landscape has been made to appear so drastically different than its actual existence.

ICE STORM Evocation

Range: Medium
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: None

This spell causes a sizeable area in range to become engulfed in a hail storm. The caster can choose to have the hail blast down in a blazing rage for one round only, wherein the hail causes 3d10 points of damage to any creatures in the area. Alternatively, the caster can choose to cause the hail to fall more steadily for one round per caster level. Movement in the slower storm is halved and all creatures taking any actions in the area must succeed on an Exceptional (TC 20) Dexterity check or fall prone.

Any natural fires are extinguished and all heat-based spells are negated, regardless of which convention the caster takes with this spell.

ILLUSIONARY SURFACE Illusion/Phantasm

Range: Close
Duration: Permanent
Area of Effect: 1 x 10 x 10 ft.

Components: V, S
Casting Time: +4
Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed (even through magical means), but physical objects pass through it with ease. When the spell is used to hide something, such as a trap, mundane or magical abilities still work to locate the hidden object.

IMPROVED INVISIBILITY Illusion

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched

Components: V, S
Casting Time: +4
Saving Throw: None

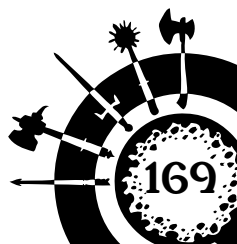
This spell works similarly to *invisibility*, except that the subject can attack (and cast spells or engage in any other hostile activity) and remain invisible. Combat with an invisible subject is difficult. If the invisible subject makes his presence known, he receives 90% concealment, which imposes a -4 penalty to all attacks to harm the invisible subject.

INCINERATING DOOM Evocation

Range: Close
Duration: See below
Area of Effect: 2 creatures w/in 50 ft. of caster

Components: V, S
Casting Time: +4
Saving Throw: Ref half

A streak of golden flame shoots forth from the caster's finger and engulfs a targeted creature within 50 ft., inflicting 6d6 points of fire damage. The fire then arcs to another specified target within 50 ft. of the caster, again engulfing the target and inflicting 3d6 points of fire damage. The golden fire covers both creatures until the wizard's initiative the following round, before which time the creatures suffer a -2 on all d20 rolls as a result of the bright and chaotic flames.



Spells: Arcane Level 4

INFUSE WEAPON

Enchantment

Range: Touch
Duration: 5 min./level
Area of Effect: Weapon(s) touched
Components: V, S
Casting Time: 1 minute
Saving Throw: None

This spell adds a +1 magical enhancement bonus to a touched weapon's attacks and damage. It works on magical and non-magical weapons. One medium or larger weapon or two smaller melee weapons can be infused. The equivalent of twenty arrows can also be infused.

This spell ends either upon expiration or when the weapon breaks in any fashion. Therefore, missile weapons thus infused lose the enhanced enchantment unless they did not break on impact.

Casting *permanency* on an infused weapon will work to create a permanent enhancement; however, the caster of the permanency spell must succeed on a Superior (TC 15) Intelligence check or the item is utterly destroyed.

MAGIC MIRROR

Divination

Range: See below
Duration: 1 min./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 hour
Saving Throw: Will negates

The caster turns a mundane mirror into a magical scrying device that works similarly to a crystal ball (see the Game Master's Starter Guide). The caster can see and hear a specific creature that may currently be anywhere on the same plane of existence of the caster. The following spells can be cast through the scrying device with no chance of failure: *comprehend languages*, *read magic*, *tongues*, and *dwarven eyes*. The following spells have a 5% chance per caster level of operating correctly through the device: *detect magic*, *detect evil*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Material Component: The mirror used must be ornate and worth at least 1,000 gp.

MINOR CREATION

Conjuration

Range: Immediate
Duration: 1 hr./level
Area of Effect: 1 cubic foot per level
Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster creates a non-living, unattended object of vegetable matter, such as rope, wood, clothing or a textile. The maximum volume of the object created is equal to the area of effect.

MINOR GLOBE OF INVULNERABILITY

Abjuration

Range: Personal
Duration: 1 rd./level
Area of Effect: 5-ft. radius
Components: V, S
Casting Time: +4
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere 5 feet around the caster. The sphere automatically dispels any magical effect or spell of levels 1-3 that try to enter the sphere, including spells or effects currently attached to a creature trying to enter. The sphere allows all spells and magical effects to exit the sphere from the inside.

MNEMONIC ENHANCER

Alteration

Range: Personal
Duration: 1 day (see below)
Area of Effect: N/A
Components: V, S
Casting Time: 10 minutes
Saving Throw: None

Upon the completion of this spell, the caster automatically receives three additional spell levels that he must cast that day (three 1st-level spell or one 3rd-level spell, for instance). The caster can choose to prepare new spell(s) or simply memorize spells already cast that day.

MONSTER SUMMONING II

Conjuration/Summoning

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A
Components: V, S
Casting Time: +4
Saving Throw: None

This spell functions exactly like *monster summoning I*, except that 2d4 HD worth of creatures are summoned and none may have more than 5 HD.

PHANTASMAL KILLER

Illusion/Phantasm

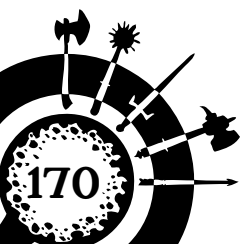
Range: Medium
Duration: 1 rd./level
Area of Effect: N/A
Components: V, S
Casting Time: +4
Saving Throw: Special

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject. The caster forms the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the spell's subject can see the phantasmal killer. The caster sees only a vague shadowy shape.

The image will attempt to attack the subject of this spell once per round. If it succeeds, the subject dies instantly. The image uses a d20 Modifier on attacks of +3. It cannot be harmed, since it only lives in the mind of the subject.

The subject may attempt to disbelieve the illusion, which requires a proactive Will saving throw modified as such:

Subject is a spell caster:	+1
Subject was attacked by this spell before:	+1
Subject is a specialist illusionist:	+2





Subject has means of telepathy: +3
 Caster has more HD than the subject: -2

This spell can be deadly for the caster. If the subject disbelieves the illusion and has the means to telepathically command the image, the image will morph into the caster's most fearsome creature and the creature will attack the caster. The caster must then disbelieve (or avoid being struck by the image), or die.

PLANT GROWTH Alteration

Range: Long Components: V, S
 Duration: Permanent Casting Time: 1 minute
 Area of Effect: See below Saving Throw: None

The caster causes normal vegetation, such as grass, vines, briars or thickets, to grow and form a verdant overgrown barrier similar to a menacing jungle. The overgrowth persists until it is manually hacked down, burned or removed via *dispel magic*. Movement through the overgrowth is lessened to 5-ft. per round.

The total area affected is a 10 ft. x 10 ft. square per level. For example, the total square footage of plant growth cast by a 9th-level caster would be 90 ft. x 90 ft., or 8,100 square feet. This total square footage can be manipulated in any way to cover spaces not perfectly square.

POLYMORPH Alteration

Range: Close Components: V, S, M
 Duration: Permanent Casting Time: +4
 Area of Effect: 1 living creature Saving Throw: Fort negates

The caster completely alters the form of a living creature into any type of corporeal creature. The subject retains nothing of his former self and takes on all the capabilities of the new form, including any magical or supernatural abilities. Note that natural shapeshifters are immune to this spell and spell casting subjects can still cast spells if the polymorphed creature's form allows it.

Upon completion of the spell, all of the subject's belongings meld into his new form and become useless until the subject regains his original form.

The subject will retain his memories and insight into who or what is an enemy if the caster polymorphed the subject into a creature not having more than 4 HD above that of the caster. For each additional HD above 4, there is a cumulative 5% chance that the subject will take on the mentality of the new form entirely and will act as the GM deems appropriate.

Only the caster may dispel the magic and return the subject to his original form. If the caster is unavailable or unwilling, only a wish can revert the subject back to his original state. Any method of reversal is dangerous and the subject may perish. To survive the reversal, the subject must succeed on a Superior (TC 15) Constitution check. The subject uses his original Constitution check modifier for this roll.

Material Component: A piece of the subject's body is required. This piece can be as small as a strand of hair or a droplet of blood.

RAINBOW PATTERN Illusion/Phantasm

Range: Close Components: S, M
 Duration: Concentration + 1 rd./level Casting Time: +4
 Area of Effect: 30-ft. cube Saving Throw: Will negates

The caster holds up a special crystal prism and projects from the crystal a cube of glowing, rainbow-hued colors that slowly interweave and fascinate those within it. This spell affect up to 24 HD worth of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the center of the cube are affected first. An affected creature that fails its save is utterly fascinated by the pattern and will do nothing but follow the pattern's movement.

With a simple gesture (a free action), the caster can make the rainbow pattern move up to 30 feet per round. All fascinated creatures follow the moving rainbow, trying to get or remain within the cube. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If, at any time during the spell's duration a subject loses the ability to see the rainbow pattern, the spell no longer functions for that subject only.

Material Component: A crystal prism worth at least 500 gp.

REMOVE CURSE Abjuration

REVERSIBLE

Range: Touch Components: V, S
 Duration: Permanent (see below) Casting Time: +4
 Area of Effect: Special Saving Throw: Special

Remove curse instantaneously removes all Type I and Type II curses currently placed on an object or a creature and banishes any sentient curse in the form of an evil presence. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Type III, IV and certain special curses may not be countered by this spell or require either a caster of a certain level or a special substance. For instance, a werewolf can only be removed of its curse by a caster of at least 12th-level. Unwilling subjects, such as the werewolf, receive a Will save to thwart the spell.

The reverse of this spell is called bestow curse. Bestow curse debilitates a touched subject for 1 round per level on a failed save. To determine the extent of the debilitation, the caster rolls on the following chart:

d%	Result
01-50	One of the subject's attributes is reduced to 3. The GM rolls a d6 (Strength being 1 and Charisma being 6 and based on the standard listing).
51-85	The subject suffers a -4 on all d20 rolls.
86-00	The subject has a 50% each round to stand still and take no action.

Remove curse counters and dispels *bestow curse*.



RESILIENT SPHERE

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: 1-ft. diameter/level

Components: V, S
Casting Time: +4
Saving Throw: Ref negates

A globe of shimmering force erupts and encloses around a creature, provided the creature is small enough to fit within the 1-ft. per level diameter of the sphere. The purpose of the sphere is to contain its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell or *dispel magic*. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle within the sphere to cause the sphere to move. This requires a successful Superior (TC 15) Strength check. The globe can also be physically moved by people pushing it from the outside, which also requires a Superior (TC 15) Strength check. While moveable, the sphere is resilient and can only be moved 5-ft. per round.

SECURE SHELTER

Conjuration

Range: Close
Duration: 2 hr./level
Area of Effect: 30 sq. ft./level

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster calls into being a sturdy cottage or lodge made of a material that is commonly found in the area where the spell is cast. The square footage of the cottage or lodge is 30 square feet per level of the caster. The interior is clean and hospitable and the structure is sturdy and well-built. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

While the lodging is hospitable, the shelter has no way of heating or cooling. Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The lodging does, however, provide security from outside forces as a normal stone building does, regardless of its material composition, so it resists hurricane winds, flames and damage from small weapons.

The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter.

The inside of the lodging contains any type of décor desired and has comfortable quarters for eight Medium creatures.

SHADE MONSTERS

Illusion/Phantasm

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. cube

Components: V, S
Casting Time: +4
Saving Throw: Special

The caster plucks material from the Plane of Shadow to shape quasi-real, shadowy illusions of one or more creatures having a total amount

of HD equal to that of the caster. Shade monsters created by this spell must be of the same type. Thus an 8th-level caster could create four identical 2HD monsters.

The shade monsters created are almost identical to the true monsters and act similarly in battle; however, the shade monsters have only 20% of the monster's total hit points. Creatures who fail to disbelieve in the illusion (proactive Will save) suffer full damage from the shade monsters attacks (as if the true monster was attacking) and will act out the ramifications of any special effects the subject believes he has endured. For example, a subject believing to be under the effects of a petrifying gaze will stand motionless for the duration of the spell.

Any creatures who disbelieve the illusion (a proactive save made at -2) see vaguely transparent images over shadow forms and suffer only one-fifth damage from any of the shade's attacks or effects. Furthermore, creatures who disbelieve need only succeed at attacking a 10 AC, regardless of the AC of the actual monster being mimicked.

SHEER COURAGE

Enchantment/Charm

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. cube

Components: V, S
Casting Time: +4
Saving Throw: Special

The caster instills courage in all subjects in the area of effect. This courage grants a +1 bonus to attacks and saves and provides 5 temporary hit points that can be added to a subject already having full hit points.

The reverse of this spell is called *crushing despair*. The caster creates the feeling of utter despair in all creatures in the area affected by the spell. This despair requires a Will saving throw each round, and failure causes a subject to flee up to 100 feet away. Those that manage to remain nearby suffer a -2 penalty on attacks.

SHOUT

Evocation

Range: Personal
Duration: Instantaneous
Area of Effect: 30 ft. x 10 ft. cone

Components: V
Casting Time: +1
Saving Throw: Fort half

The caster emits a tremendously loud and powerful scream that is both ear-splitting and damaging. Any creature within the area of effect that fails to save suffers 2d6 points of damage and is deafened for an amount of rounds equal to the amount of damage taken. Successfully saving halves the damage and removes any chance of being deaf.

Any brittle or crystalline object in the possession of a subject caught in the spell breaks on a failed save. Unattended objects of the same fragility simply shatter.

Subjects deafened by this spell suffer a -1 to all combat rolls and a -10 on any Wisdom checks to avoid being surprised. Deafened casters must succeed on an Exceptional (TC 20) Intelligence check to avoid miscasting a spell with a verbal component.

This spell is dangerous to cast. There is a cumulative 5% chance per number of times in a day this spell is cast that the spell deafens the caster (no save).



Shout does not penetrate areas of magical silence.

SOLID FOG Alteration

Range: Medium
Duration: 2 rd./level
Area of Effect: See below
Components: V, S
Casting Time: +4
Saving Throw: None

The caster calls into being a billowing mass of vapors that reduce sight exactly like *fog cloud*, except the vapors of this spell also reduce movement to 1 foot per movement and impose a -2 penalty to all combat rolls within the fog.

Only a very powerful wind can disperse this fog, but large amounts of fire (*fireball*, *wall of fire*, etc.) will burn the fog away in one round.

The fog can encompass a total area equal to 20 feet long, 10 feet high and 10 feet wide per caster level. The caster can morph the area of effect however he desires, provided at least one level's worth of volume is created.

STONESKIN Abjuration/Alteration

Range: Touch
Duration: 10 min./level (see below)
Area of Effect: N/A
Components: V, S
Casting Time: +1
Saving Throw: None

Stoneskin protects a subject against any form of physical, non-force damage. For example, a vorpal sword would be protected against, but a magic missile would not.

This spell absorbs up to 10 points of damage each round for up to one round per two caster levels. These rounds may be broken up throughout the duration of the spell. Spell damage accrues normally and does not count for the purposes of this spell, thus a subject suffering only spell damage in a round does not count this round toward the total.

TRIGGERED EXTENSION Universal

Range: Personal
Duration: 16 hours
Area of Effect: Special
Components: V
Casting Time: See below
Saving Throw: None

The caster prepares this spell at any time of the day for later use. Whenever the caster wishes to double the duration of an ongoing spell of levels 1-3, the caster need only expend a secondary action to trigger this spell. The actual casting of triggered extension takes one full round, though.

WALL OF FIRE Evocation

Range: Medium
Duration: Concentration (see below)
Area of Effect: See below
Components: V, S
Casting Time: +4
Saving Throw: None

An immobile, blazing curtain of shimmering fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and

1d4 points of fire damage to those between 10 feet and 20 feet from the wall. The wall deals this damage to any nearby creatures when it appears and on the caster's initiative each round. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster causes the wall to appear where creatures are, each creature takes damage as if passing through the wall.

The wall is always 20 feet high and can be created as a long wall up to 20-ft. per level in length or can be created as a ring with a radius of 10 ft. per caster level.

The wall lasts as long as the caster concentrates on maintaining it, thereafter lasting 1 round per caster level.

WALL OF ICE Evocation

Range: Medium
Duration: See below
Area of Effect: See below
Components: V, S
Casting Time: +4
Saving Throw: See below

This spell creates either a) an anchored plane or hemisphere of ice, or b) a free-falling sheet of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

Magical fires and breath weapons melt a wall of ice in one round, though this creates a great cloud of fog that lasts 10 minutes and provides 50% concealment to all those in a 50-ft. radius burst from the wall. Normal fire melts the wall of ice after one hour of constant application.

The caster must choose one of the following three uses:

Falling Ice

A sheet of ice no larger than 10 square feet per level appears and drops to the ground, causing 3d10 points of damage to anyone in the area that fails a Reflex saving throw. This is an instantaneous use of the spell.

Ice Plane

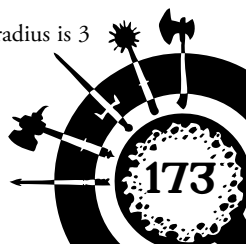
A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so an 8th-level wizard can create a wall of ice 80 feet long and 10 feet high, a wall 40 feet long and 20 feet high, or some other combination of length and height that does not exceed 800 square feet). The plane can be oriented in any fashion as long as it is anchored on one side. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Any creature breaking through any section of the wall takes 1d4 points of cold damage per inch (no save).

The ice plane persists for 10 minutes per level.

Hemisphere

The wall takes the form of a hemisphere whose maximum radius is 3



feet plus 1 foot per caster level. The hemisphere persists until it is destroyed or dispelled. Breaking through the ice deals 1d6 points of damage. A successful Exceptional (TC 20) Intelligence check, performed with a -4, allows the caster to trap a mobile target.

ZONE OF INCOMPETENCE Enchantment/Charm

Range: Close
Duration: 1 rd./ 2 levels
Area of Effect: 30-ft. cube
Components: V, S
Casting Time: +4
Saving Throw: Special

This spell creates in a creature the mistaken belief that he or she is untrained in their specialized form of combat. Casters forget the most intricate designs of spellcraft. Warriors forget the best way to wield their weapons.

All intelligent creatures caught in the area of effect at the time of casting must perform a Will saving throw. A failed result indicates that the creature has only a 50% chance each round thereafter to remember how to perform in combat; otherwise, the subject forgets how to employ his trade and will only take actions to defend himself.

Level 5 Arcane Spells

ADVANCED ILLUSIONARY IMAGE Illusion/Phantasm

Range: Long
Duration: 1 min./level
Area of Effect: 400 sq. ft. + 100 sq. ft./level
Components: V, S
Casting Time: 1 full round
Saving Throw: Special

This spell works exactly like *major phantasmal image*, except that the caster is not required to concentrate on the spell. Furthermore, the illusion created can be seen, heard, smelled and touched. Any viewer that wishes to disbelieve the illusion and rolls a successful Will save, can reveal the illusion to others. Any other viewers may then receive a saving throw at +4.

ANIMAL GROWTH Alteration

REVERSIBLE

Range: Medium
Duration: 1 min./level
Area of Effect: Up to 8 animals in a 20-ft. radius
Components: V, S
Casting Time: +5
Saving Throw: None

The caster causes one normal animal per two caster levels to grow twice in size, which, in this case, doubles the animals' HD and doubles all damage dealt.

The reverse of this spell is called *shrink animal* and reduces the HD and damage dealt in half.

ANIMATE DEAD Necromancy

Range: Immediate
Duration: Permanent
Area of Effect: 10 ft. radius
Components: V, S, M
Casting Time: 1 full round
Saving Throw: None

This spell animates dead remains into walking undead. Undead created by this spell follow the caster's spoken commands until they are destroyed, but commands must be very simple, such as waiting to attack intruders.

The caster can either animate one corpse per caster level into skeletons or can animate one corpse per two caster levels into zombies. In this way, all skeletons have 1 HD and all zombies have 2 HD. Corpses that are created as skeletons quickly shed all chunks of flesh.

The caster can also animate monsters having more than 1 or 2 HD. A monster corpse can rise as a skeleton and retain the amount of HD the monster had in life. Zombie monsters, however, rise with one additional HD. Animated monster corpses fight like more powerful skeletons or zombies; such creatures have none of their former special attacks. The caster can never animate a total HD that exceeds his caster level.

The animation is permanent. It cannot be dispelled, but can be destroyed or turned. Regardless of what method is chosen to create such undead, a caster cannot command more HD than four times his current level.

Material Component: a bone shard to create zombies and bone powder to create skeletons.

ATTRACTION Enchantment/Charm

REVERSIBLE

Range: Close
Duration: 1 min./level
Area of Effect: N/A
Components: V, S
Casting Time: +5
Saving Throw: Will negates

The caster chooses one object or living creature and a secondary target for this spell; both must be within range. Upon a failed saving throw, the target feels an overwhelming attraction to the object or creature and will do nothing but attempt to hold it in his arms. Only a successful *dispel magic* or a successful Superior (TC 15) Strength check can free the target, who thrashes to regain his quarry.

The target will take the safest route to achieve his goal. If it is impossible to reach the object of his desire without being put in apparent harm, the spell fails.

The reverse of this spell is called *repulsion*. The target of this spell will actively attempt to stay at least 50 ft. from the object or creature. Unless dispelled, the target will fight anyone attempting to force him closer to the object or creature.





CLOUDKILL

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: Special

This spell calls into existence a yellowish cloud of poisonous vapors. The caster determines the size of the cloud created; the largest cloud that can be created is 40 ft. long, 20 ft. tall and 20 ft. thick. The vapors instantaneously slay any creature in the area with 3 HD or less. It causes creatures with between 4 and 6 HD to succeed on a Fortitude save (at -4) or be slain. Creatures with more than 6 HD suffer 2d6 points of damage each round (no save) from poison unless they exit the area.

The cloud cannot be created in water, as it cannot penetrate liquids. An average to moderate wind may change the course of the cloud, but it will not disperse the cloud or cause the cloud to travel toward the caster. A stronger wind, such as that of a hurricane, will break up the cloud after 4 consecutive rounds of contact. The cloud is made of vapors that are heavier than air, so the cloud will hug to the ground and descend down hills, holes, etc. The cloud moves 10 feet per round in a direction away from the caster. This cannot be controlled by the caster without some method of moving the cloud, such as with a moderate wind, per above.

CONE OF COLD

Evocation

Range: Personal
Duration: Instantaneous
Area of Effect: Cone (see below)

Components: V, S
Casting Time: +5
Saving Throw: Ref half

The spell creates a cone of extreme cold that saps the area of any warmth and deals 1d6+1 points of damage per caster level. The cone extends 40 ft. plus 1 ft. per caster level and is always 1 ft. per caster level wide.

Any unattended liquids automatically freeze. Liquids stored on a creature that fails his saving throw for half damage also freeze.

CONTACT OTHER PLANE

Divination

Range: Personal
Duration: Concentration (see below)
Area of Effect: Special

Components: V
Casting Time: 10 minutes
Saving Throw: None

You send your mind to another plane of existence (an Elemental Plane or some other more distant plane) in order to receive advice and information from powers that reside there. The being connected to replies in a language the caster understands, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

The caster must concentrate on maintaining the spell, which requires a primary action each round. The caster may ask one question per round, to a maximum of one question per two caster levels. Casting this spell is dangerous and not always beneficial. There is a

chance the caster will be driven mad by the connection and/or that the being connected to does not answer the question in mind. There is also a chance (1%) that a higher being disrupts the connection or intercepts it and causes immediate death or insanity, no save.

A d% roll is performed to randomly determine the actual spell effect. The roll must meet or exceed the number indicated in each column. The insanity roll is first performed. If the caster is not rendered insane, the roll to determine whether the being has the specific knowledge is rolled. If successful, the final roll is to determine whether the being is truthful.

Plane	Insanity*	Knowledge **	Truth ***
Elemental Plane	80	45	50
Inner Plane	75	40	45
Astral Plane	70	35	40
Outer Plane (Int 19)	65	30	35
Outer Plane (Int 20)	60	25	30
Outer Plane (Int 21)	55	20	25
Outer Plane (Int 22)	50	15	20
Outer Plane (Int 23)	45	10	15
Outer Plane (Int 24)	40	5	10
Outer Plane (Int 25)	35	2	5

*The chance of insanity roll receives a cumulative 5% bonus for each point of Intelligence the caster has above 15. A roll of 00 always results in insanity. Insanity caused by this spell reduces 2d6 points from the caster's Intelligence, Wisdom and Charisma.

**A 25% bonus is added to the chance of knowledge roll if the knowledge sought pertains to the plane of existence in which the being resides.

***A 15% bonus is added to the chance of truthfulness roll if the knowledge sought pertains to the plane of existence in which the being resides.

DEMON WHIP

Evocation

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: None

A fiendish and razor-sharp whip of crackling energy appears in the hand of the caster. The whip has a range of 20 ft. and is considered a +3 magical weapon for the purpose of immunity. It remains until the duration expires or the caster successfully attacks a target in range.

Although an attack roll is necessary, the caster is not penalized for non-proficiency and receives an additional +6 to his standard melee attack modifier. On a successful attack, the whip deals 6d6 points of damage. In addition, a natural roll 19 - 20 severs one random appendage. A d4 is rolled. A result of 1 severs the right arm; 2 severs the left arm; 3 severs the right leg; and 4 severs the left leg. The caster may only have one demon whip in existence at any given time.





DISMISSAL

Abjuration

Range: Close

Duration: Instantaneous

Area of Effect: 1 extraplanar creature

Components: V, S

Casting Time: +5

Saving Throw: Will negates

This spell instantaneously removes an extraplanar creature from the Prime Material Plane. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

A saving throw is required (unless willing). The save is modified by the

difference between the caster's HD and the HD of the targeted creature. (A penalty is applied to the save if the caster is stronger. A bonus is applied to the save if the creature is stronger. The penalty or bonus equals the difference in HD.)

DOMINATE

Enchantment/Charm

Range: Close

Duration: 1 day/level

Area of Effect: 1 person

Components: V, S

Casting Time: +5

Saving Throw: Will negates

The caster controls the actions of any humanoid with this spell. If



the caster and target share the same language, the caster can force the dominated person to perform almost any task, however, obviously harmful acts provide another saving throw roll. If the caster and target do not share the same language, the caster must succeed on a Superior (TC 15) Charisma check to effectively control the subject.

Once control is established, the distance between the caster and subject becomes irrelevant.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination, nor does it dispel it.

DREAM Illusion/Phantasm

Range: Unlimited
Duration: 24 hours (see below)
Area of Effect: N/A
Components: V, S
Casting Time: 1 minute
Saving Throw: None

Via this spell, the caster projects a phantasmal message (both visual and auditory) of any length that will seek out one identified living creature. At some point during the subject's next session of sleeping, the phantasmal message enters the subject's dream and implants the message. Upon waking, the subject perfectly remembers the message and knows that he or she has been visited in her sleep.

This form of communication is one-way. The spell will wait for up to 24 hours, thereafter, it will simply cease to exist. Therefore, subjects that do not sleep, such as elves, may never benefit from this spell.

FABRICATE Alteration, Enchantment

Range: Close
Duration: Permanent
Area of Effect: 10 cu. ft./level (see below)
Components: V, S, M
Casting Time: See below
Saving Throw: None

You convert one type of material into a product that is made of that same material. Creatures or magic items cannot be created or altered by the spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. This application has a casting time of 1 full round.

Items that require a substantial skill set can be created with this spell only if the caster has the requisite proficiency. In this case, a proficiency check is required and the casting time is replaced by how long it actually takes to perform the craft.

Material Component: source material.

FALSE VISION Divination, Illusion

Range: Personal
Duration: 10 min./level
Area of Effect: 30-ft. radius centered on caster
Components: V, S
Casting Time: +5
Saving Throw: None

The caster wards the area of effect against any form of divination magic that is intended to scry upon the caster's surroundings. The area of effect looks and sounds differently to the person attempting to scry. By concentrating, the caster of false vision can manipulate the vision and sound to morph and change. Furthermore, the caster of false vision can send a message to the scryer.

FEEBLEMIND Enchantment/Charm

Range: Close
Duration: Permanent
Area of Effect: N/A
Components: V, S
Casting Time: +5
Saving Throw: Will negates

The Intelligence score of the subject is permanently halved. Only *heal*, *wish* or *miracle* can restore the subject's former Intelligence. The subject thereafter acts accordingly and is subject to any limitations that may be applied to low Intelligence, such as the impossibility of spellcasting. Divine spellcasters enjoy a +1 bonus to their saving throw against this magic; however, other spellcasters suffer a -4 save penalty.

GLOBE OF ANGUISH Abjuration

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. radius burst
Components: V, S
Casting Time: +5
Saving Throw: See below

The caster transforms the air in an immobile 20-ft. radius globe into popping and cracking arcane energy. The energy in the globe scratches away at the skin and innards of all living creatures. The damage is 1d6 points per two caster levels (maximum 10d6) and a Fortitude saving throw reduces the damage in half. Any creature coming into the globe must perform a save, regardless of whether that creature is reentering after previously saving or taking full damage.

Casters in the globe that fail their saving throw cannot cast spells with a vocal component until they leave the globe.

HOLD MONSTER Enchantment/Charm

Range: Medium
Duration: 1 rd./level
Area of Effect: 10-ft. radius burst
Components: V, S
Casting Time: +5
Saving Throw: Will negates

As *hold person*, except any creature type can be held.



INTERPOSING HAND

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster creates a hand between 5 and 25 feet wide that stands between the caster and one chosen creature. The targeted creature cannot fool the hand by any means, including invisibility. The hand will always remain between the caster and the target, regardless of what actions the caster and target take.

The caster chooses the exact size of the hand at casting. It provides cover to the caster of at least 75%, which imposes a -6 penalty to all those that try to attack the caster.

The hand can be attacked and destroyed. It has AC 20 and twice as many hit points as the caster had at the time of casting. If the original target dies during the duration of this spell, the caster may expend a free action to denote a second target.

MAGE'S FAITHFUL HOUND

Conjuration/Summoning

Range: Close
Duration: See below
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: None

The caster conjures up a phantom watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any creature larger than Tiny sized approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to non-moving illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack, 2d6+3 points of damage) twice per round.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite will damage any creature, regardless of special defenses. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the caster ever moves more than 100 feet away from the hound, the spell also ends.

MAGIC JAR

Necromancy

Range: Close
Duration: Special
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

By casting magic jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving the caster's body lifeless. Then the caster can attempt to take control of a nearby body, forcing its soul

into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is. When the caster transfers his soul upon casting, the caster's body appears dead.

While in the magic jar, the caster can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). The caster cannot determine the exact creature types or positions of these creatures. In a group of life forces, the caster can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy.

The caster could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature the caster attempts to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds on a Fortitude save (as modified below). Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

The subject of this spell receives a modified save. The modifier is equal to the difference in HD between the caster and the target. Therefore, if the target is more powerful than the caster, the target receives a bonus equal to the difference in HD. If the caster is more powerful, the target receives a penalty equal to the difference in HD.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar.

The caster keeps his Intelligence, Wisdom, Charisma, level, class, saving throw, class abilities, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a primary action, the caster can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the caster shifts from the jar to the caster's own body.

If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the caster is in the magic jar, the caster returns to his body (or dies if the caster's body is out of range or destroyed). If the spell ends while the caster is in a host, the caster returns to his body





(or dies, if it is out of range of the caster's current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location. If the receptacle is destroyed while the caster's soul occupies it, the caster is slain.

MAJOR CREATION	Conjuration
Range: Immediate	Components: V, S
Duration: 1 hour/level	Casting Time: 10 minutes
Area of Effect: 1 cubic ft./level	Saving Throw: None

This spell works exactly like *minor creation*, except that the caster may create mineral items, such as stone, crystal, metal, etc.

MONSTER SUMMONING III	Conjuration/Summoning
Range: Personal	Components: V, S
Duration: 1 rd./level	Casting Time: +5
Area of Effect: N/A	Saving Throw: None

This spell functions like *monster summoning II*, except that this spell conjures 1d4 creatures, none having more than 7 HD. The monsters appear in the immediate vicinity of the caster.

NIGHTMARE	Illusion/Phantasm
Range: Unlimited	Components: V, S
Duration: 24 hours (see below)	Casting Time: 1 minute
Area of Effect: N/A	Saving Throw: Will negates

This spell functions like *dream*, except the caster sends forth a hideously frightening and harmful series of images to the subject. The phantasmal nightmare lingers for up to 24 hours before ceasing to exist.

A targeted subject receives a saving throw while sleeping to avoid the spell's effect. On a failed save, the subject suffers 1d6 points of damage that cannot be healed by any means short of a wish or miracle. In essence, the damage is permanent. The target shows some sign of trauma upon awakening, such as a scar or a patch of white hair. If the target is a spellcaster, no spells can be memorized or prepared that day.

If the target is under the watchful eye of clerics at the time the nightmare takes hold, a *dispel evil* spell cast upon the target will deal 4d6 points of damage to the caster of the nightmare. The nightmare spell would then have no effect on the target.

PASSWALL	Alteration
Range: Close	Components: V, S
Duration: 1 hr./level	Casting Time: +5
Area of Effect: See below	Saving Throw: None

The caster creates a passage through a wall specifically made of wood, plaster or stone. The passage is 8-ft. high and 5-ft. wide. It is 10-ft. deep plus an additional 5-ft. deep per three caster levels above 9th to a maximum of 25 ft. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a short tunnel.

Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, for any reason, creatures within the passage are ejected out the nearest exit.

SECRET CHEST	Conjuration/Summoning
Range: Personal (see below)	Components: V, S, M
Duration: 60 days (see below)	Casting Time: 10 minutes
Area of Effect: One chest and one cubic ft./level of contents	Saving Throw: None

The caster hides a chest on the Ethereal Plane for as long as sixty days and can retrieve it whenever desired. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by expending a primary action while holding a tiny replica of the chest.

The chest must be exceptionally well crafted and costing at least 5,000 gp. A tiny replica (of the same materials and perfect in every detail) must be crafted by the same craftsman for 50 gp. You can have but one pair of these chests at any given time—even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

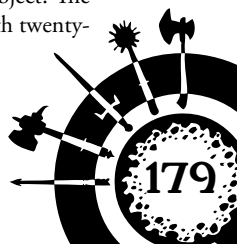
There is a cumulative 1% chance each month that the chest is located on the Ethereal Plane.

SEEMING	Illusion/Phantasm
Range: Touch	Components: V, S
Duration: 1 hour/level	Casting Time: +5
Area of Effect: 1 person/2 levels	Saving Throw: None

This spell functions like *alter self*, except that the caster can change the appearance of up to one other person per two levels. The spell cannot perfectly replicate the looks of another living person.

SENDING	Divination
Range: Unlimited	Components: V, S
Duration: Instantaneous	Casting Time: 10 minutes
Area of Effect: N/A	Saving Throw: None

The caster contacts a particular creature with which he is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the caster and, if desired, can respond with twenty-



five words or less. A creature with an Intelligence score as low as 1 (animals) can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the caster and the targeted recipient are not on the same plane of existence, there is a 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably.

SHADOW EVOCATION MAGIC Illusion/Phantasm

Range: See below
Duration: See below
Area of Effect: See below
Components: V, S
Casting Time: +5
Saving Throw: See below

The caster taps into the Plane of Shadow to cast a quasi-real, illusory version of an arcane evocation spell of levels 1-3. The mimicked spell functions normally and allows a save as the mimicked spell does. Once the spell deals damage, the affected creature receives a second save (Will save) to discover the illusion. If the Will save is a success, the damage inflicted is 20% of what it should have been. If the save is failed, the subject takes damage per the mimicked spell and thereafter believes he was attacked by the mimicked spell.

STONE SHAPE Alteration

Range: Touch
Duration: Permanent
Area of Effect: 1 cu. ft./level
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster can mold and shape an existing piece of stone into any shape he desires. The shape is generally crude and so lacks fine details. Doors, statues, weapons and shields are common fabrications. Any creation that involves moving parts simply does not work on a d% roll of 1-30.

SUMMON ELEMENTAL Conjunction/Summoning

Range: Medium
Duration: 10 min./level
Area of Effect: Special
Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster sends forth a call of summoning to the elemental plane of air, earth, fire or water. Provided that a suitable body of the element is nearby to receive an elemental, the spell brings forth an 8 HD elemental from the chosen plane. The elemental is hostile toward everything and everyone, including the caster, so the caster must do nothing but concentrate on controlling the creature. The process of concentrating on controlling the elemental is a full round action and the slightest disruption breaks the spell. The elemental has a 5% chance, however, from thwarting the influence and, in this case, may act as the elemental pleases, including attacking the caster.

The spell expires upon either the destruction of the elemental in form or 4 rounds after the expiration of the caster's concentration. The elemental is destroyed if it takes enough damage or if it is taken out of the element to which it was summoned. For example, a water elemental taken out of the pool of water in which it was summoned would

return to its native plane. Upon destruction in any way, the elemental simply vanishes and returns unharmed to its native plane.

An elemental that is controlled will obey any command by its master. An elemental that is out of control will do what it pleases. The caster may dispel his own spell, sending the creature back, but a Superior (TC 15) Intelligence check is required.

Material Component: The caster must not only summon the elemental into a free standing body of the pertinent element, but the caster must also present a gift to the elemental. Air elementals require the smell of burning incense; earth elementals require fresh dirt to be thrown at them; fire elementals require either sulphur or oil; water elementals actually need only the water in which they are summoned.

TELEKINESIS Alteration

Range: Medium
Duration: See below
Area of Effect: See below
Components: V, S
Casting Time: +5
Saving Throw: See below

The caster can move objects through concentration. The spell can either provide sustained force, or a violent expenditure of energy.

The caster can use a sustained movement to manipulate an object weighing up to 25 pounds and the wizard can move the object up to 20 feet per round. The object can be moved in any fashion and can be manipulated as if held in one hand. The duration on this version of the spell is 1 round per level.

The caster may alternatively use this spell to create a violent telekinetic force that takes any amount of objects within a 10-ft. cube and violently hurls the objects in a certain direction. The total weight of the objects moved cannot exceed 25 pounds per level and the objects can be hurled up to 50 feet. Not only does the velocity threaten to destroy the hurled objects, any creatures in the path of the objects must succeed on a Reflex save or suffer 1d4 points of damage per caster level.

TELEPORT Universal

Range: Touch
Duration: Instantaneous
Area of Effect: Special
Components: V
Casting Time: +2
Saving Throw: None

The caster transports himself and up to 250 pounds to a destination on the same plane of existence. The transportation is instantaneous and the chances of a perfect trip depend upon the level of familiarity the caster has with the destination.

d% Probability of Teleporting:

Destination Is:	Slightly Off	On Target	Dangerously
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00





Teleporting to a destination that is “slightly off” is generally 1 mile away in a random direction determined by a d4 roll: North (1); South (2); East (3); West (4). Teleporting “on target” means exactly that; it was a perfect trip. Teleporting “dangerously” means the caster and accompanying weight teleport into a nearby solid object. This instantly kills the caster.

High level casters can teleport with additional weight. For every level above 10, the caster can teleport an additional 150 pounds.

TRANSMUTE ROCK TO MUD Alteration

REVERSIBLE

Range: Medium
Duration: See below
Area of Effect: 20-ft. cube/level

Components: V, S
Casting Time: +5
Saving Throw: None

The caster transforms natural unworked rock into mud. If a mud pit is being created, the depth cannot be greater than 5-ft. per level. The mud remains until dispelled, reversed (see below) or naturally evaporated, a process that takes approximately 1 week for every 10 cubic feet.

The reverse of this spell, *transmute mud to rock*, does exactly the opposite. It turns mud into stone and reverses transmute rock to mud.

WALL OF FORCE Evocation

Range: Close
Duration: 1 min./level
Area of Effect: 10-ft. square/level

Components: V, S
Casting Time: +5
Saving Throw: None

A wall of force spell creates an immovable, invisible barrier of force whose area is no greater than one 10-ft. per level. The wall can be created as a standing wall, or it can be created as an open sphere or hemisphere. It cannot be created as an encapsulating globe. Nothing passes through the wall. It is impervious to damage of any kind. Only a *disintegrate* spell, a rod of cancellation, a sphere of annihilation or a *mage's disjunction* spell can destroy it. Magical means of travel, such as *dimension door* or *teleport*, can bypass the wall.

The wall must be created without any openings. It must be one solid piece of force. A sphere must have an opening above and it can have a maximum radius equal to 1-ft. per level.

WALL OF IRON Evocation

Range: Close
Duration: Permanent
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

This spell forms a vertical iron wall that inserts itself into surrounding material. The wall can be no larger than one 5-ft. square per level. At this size, the wall is 1 inch thick per 4 caster levels. The length and width of the wall can be enlarged either by 50% or 100%, but the thickness is reduced by one-quarter and one-half, respectively.

The wall will form as a perfect wall into the surrounding material, provided the material is nonliving. Any section of the wall can sustain 100 hit points of damage before breaking. Consequently, any non-magical weapon or tool used to break the wall has a 20% chance per attack of breaking. The wall is natural iron and will age and rust appropriately. It can be destroyed by magical means similar to a *wall of force*, as well.

The caster may also create the wall to be freestanding and anchored only on its lower side. The wall will topple. A d6 roll is performed. An even result topples the wall forward; an odd result topples the wall backward. Casters generally use this application of the spell to catch certain targets under the falling wall. Thus, “forward” likely includes spaces that are occupied by targets of the spell. A freestanding wall can be pushed in a direction with a Superior (TC 20) Strength check. A falling wall can be stopped with an Exceptional (TC 20) check.

WALL OF STONE Evocation

Range: Close
Duration: Permanent
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

Wall of stone works similarly to *wall of iron*, except the wall is made of a like amount of stone. It must meld into stone, but need not be created as a vertical plane. Thus, the wall of stone can close an opening in the floor or ceiling. Any section of the wall of stone can sustain 25 points of damage before breaking. Non-magical weapons not designed for breaking stone have a 10% per attack of breaking.

The wall of stone differs from *wall of iron* in another way. The wall of stone requires anchoring on two sides, so a chasm can be bridged with this spell and crenellated battlements can be formed above a tower. If a bridge is to be fashioned, anything longer than 20 ft. requires certain supports (arches, buttresses, etc.), which halves the area of effect. A 10th-level caster, therefore, can create a bridge taking up no larger than 1,250 square feet, or a 10-ft. wide by 125-ft. long bridge.

The stone can be dispelled or disintegrated, as well.

Level 6 Arcane Spells

ANTIMAGIC SHELL Abjuration

Range: Personal
Duration: 10 min./level
Area of Effect: 1 ft./level diameter

Components: V, S
Casting Time: +2
Saving Throw: None

A globe of antimagic surrounds the wizard. It is always 10-ft. high at its apex and has a diameter of 1-ft. per level. The globe temporarily nullifies all magic. Therefore, all magical items and effects within the globe are rendered mundane; all spells cease to come into existence and spells attempting to target the area inside the globe or one of the globe's inhabitants fails to penetrate the globe. Any magical compulsions currently affecting an inhabitant of the globe also ceases to function.

The globe also incapacitates any creature present by way of magic alone. Undead, whether incorporeal or not, and summoned creatures are two



examples of creatures wholly present due to magic. While summoned creatures do not return, undead rise once the globe is gone. Note that magical creatures, such as elementals, are normal creatures on their home plane and are not affected by this spell.

All time spent inside the globe counts against the duration of any spell or effect. The globe cannot be dispelled.

CHAIN LIGHTNING

Evocation

Range: Long
Duration: Instantaneous
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: Ref half

This spell creates an electrical discharge that begins as a single stroke commencing from the caster's fingertips. Unlike *lightning bolt*, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level to the primary target (max 12d6). After it strikes, a bolt can arc to a number of secondary targets equal to caster level. The secondary bolts each strike one target and deal 1d6 less damage than the preceding bolt.

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

CONTINGENCY

Universal

Range: Personal
Duration: 1 day/level
Area of Effect: N/A

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster employs this spell in conjunction with another spell no higher than one-third of the caster's level, rounded down, to a maximum of 6th level. The two spells, contingency and the trigger spell, are cast simultaneously.

Contingency allows the caster to declare a detailed situation when the trigger spell is to come into effect. For example, a contingent *feather fall* spell could come into effect when the caster has fallen more than 5-ft. Thus, when the caster falls more than 5-ft. at any time during the contingency duration, the feather fall spell automatically comes into effect.

Only one contingent spell can be placed upon the caster at any time. If a second contingency spell is cast, the first trigger spell is lost.

Material Component: In addition to any special material component required by the trigger spell, this spell requires the contingency to be held in an eyelash of a spellcasting monster, such as an ogre mage.

CONTROL WATER

Alteration

Range: Medium
Duration: 1 min./level
Area of Effect: See below

Components: V, S
Casting Time: 10 minutes
Saving Throw: See below

The caster chooses one of the following three applications for this spell:

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a square depression whose sides are up to 10-ft. long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell. The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With lower water or raise water, the caster may reduce one horizontal dimension by half and double the other horizontal dimension.

Part Water: This causes water to move apart and form a 20-ft. wide corridor. The depth of the corridor is 5 ft. per level and the length is 30 ft. per level. If cast on water elementals and other water-based creatures, the spell deals 1d8 points of damage per caster level, but a saving throw is allowed to halve the damage. This version of the spell can be cast to create an air tunnel underwater of the same size.

CONTROL WEATHER

Alteration

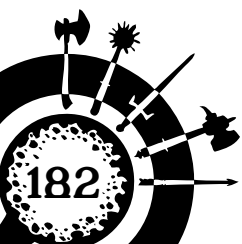
Range: See below
Duration: 4d6 hrs.
Area of Effect: 4d4 sq. mi.

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster changes the weather in the local area. The weather conditions begin to change at the onset of casting the spell, but do not take full effect until the completion of the casting. Once completed, the new conditions remain for 6d4 hours.

The spell pulls from what is available for the season and so the season in which the casting takes place governs its parameters. The following chart shows what is possible for each season. In addition to what is below, the caster can also create up to tornado winds in any season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet





Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

Weather cannot contradict itself; therefore, a caster cannot create a thaw and frigid cold in Winter, nor can he create fog with wind.

DEATH CIRCLE	Necromancy
Range: Medium	Components: V, S, M
Duration: Instantaneous	Casting Time: +6
Area of Effect: 10-ft. radius burst/level	Saving Throw: None

The death circle literally snuffs out the life forces of any creatures in the area of effect, with no saving throw allowed. The total amount of HD slain is 1d4 per caster level; however, creatures having less than 2HD are automatically slain and do not count against the total.

A death circle does not affect extraplanar or non-living creatures.

Material Component: The material component of this spell is a crushed black pearl that had a value of at least 1,000 gp before it was crushed.

DISINTEGRATE	Alteration
Range: Medium	Components: V, S
Duration: Instantaneous	Casting Time: +6
Area of Effect: See below	Saving Throw: Negates

A thin, green ray shoots forth from the caster's hand and causes matter, even energy, to utterly vanish. Only a trace amount of fine silver dust is left. This spell affects all physical matter, including living creatures, and most energy, even invisible energy, except that created by a *globe of invulnerability* or antimagic. The amount of nonliving matter affected equals that of a 10-ft. cube. Unless larger in volume than what would fit in a 10-ft. cube, in which case the spell fails, this spell only disintegrates one living creature.

Living creatures that save avoid the ray.

ENSNARE PLANAR BEING	Conjuration/Summoning
Range: Close	Components: V, S, M
Duration: Special	Casting Time: 10 minutes
Area of Effect: Special	Saving Throw: Negates

Casting this spell is dangerous, for the caster lures a creature from another plane to a specifically prepared trap, which must lie nearby the caster. The called creature is held in the trap until it agrees to perform one service in return for its freedom. A saving throw is performed at the close of the casting and a modification is applied to the save for each HD between the caster and the creature (thus, a bonus applies if the creature is stronger than the caster). A successful save means the creature sensed the trap and fails to be summoned forth. A failed save forces the creature into a portal that instantaneously shuttles the creature to the trap on the Prime Material Plane.

The caster must prepare the trap beforehand. The trap is a magical binding circle. It can be hand drawn or intricately designed with special components. The time spent preparing the circle and the amount of money spent on the components to create the circle govern the chance that the circle was properly prepared. The base chance is 50% plus 5% per each full day of work on the circle to a maximum of 75% for labor only when using a hand drawn circle alone.

A certain additional bonus is added based on the type of materials used in creating the circle. An additional 5% can be added if special pigments costing 1,000 gp are used. An additional 5% can be added if the circle is carved into the ground and inlaid with metal, a process costing an additional 25,000 gp. An additional 15% is added if the metal used for the carved circle is prepared with special minerals, a process costing an additional 25,000 gp.

As an illustration, a caster spending twenty-five days hand-drawing the circle has a 75% chance of success. A caster spending a like amount of time hand-drawing the circle with special pigmentation costing 1,000 gp has an 80% chance. A caster spending a like amount of time preparing a carved circle with metal and pigmentation (costing 26,000 g.p.) has an 85% chance of success. A caster spending a like amount of time carving a circle inlaid with metal prepared with special minerals and pigmentation (total cost of 51,000 g.p.) has no chance of failure. The circle must remain untouched and untainted. Even a piece of straw or hair can disrupt the seal. The creature within cannot interact with the circle in any way; the magic forbids it.

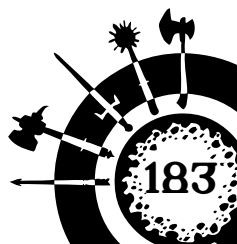
A failed roll or a later disruption frees the creature, which can then attack at will.

A successfully trapped creature is permanently trapped until it makes a pact to perform one service for the caster. (The process of negotiating the service can be a lengthy one!) Once agreed upon, the creature is free to leave the circle or go back to its home plane to perform the deed. It is oath-bound and any activity that deviates from the indenture instantaneously teleports the creature back to the trap (with no chance of failure). Once the creature has successfully performed the service, the creature instantaneously returns to its home plane. It may not be pleased. In fact, it may return to enact revenge.

EYEBITE	Necromancy
Range: Close	Components: V, S
Duration: 1 round/3 levels	Casting Time: +6
Area of Effect: 1 creature	Saving Throw: Negates

The caster gains a gaze attack that is usable once per round, as a primary action, for a maximum of 1 round per three caster levels. During the course of the spell's duration, the caster may choose one of four distinct gaze attacks: charm, frighten, sicken or incapacitate. Each gaze attack may be chosen once during the duration of the spell. A gaze attack imposes a +1 initiative modifier.

Charm: The effect is exactly like *charm monster*, except necromantic energy forces control over the creature in a way similar to controlling undead. It can be dispelled normally.



Fear: The subject flees from the caster for 1d4 rounds and, for 10 minutes per caster level thereafter, the subject cannot look upon the caster, but can remain nearby. It can be dispelled with any fear-countering magic.

Sicken: The subject suffers from a bone-chilling sickness that lasts for 10 minutes per caster level. The sickness inflicts a -4 penalty to all d20 rolls, including attribute checks, and halves any damage from successful attacks. Casters afflicted with this sickness have only a 50% chance of properly casting magic. This effect can be countered only by dispel magic or remove curse.

Incapacitate: This works exactly like *sleep*, except a save is allowed and the subject can be of any HD.

These gaze attacks can be reversed back to the caster by certain magic or items specifically tailored to reflecting gaze attacks. If this should occur, the caster receives a saving throw. Failure turns the caster to stone for 1 round per level.

FLESH TO STONE

Alteration

REVERSIBLE

Range: Medium
Duration: Permanent
Area of Effect: 1 creature

Components: V, S
Casting Time: +6
Saving Throw: Fort negates

Flesh to stone literally turns a targeted creature's flesh and possessions into inert stone. The creature then appears as a perfectly rendered stone statue to mundane and magical inspection.

If a target in stone form is damaged, the target takes the damage at once upon the reversal or dispelling of flesh to stone. If the stone statue is deformed (via a severed head or appendage) or severely weathered and worn down, the target must perform a shock survival check to survive. Of course, if the statue is beheaded, no check is allowed. The target simply dies upon the reversal of this spell.

The reverse of this spell turns stone to flesh. If the targeted stone belongs to a once-living creature that has been turned into stone, the creature will be brought back to its fleshy self. If *stone to flesh* is cast upon normal stone, the flesh will be inert and malleable. The total volume of normal stone that can be turned to flesh is 10 square feet per level.

FORCEFUL HAND

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +6
Saving Throw: None

Forceful hand works exactly like interposing hand, except that this spell also pushes objects or creatures weighing 500 pounds or less in any direction the caster desires. The spell also slows down any creature weighing up to 2,000 pounds to 10 ft. per round. Fighting the forceful hand to avoid being pushed requires a Strength check at -10. The hand can move up to 200 feet away from the caster.

The hand deals no damage, but it has AC 20 and as many hit points as the caster does in full health. If it is destroyed, it disappears.

FREEZING SPHERE

Evocation

Range: Long
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +6
Saving Throw: See below

With each casting, the caster can use freezing sphere in one of the following ways:

Freeze Water: A ray of cold energy strikes a body of water and instantly freezes a section of that water equal to 100 square feet. The depth of the ice is 1 inch per caster level.

Freezing Ray: A ray of cold energy springs from the caster's finger and deals 1d6 points of damage per caster level its target. If the target is a living creature and that target saves against the spell, the freezing ray continue for up to 400 ft. If it strikes anything beyond the missed target, that object must save or take the same damage.

Exploding Globe of Cold: A small globe shoots from the caster's hand and explodes at a point in range, dealing 6d6 points of damage to all those caught within a 10-ft radius burst. A saving throw is allowed to halve the damage.

GEAS/QUEST

Enchantment/Charm

Range: Close
Duration: See below
Area of Effect: N/A

Components: V
Casting Time: +6
Saving Throw: None

This spell places a magical command on a creature to carry out some service or to refrain from taking some action or course of action. The subject must follow the given instructions until completed, no matter how long it takes. For every 24 hours the subject does not actively follow the command, the subject loses 2 points of Strength, until death occurs at Strength 0.

A geas will fail immediately if the instructions are likely to end in certain death. Only a *wish* spell can negate a geas.

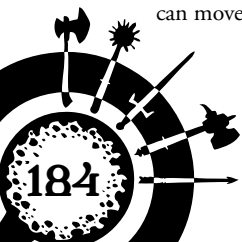
GLASS

Alteration

Range: Touch
Duration: 1 rd./level
Area of Effect: See below

Components: V, S
Casting Time: +6
Saving Throw: N/A

The caster transforms non-precious metal, stone or wood into glass. By means of this spell, a 1-ft. per level diameter circle is formed and the glass can penetrate up to 1-ft. per caster level. The glass cannot be broken by any means and simply provides a window into an area beyond. The caster may either create the window as one-way, providing only the caster and those nearby with a vantage, or two-way, providing everyone on either side with a view into the opposite space.





Because the material is temporarily considered glass, albeit unbreakable glass, muted sounds do pass.

GLOBE OF INVULNERABILITY Abjuration

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: 1 full round
Saving Throw: N/A

This spell creates an immobile, faintly shimmering magical sphere around the caster. Only the caster and any magical familiar may be encapsulated. The globe simply expels other living creatures. The globe nullifies and thus prevents the intrusion of any spells or magical effects of levels 1-4.

The globe does not nullify magic inside the sphere. Therefore, the caster may cast spells normally and he does not lose the benefits of any magical items.

The only spell that can affect the globe is *dispel magic*.

GREATER SHADOW EVOCATION Illusion/Phantasm

Range: Special
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: +6
Saving Throw: Special

This spell is simply a more powerful version of the shadow evocation magic spell. The illusionary spells created herein are 60% as powerful as their mimicked originals for those targets that succeed on a save to disbelieve the illusion.

GUARDS AND WARDS Alteration

Range: See below
Duration: 1 hr./level
Area of Effect: 160,000 sq. ft.

Components: V, S
Casting Time: 30 minutes
Saving Throw: None

This spell is primarily used to defend the caster's stronghold or an area of high significance. The total area that can be affected cannot exceed 160,000 square feet, and this area can be divided among as many stories as desired. This spell creates the following magical effects in the area:

Fog: All corridors become filled with a misty fog, which reduces visibility to 10 ft.

Webs: All stairwells become filled with webs (per the spell *web*) that cover every square inch.

Locks: All doors become arcane locked.

Confusion: In areas where corridors intersect or branch off, inhabitants become instantly confused and only have a 50% chance to go in the direction the player wishes. Regardless of which corridor the subject takes, the subject believes he or she is traveling in the correct corridor.

Magic: A magical aura fills the entire area. If a detect magic spell is cast, the caster of detect magic has a 50% chance of being rendered unconscious for 1d4 hours. Only a remove curse spell can awaken the sleeping subject.

Illusions: The caster of guards and wards can choose to place one illusion per level in any area of the warded space. The illusion cannot move or make sounds; therefore, common illusions include doors where none exist or walls to cover existing doors.

Extras: In addition to the foregoing six effects, the caster may choose to include one of the following effects:

- Dancing lights in four corridors. The caster can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts.
- A *magic mouth* in two places.
- A *stinking cloud* in two places. The vapors appear in the places the caster designates; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts.
- A *gust of wind* in one corridor or room.
- A *suggestion* in one place. The caster can select an area of up to 5-ft. square, and any creature who enters or passes through the area receives the suggestion mentally.

A successful targeted *dispel magic* cast on a specific effect, if successful, removes only that effect and not the general guards and wards. Only a *wish* spell or a successful *mage's disjunction* destroys the entire spell.

LEGEND LORE

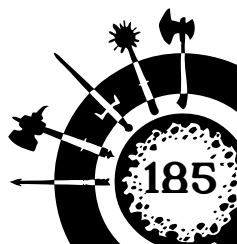
Divination

Range: Personal
Duration: Instantaneous
Area of Effect: See below

Components: V, S
Casting Time: See below
Saving Throw: None

This spell grants a vision to the caster regarding the true past of a person, place or thing. Casting this spell requires 1d10 days if the caster is intimately familiar, or in possession, of the target. The casting time increases to 2d6 weeks if the caster has only detailed information. During the casting of this spell, the spell's magic places the caster into a trance. The caster cannot speak, but he needs not food or drink. The spell must be recast if the caster's concentration is broken.

The spell plucks from history the target's most significant fact or event, and this determination is made by the GM. If the spell grants a vision of a significant event, the spell provides additional information to the caster as the vision progresses. This information is often cryptic. If the spell grants only a significant fact, this information is usually less cryptic. The quality of the information provided is based upon how familiar the caster is with the targeted person, place or thing. If the caster has only detailed information, the vision or fact is vague and difficult to understand. If the caster is present at the place, has intimate knowledge of the person, or has the thing on hand, the spell is quite accurate and forthcoming.



For example, Thadeus wishes to cast legend lore on the Goblin King's scepter, which he has on hand. The player controlling Thadeus rolls the d10 for a 5. After five days of constant spell casting, Thadeus finally receives a vision of a human king proudly presenting the scepter to a vault door. The vault door is intricately inlaid with fine silver and adorned with the griffon crest of Evermyst, City of Adventure. As the crest glows and the vault door slowly opens, the caster hears, "Forged to serve mankind, a twisting love and sinful fate burned the scepter into hate. Kingdoms fell. Pride swelled. It is now a key to wealth and hell."

MASS SUGGESTION	Enchantment/Charm
Range: Close	Components: V, M
Duration: 1 hr./level	Casting Time: +6
Area of Effect: 1 creature/level	Saving Throw: Negates

This spell works exactly like *suggestion*, except that the caster affects one living creature per level. All creatures must be within range.

MISLEAD	Illusion/Phantasm
Range: Close	Component: S
Duration: 1 rd./level	Casting Time: +1
Area of Effect: N/A	Saving Throw: None

The caster takes on the effects of improved invisibility at the exact time that an illusory duplicate of the cater comes into being. The true caster is then free to perform whatever action he desires, while the illusory duplicate will speak and act exactly as the caster would in like circumstances. The illusion can be seen, heard, smelt, and even touched.

Magic equivalent to *true seeing* reveals the illusion, while the caster can be seen by any magic that reveals invisibility.

MONSTER SUMMONING IV	Conjuration/Summoning
Range: Personal	Components: V, S
Duration: 1 rd./level	Casting Time: +6
Area of Effect: N/A	Saving Throw: None

This spell function like *monster summoning I*, except that this spell summons 1d4 monsters no higher than 4th-level and not having more than 10 HD. The monsters appear in the immediate vicinity of the caster.

MAGE'S LUCUBRATION	Alteration
Range: Personal	Components: V, S
Duration: Instantaneous	Casting Time: +1
Area of Effect: N/A	Saving Throw: None

The caster instantly recalls any one spell of 5th level or lower that he used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in the caster's mind as through prepared in the normal fashion.

must provide them. The recovered spell is not usable until the material components are available.

MOVE EARTH	Alteration
Range: Long	Components: V, S
Duration: Permanent	Casting Time: See below
Area of Effect: See below	Saving Throw: None

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. The casting time is 10 minutes for every 150-foot square (up to 10 feet deep) being moved. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The breadth of possible uses for this spell greatly increases if an earth element is employed at the same time. For example, a rock formation can be moved by an earth elemental if assisted by this spell.

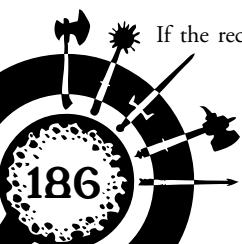
PERMANENT ILLUSION	Illusion/Phantasm
Range: Long	Components: V, S
Duration: Permanent	Casting Time: +6
Area of Effect: 400 sq. ft./level plus 100 sq. ft./level	Saving Throw: Special

This spell works like *phantasmal image*, except the caster can create an illusion that has visual, auditory, olfactory and thermal elements. The illusion can move as directed within the area of effect, but if the caster ceases to concentrate on moving the image, the illusion stands still.

PROGRAMMED PHANTASMAL IMAGE	Illusion/Phantasm
Range: Long	Components: V, S
Duration: Special	Casting Time: +6
Area of Effect: 400 sq. ft./level plus 100 sq. ft./level	Saving Throw: Special

This spell functions like *phantasmal image*, except that the image has visual, auditory, olfactory and thermal elements; furthermore, the caster programs the spell to launch the illusion upon the occurrence of a specific condition. The illusion remains dormant until triggered by the specific condition.

The specific condition can be as general or specific as the caster desires. The spell's trigger shares the same limitations from which a magic



If the recalled spell requires special material components, the caster

mouth spell suffers, i.e., the spell can neither distinguish alignment, level, class or HD, nor see invisible creatures.

PROJECT IMAGE	Illusion/Phantasm
Range: Long	Components: V, S
Duration: 1 rd./level	Casting Time: +6
Area of Effect: 1 duplicate	Saving Throw: None

The caster creates an immaterial, illusory duplicate. The duplicate looks like the caster does at the completion of casting the spell and it can appear at any spot in range. The duplicate acts like the caster in every way and can be commanded to perform any action that the caster can perform at that time, including the casting of spells currently prepared. Note that the duplicate takes damage and becomes subject to any conditions from which the caster suffers during the spell. If the caster lost his leg and could no longer walk, the duplicate lost its leg and can no longer walk.

The caster must expend a secondary action each round he wishes to control the actions of the duplicate, which can take a secondary and primary action each round. The duplicate always goes after the caster in any round. Via this spell, the caster could cast a spell and command the duplicate to move and cast a different spell. Spells cast by the duplicate count against the daily prepared spells of the caster.

The duplicate can be dispelled. If so, the caster loses one random prepared spell of his highest level.

REINCARNATE	Necromancy
Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 10 minutes
Area of Effect: Corpse touched	Saving Throw: None

With this spell, the caster brings a dead creature back to life, provided that its death occurred no more than one day per caster level and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. There is a very small chance the creature will return in the same form. It is probable that the creature returns as a different race or species entirely, a determination based entirely on chance:

d%	Incarnation
01	Bugbear
02-13	Dwarf
14-25	Elf
26	Gnoll
27-38	Gnome
39-42	Goblin
43-52	Half-elf
53-62	Half-orc
63-74	Halfling

75-89	Human
90-93	Kobold
94	Lizardfolk
95-98	Orc
99	Ogre
100	Ogre Mage

The reincarnation takes one hour. The reincarnated creature remembers the bulk of its life and has a 50% of retaining any character class it had in its former life, unless the incarnation crosses over the "monster line". In other words, a monster that had a character class that is now a playable race does not retain its class; a member of a playable race that comes back as a monster does not retain his or her class.

There is a 25% chance that the creature comes back to life with a new alignment. If so, the change is not drastic. Monsters that come back as a playable race move one step closer to lawful good and playable races that come back as a monster move one step closer to chaotic evil.

TRANSFORMATION	Alteration
Range: Personal	Components: V, S, M
Duration: 1 rd./level	Casting Time: +6
Area of Effect: The caster	Saving Throw: None

The caster becomes a wonder to behold as he doubles in size and takes on a bloodthirsty rage. He loses all spell casting powers, but gains incredible combat boosts. This spell grants to the caster a +4 bonus to both attacks and damage, a temporary proficiency in any melee weapon, two attacks per round with that weapon, a +4 bonus to AC and 50 temporary hit points that are used before real hit point damage accrues.

The caster must continue to fight any nearby opponents until all opponents are dead or the effects of this spell expire.

Material Component: The caster must drink a *potion of heroism* right before the completion of casting this spell. This does not expend an additional action and the time to take this potion is already factored into the spell's casting time.

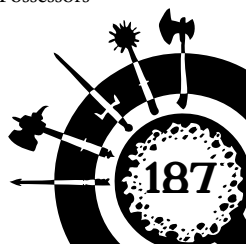
TRANSMUTE DIRT TO WATER	Alteration
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REVERSIBLE

Range: Medium	Components: V, S
Duration: Permanent	Casting Time: +6
Area of Effect: 10-ft. cube/level	Saving Throw: See below

This spell alters a certain amount of dirt or dust to water. The water is natural and perfectly suitable for drinking. No saving throw applies.

The reverse of this spell transmutes an equal volume of water into dirt. Conversely, the caster may target this spell on a potion or other liquid. In which case, the potion or other liquid is rendered useless. Possessors of any held liquid receive a saving throw to thwart the spell.



TRUE SEEING

Divination

Range: Touch
Duration: 1 rd./level
Area of Effect: 60 ft. line of sight

Components: V, S
Casting Time: +6
Saving Throw: None

The recipient of this spell sees all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under any magical effect tailored to hide or mask their true identity, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

VEIL

Illusion/Phantasm

Range: Medium
Duration: 1 turn/level
Area of Effect: 20-ft. cube/level

Components: V, S
Casting Time: +6
Saving Throw: None

The caster instantly changes an area's contents, including up to one creature per caster level, to appear as anything desired, including any inanimate object or hideous monster within two size categories of the creature's normal size.

The caster may cast this spell in his immediate area, thus changing the appearance of his surroundings and his nearby party members.

Detect magic will not reveal the magic; only *true seeing* or *wish* does.

Level 7 Arcane Spells

BANISHMENT

Abjuration

Range: Close
Duration: Instantaneous
Area of Effect: 60-ft. radius

Components: V, S, M
Casting Time: +7
Saving Throw: Will saves

The caster banishes a number of extraplanar creature(s) from the caster's home plane. The total amount of HD affected cannot exceed 2 HD per caster level. Once banished, the target(s) cannot return to the caster's home plane by their own volition. They must be summoned again.

If a targeted creature is standard (not unique), no special material component is required. If a targeted creature is unique or otherwise advanced, a substance that is particularly hated by the target creature is required. Even with the special component, the target's magic resistance still applies prior to a saving throw. If the name of the targeted

creature is known and announced during casting, the target suffers a -2 penalty on the save.

CONTROL UNDEAD

Necromancy

Range: Close
Duration: 1 min./level
Area of Effect: 30-ft. radius burst

Components: V, S
Casting Time: +7
Saving Throw: Special

The caster controls and verbally commands undead creatures. The maximum HD affected cannot exceed 2HD per caster level; however, regardless of this amount, no more than six undead can be controlled at a single time. A point in range exudes the spell effect and the lowest HD undead in the area are affected first.

Any undead creature with more than 3HD may roll a saving throw to thwart the spell.

Once the spell has ended, intelligent undead remember what occurred.

DELAYED BLAST FIREBALL

Evocation

Range: Long
Duration: Special
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +7
Saving Throw: Ref half

This spell functions exactly like *fireball*, except that the caster creates the *fireball* and sends it to its ultimate destination, where it awaits for up to five rounds before exploding. The explosion deals 1d6+1 points of damage per caster level (max 10d6+10).

The caster chooses how many rounds will elapse before the explosion.

FINGER OF DEATH

Necromancy

Range: Close
Duration: Instantaneous
Area of Effect: 1 living creature

Components: V, S
Casting Time: +7
Saving Throw: Fort partial

The caster points his index finger at a targeted living creature, utters a word, and potentially causes the instant death of that target. A successful save deals 4d6 points of damage instead.

FORCECAGE

Evocation

Range: Close
Duration: 1 hr./level
Area of Effect: 20-ft. cube

Components: V, S, special
Casting Time: See below
Saving Throw: None

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force.

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.





Like a wall of force spell, a forcecage resists dispel magic, but it is vulnerable to a disintegrate spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

Barred Cage: This version of the spell imposes a +7 casting time and produces a 20-foot cube made of bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. Weapons can be used against a caged target, provided the weapon fits between the bars. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has 50% cover and thus attackers suffer a -4 to attacks. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides. Creating a cell requires a full round of casting.

GRASPING HAND Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special
Components: V, S
Casting Time: +7
Saving Throw: None

This spell functions in all respect like interposing hand, except that the caster may command the grasping hand to grapple (or release) a target designated by the caster. The hand can restrict the movement of any creature weighing up to 1,000 pounds. Creatures weighing between 1,000 and 4,000 pounds must perform a successful Strength check to move 10 ft. Creatures weighing more than 4,000 pounds, but less than 16,000 pounds, are slowed to half movement.

Grappled subjects suffer no damage.

INSTANT SUMMONS Conjunction/Summoning

Range: Unlimited
Duration: Until discharged
Area of Effect: 1 object (see below)
Components: V, S, M
Casting Time: +1 (see below)
Saving Throw: None

This spell is performed in two distinct stages: the ritual and the calling. The ritual requires the caster to have a certain object, which is to become the target of this spell, in one hand and a fine gem worth at least 5,000 g.p. in the other hand. The ritual places an arcane mark upon both the object and the gem, linking the two forever. The ritual takes one hour and a triggering keyword is set. The calling requires only a secondary action. The caster simply utters the keyword and the attuned object instantly transports to the caster's hand.

The object must be nonliving and cannot weigh more than 10 pounds or be longer than 6 feet in length.

If the item is in the possession of another creature at the time of calling, the spell does not work, but the caster knows who the possessor is and roughly where that creature is located when the summons occurs.

If the item is in a chest created by the secret chest spell, the spell does not work, but the caster knows the location of the secret chest on the Ethereal Plane at the time of calling.

The arcane mark on the gem is invisible and unreadable to anyone but the caster, except by means of a *read magic* spell.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

LIMITED WISH Conjunction/Summoning

Range: Unlimited
Duration: Special
Area of Effect: Special
Components: V
Casting Time: Special
Saving Throw: Special

The caster may employ limited wish to create nearly any effect short of altering reality on a permanent basis. The caster must word the desired effect carefully, for limited wish is a fickle spell, indeed. It can be used to mimic any spell of 7th level or lower, fully heal a living creature, change attitudes, impose combat penalties, etc.

A desired effect that could be categorized as greedy or power hungry almost always fails and most other requests often prove disastrous, as well. The spell searches the wording of any request and capitalizes on any debatable points to bring about a detrimental result. (In essence, the GM has considerable latitude in adjudicating the parameters of this spell.)

The caster ages 1d4 years with each casting of this spell.

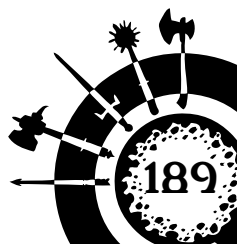
MAGE'S MAGNIFICENT MANSION Conjunction

Range: Close
Duration: 1 hr./level
Area of Effect: 300 sq. ft./level
Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster conjures up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air to those outside the mansion that is 4 feet wide and 8 feet high. Only those designated by the caster may enter the mansion, and the caster may control the portal to shut and remain invisible to all those outside. The caster remains in control of the portal and may open it again at will. A magnificent foyer with numerous chambers greets all entrants. The atmosphere is clean, fresh, and warm. The mansion is fully furnished and designed in whatever style the caster fancies.

The caster can create any floor plan he desires to the limit of the spell's effect. The mansion contains sufficient food and provisions to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.



Those staying in the mansion find rest twice as effective, thus only four hours of sleep replenishes as equally as eight hours would outside. The food is also extremely nourishing; however, the food is conjured from the magic of the mansion and is not real. Spending more than one day living off this magic food can cause an immediate wave of hunger and fatigue when one leaves the mansion.

MAGE'S SWORD

Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +7
Saving Throw: None

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the caster desires, at the end of each round, including the round in which it was created. The sword attacks its designated target once each round and uses a +10 total attack bonus. The sword may damage any creature, regardless of special resistance to damage. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6 points of damage on a successful attack.

The sword remains until the spell duration expires or a dispel magic is used successfully upon it.

MASS INVISIBILITY

Illusion/Phantasm

Range: Medium
Duration: Special
Area of Effect: 180-ft. radius burst

Components: V, S
Casting Time: +7
Saving Throw: None

This spell functions like *invisibility*, except that the caster creates an invisibility globe that affects multiple creatures. The globe turns all creatures within the area of effect invisible. Any invisible subjects become visible if they perform a hostile act or if they travel outside of the area of effect, which is centered on a point or creature.

The globe can be cast on a point in space or on a creature. The latter approach allows the globe to move with the subject, however the whole globe dispels if the subject a) moves beyond 180 feet of a different invisible creature, or b) performs a hostile act.

Invisible creatures cannot see each other while invisible.

MONSTER SUMMONING V

Conjuration/Summoning

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +7
Saving Throw: None

This spell functions like *monster summoning I*, except that this spell summons 1d4 monsters no higher than 5th-level and not having more than 14 HD. The monsters appear in the immediate vicinity of the caster.

PHASE DOOR

Alteration

Range: Touch
Duration: 1 usage/2 levels
Area of Effect: Special

Components: V
Casting Time: +7
Saving Throw: None

This spell creates a passage through wooden, plaster, or stone walls, but not other materials, in a way similar to passwall. The phase door is invisible and inaccessible to all creatures except the caster. Without permission, only the caster may use the passage; he disappears when he enters the phase door and appears when he exits. If so desired, the caster can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

The caster can set a triggering condition on the door to allow other creatures to use it without the assistance of the caster. Such conditions can be simple or elaborate. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points do not qualify. For example, powerful wizards often cast permanency on their phase doors and key them specifically to certain individuals (their most trusted servant) or items (such as their family signet ring).

POWER WORD STUN

Conjuration/Summoning

Range: Close
Duration: Special
Area of Effect: 1 creature

Components: V
Casting Time: +1
Saving Throw: None

The caster utters a single word and any creature within range becomes stunned for a duration of rounds pursuant to the amount of hit points the creature currently has. Creatures with 30 or fewer hit points are stunned for 4d4 rounds, those with 31 to 75 hit points are stunned for 2d4 rounds; those with 76 to 100 hit points are stunned for 1d4 rounds. Creatures having more than 100 hit points are unaffected by this spell.

Note that a targeted creature is not required to hear the power word to be affected by the spell.

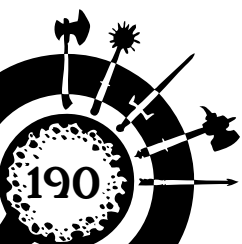
PRISMATIC SPRAY

Conjuration/Summoning

Range: Personal
Duration: Instantaneous
Area of Effect: 75 x 15 ft. cone

Components: V, S
Casting Time: +7
Saving Throw: See below

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. Each beam has a different pow-





er. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

Roll a d8 to determine which ray strikes each creature:

d8 Result	Color	Effect
1	Red	20 points of damage (Fort halves)
2	Orange	40 points of damage (Fort halves)
3	Yellow	80 points of damage (Fort halves)
4	Green	Fort save or die from poison
5	Blue	Fort save or be turned to stone
6	Indigo	Will save or go insane
7	Violet	Fort save or be planar teleported
8	2 Colors	Roll twice, ignoring results of 8

REVERSE GRAVITY Alteration

Range: Medium
Duration: 1 rd./level (see below)
Area of Effect: See below

Components: V, S
Casting Time: +7
Saving Throw: See below

There are two applications of this spell. The first is an area of effect spell, which reverses gravity in a 30-ft. diameter column. The height of the column is 10-ft. per caster level. This reversal causes all objects in the area to fall upward toward the top of the column. If an object or creature strikes something on the way up, damage is accrued as if the object or creature fell normally. Thus, 1d6 points of damage is dealt per 10-ft. of falling upward. If the column ends in the middle of the air, anything under the effects of this spell simply spins slowly until the expiration of the spell, when they fall downward and accrue damage normally.

The second application is a targeted effect. One object or creature weighing no more than 1,000 pounds falls upward. The maximum distance the target can ascend is 10-ft. per caster level. If the target strikes any objects during the fall upward, damage is accrued normally. No actual gravity column is created, so the target immediately falls back toward the ground and takes damage once again. The target is afforded a Fortitude saving throw to negate the spell.

SEQUESTER Abjuration

Range: Touch
Duration: 7 days + 1 day/level
Area of Effect: See below

Components: V, S
Casting Time: +7
Saving Throw: Will negates

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a gem of true seeing). Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

This spell can sequester one living creature or one object, neither of which can be larger than Huge.

SHADOW WALK Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: N/A

Components: V, S
Casting Time: +1
Saving Throw: Fort negates

This spell only functions in areas of deep shadows.

The caster (and any other subjects the caster is touching at the time of casting) exits the Prime Material Plane and enters the bordering corridor of the Plane of Shadow. In this border realm, the caster and his company travel at a normal rate of speed; however, for every one hour of travel in the Plane of Shadow, fifty miles are traveled on the Prime Material Plane. The caster may exit the border realm at any time and either reenter the Prime Material or travel deeper into the Plane of Shadow. Travelers can see into the Prime Material while in the border realm, but they see less of the Prime Material as they travel deeper into the Plane of Shadow.

Those traveling with the caster are not bound to remain with the caster; however, there exists a 50% chance that such a traveler becomes lost and involuntarily enters either the Prime Material Plane or the deeper recesses of the Plane of Shadow, wherein the GM is free to confront the traveler with any of its common dangers.

Unwilling subjects receive a saving throw.

SIMULACRUM Conjuration/Creation

Range: Touch
Duration: Permanent
Area of Effect: 1 living creature

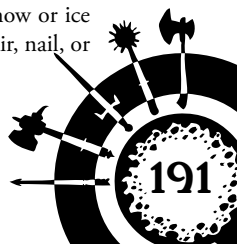
Components: V, S, M
Casting Time: 1 hour
Saving Throw: None

Simulacrum creates a duplicate of any living creature. It appears to be the same as the original, but it has only 50% of the real creature's Hit Dice (or levels, if that is more appropriate) and thus has 50% of the real creature's hit points. There is a 60% chance the simulacrum will retain any special or extraordinary ability, so one roll must be performed for each such ability. Likewise, there is a 60% chance the simulacrum will retain all the known information of the model. (The GM has discretion to adjudicate what knowledge is lost on a failed roll.)

The caster cannot create a simulacrum of a creature whose normal Hit Dice or levels exceed twice his caster level.

At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process can repair damage, but the process requires the tools of a fully equipped magical laboratory, at least 24 hours and 100 gp per hit point to be repaired.

Process of Creation: The spell is cast over a pile of rough snow or ice that contains some piece of the creature to be duplicated (hair, nail, or



the like) and upon which the caster spreads crushed ruby powder costing 100 gp per HD of the simulacrum to be created. At this point, the material takes on a lifeless form. The form must be subject to a reincarnate spell followed by a limited wish. The caster of the simulacrum need not be the caster of the subsequent spells, provided he has given specific instructions to the other caster(s) regarding exactly what he wants. Although simulacrum takes 1 hour to cast, the entire process of creation takes 24 straight hours, during which time the caster(s) cannot engage in any other activity, including eating and resting.

SPELL TURNING	Abjuration
Range: Touch	Components: V, S
Duration: Up to 1 rd./level	Casting Time: +7
Area of Effect: N/A	Saving Throw: None

This spell returns any spell or spell effect that is targeted against the subject back to its originator. Area of effect spells and touch spells are unaffected.

The GM rolls 1d4+6 secretly to determine how many spell levels can be turned. If, at any point during the spell's duration, the amount of remaining spell levels to be turned is less than a spell level being cast upon the subject of this spell, the following guidelines govern.

Damaging spells are shared proportionately. The level of the spell being cast is subtracted from the remaining returnable levels from this spell. For example, if the subject has two spell levels remaining and a caster targets the subject with a 3rd-level *lightning bolt* spell, the subject can only suffer up to 1/3 of the damage (3 minus 2), while the caster may suffer 2/3 of the damage. Saves do apply.

Non-damaging spells are different. The level of the spell being cast is still subtracted from the remaining returnable levels from this spell. The resulting number is noted and a d6 roll is performed. If the result exceeds the number, the spell affects the subject. If the result is equal to or lower than the number, the spell is returned. For example, if the subject has two (2) spell levels remaining and a caster targets the subject with a 5th-level *feeblemind* spell, the number is 3 (5 minus 2). A d6 roll is performed. A result of 1, 2 or 3 returns the spell to the caster. A result of 4, 5 or 6 places the subject of this spell in full harm's way.

If the protected subject and a spellcasting attacker both have spell turning effects operating simultaneously, a resonating field is created that has the following effects:

d% Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes
98-00	Both casters go through a rift into the Positive Energy plane

STATUE	Alteration
Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: +7
Area of Effect: Creature touched	Saving Throw: N/A

A statue spell turns the willing subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject retains its own hit points, but gains a damage reduction of 3 points per damaging attack.

The first transformation from this spell requires a shock survival roll with a -5 penalty applied to the roll.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state as a free action in combat if it so desires, as long as the spell duration is in effect.

TELEPORT WITHOUT ERROR	Universal
Range: Touch	Components: V
Duration: Instantaneous	Casting Time: +1
Area of Effect: Special	Saving Throw: None

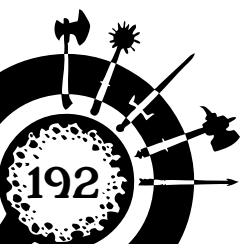
The spell functions similarly to *teleport*, except that the caster is able to teleport with an equal amount of weight to any known location without error, including a well-known area in another plane of existence. If the area to be teleported to is not well-known, the chance of teleportation follows the table in the *teleport* spell. A failed result simply transports the subjects back to their original location.

TELEPORT OBJECT	Universal
Range: Touch	Components: V
Duration: Special	Casting Time: +2
Area of Effect: 1 object	Saving Throw: None

This spell functions like *teleport*, except that it causes an object weighing no more than 50 pounds per caster level to vanish and appear someplace else. Creatures and magical forces cannot be teleported. There is a 99% chance of success. A roll of 1 on a d% disintegrates the object, instead.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

There is a chance based on GM discretion that a creature on the Ethereal Plane stumbles upon the object.





VISION	Divination
Range: Personal	Components: V, S
Duration: Special	Casting Time: 1 full round
Area of Effect: The caster	Saving Throw: None

The caster asks a question to a divine power about some person, place, or object. The divine being, which may or may not be good, then reacts based on a d% roll: a) answers the question with no conditions (01-40); b) answers the question only after a powerful *geas/quest* spell has been fulfilled (41 – 84); or c) becomes incredibly annoyed and reduces two points from the caster's Wisdom score, permanently (86-00).

Level 8 Arcane Spells

ANTIPATHY-SYMPATHY	Enchantment/Charm
Range: 30 yds.	Components: V, S
Duration: 2 hrs./level	Casting Time: 1 hr.
Area of Effect: 10-ft. cube or one item	Saving Throw: Will negates

There are two applications of this spell: antipathy and sympathy. The exact application must be chosen at the time of casting.

Antipathy: This application places a certain vibration upon an object or point in space that causes all subjects in the area of effect that belong to either an intelligent creature type or alignment type to feel an overpowering urge to leave the area or to remain at least 50-ft. from the object. If a Will save is successful, the creature(s) can stay in the area or approach (and touch) the item.

Sympathy: This application is the opposite of antipathy. It causes subjects in the area of effect that belong to the intelligent creature type or alignment type to be drawn to a location or object. It becomes the subjects' conscious object to be close to the origin point of the spell. Subjects under the effects of sympathy will refuse to leave and will do whatever is seemingly necessary to return to the object or location if they are separated by force.

There are two distinct "areas of effect" for this spell. The first relates to antipathy or sympathy being placed at a point in space. The area that either attracts or rejects the subjects is a 20-ft. radius burst from that point. The second area relates to the area of effect to determine how many subjects could be affected by the spell. This area is also a 20-ft. radius burst.

BINDING	Enchantment/Compulsion
Range: Close	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: 1 living creature	Saving Throw: Special

A binding spell creates a magical restraint to hold a creature, which usually originates from another plane of existence. The target gets an initial Will saving throw only if its Hit Dice equal at least one-half the caster level.

The caster may have as many as six assistants help with the spell. For each assistant between Level 4 and Level 8, the caster's level for the binding increases by 1. For each assistant who is 9th-level or higher, the caster's level for the binding increases by one-third. Caster level determines whether the target gets an initial saving throw and how long the binding lasts. All binding spells are dismissible.

If the caster employs any of the first three versions of binding (those with limited durations), the caster may cast additional binding spells to prolong the effect, since the durations overlap. If this is done, the target gets a saving throw at the end of the first spell's duration, even if the caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the binding spells it has received are broken.

The binding spell has six versions from which the caster must choose:

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the caster. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist, granting a +1 bonus on the save.

Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. This is more difficult to cast than either chaining or slumber, granting a +2 save bonus.

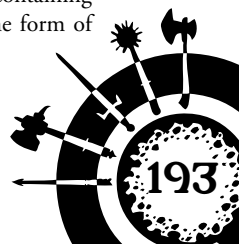
Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. The save bonus is +3.

Metamorphosis: The subject is bound to the space in an incorporeal form, except for its head or face, which remains tangible. The creature remains aware of its surroundings and can speak, but it cannot leave the space in which it is bound, nor can it attack or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. The save bonus is +4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. The save bonus is +4.

The binding cannot be dispelled with dispel magic or a similar effect, though an antimagic field or Mage's disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to dismissal, banishment, or a similar effect.

Material Components: The components for a binding spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of



binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and the like. Material components for each application of binding cost 500 gp.

In addition to the specially made props suited to the specific type of binding, the spell requires diamond dust worth at least 1,000 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

CLENCHED FIST	Evocation
Range: Medium Duration: 1 rd./level Area of Effect: Special	Components: V, S, Casting Time: +8 Saving Throw: None

This spell functions similarly to *interposing hand*, except that the caster may also strike any target once per round. The hand can be controlled with a thought, which is not an action in combat. Because the hand can be controlled to attack a certain target, the hand cannot attack any invisible or otherwise concealed target unless the caster sees the target.

The fist never misses. The amount of damage dealt depends upon the quality of the blow, which is determined by a d20 roll. A result of 1 – 15 results in a standard blow, which deals 2d6+2 points of damage. A roll of 16-19 is a massive stunning punch, which deals 3d6+3 points of damage and requires a Class I save to avoid being stunned for one round. A natural 20 deals 4d6+4 points of damage and stuns the target for one round, no save.

CLONE	Necromancy
Range: Touch Duration: Permanent Area of Effect: 1 clone	Components: V, S, M Casting Time: 1 hour Saving Throw: None

This spell begins the creation of an actual duplicate of a living creature having the same level, abilities, knowledge, memories and personality of the creature. The only mechanical difference between the clone and the model is that the clone has one less point of Constitution.

If the clone and model exist at the same time, each will desire the destruction of the other, but the clone will actually set upon the task of destroying the model within one week of the completion of this spell. If this is unsuccessful, there is a 90% chance the clone goes insane and acts accordingly. In these circumstances, the clone usually abandons civilization, holes up in a small recess of the world and plots a cataclysmic revenge.

The power level, abilities and knowledge of the clone mirrors that of the model at the time the piece of flesh was taken from the model. Once the clone is fully grown, which takes 2d4 months from the completion of this spell, the clone and model may have different abilities. For example, the model may have gained a level of experience and benefited from a wish spell during this time. The clone would thus be one level lower than the model and not enjoy any benefits associated with the wish spell.

Material Components: The material component of the spell is a small piece of the flesh from the person to be duplicated. It can be as small as a hair follicle or as large as a chunk of flesh. The GM has discretion to require a newly mined piece of flesh or that the flesh be preserved before casting.

DEMAND	Enchantment/Charm
Range: Unlimited Duration: Special Area of Effect: 1 creature	Components: V, S, M Casting Time: 10 minutes Saving Throw: Will partial

This spell functions like *sending*, but the message can also contain a suggestion (see the *suggestion* spell), which the subject does its best to carry out. A successful saving throw negates the suggestion effect but not the contact itself. The demand, if received, is understood (regardless of the target's Intelligence). If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

There is a 95% chance of succeeding to send a demand to a target on another plane of existence.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Material Component: A piece of the target creature's body is required, unless the caster is intimately familiar with the name, appearance and current location of the target. This piece of the target's body can be as small as a hair follicle.

INCENDIARY CLOUD	Conjuration/Creation
Range: Close Duration: 4 rds. + 1d6 rounds Area of Effect: See below	Components: V, S Casting Time: +8 Saving Throw: Fort half

A cloud of thick fog measuring 20-ft. long, 10-ft. wide and 10-ft. tall appears from a point in range. For two rounds, the dense fog obscures all sight, but remains otherwise harmless. On the third round, the vapors of the cloud erupt in flames which deal 1d4 points of fire damage per caster level. For each round thereafter, the flaming vapors deal a cumulative +1 damage to each die result (e.g., 1d4+1 per caster level in the fourth round; 1d4+2 per caster level in the fifth round, etc.). The cloud increases 10-ft. on all sides each round.

Creatures within the cloud must save for half damage each round.

IRRESISTIBLE DANCE	Enchantment/Charm
Range: Touch Duration: 1d4+1 rounds Area of Effect: Creature touched	Components: V Casting Time: +5 Saving Throw: None

The touched subject carries out an overwhelming desire to dance in a foot-shuffling and arm-swinging tap. This dance consumes all actions



the subject could take. The subject's AC suffers -4 (and any shield is dropped), and the subject's saving throw rolls suffer a -10.

MASS CHARM	Enchantment/Charm
Range: Medium	Components: V
Duration: 1 day/level	Casting Time: +8
Area of Effect: 30-ft. radius burst	Saving Throw: Will negates

This spell works similarly to *charm monster*, except that it affects a number of creatures in the area of effect totaling 2 HD per caster level.

MAZE	Conjuration/Summoning
Range: Close	Components: V, S
Duration: Special	Casting Time: +3
Area of Effect: 1 creature	Saving Throw: None

The subject of this spell teleports instantly to an extradimensional maze of ever-shifting force walls. Magical means of movement, such as dimension door, do not help the subject find the exit; however, powerful magic that actually provides for planar travel, such as gate, does provide an expedited method of escape. The subject receives an Intelligence check after one minute of exploration to determine whether he can find the maze's portal exit. The subject's current Intelligence determines how many rounds he must wait between failed checks to try again.

Intelligence of Mazed Creature	Time Between Intelligence Checks
Under 3	10 minutes
3-5	5 minutes
6-8	4 minutes
9-11	3 minutes
12-14	2 minutes
15-17	1 minute
18+	1d4 rounds

The subject returns to the exact same location he occupied before being sent into the maze. If that location now poses a threat to the subject, the subject is instead teleported to the nearest safe spot.

The maze spell expires after 30 minutes if the subject has not yet escaped.

Note that minotaurs are immune to this spell.

MIND BLANK	Abjuration
Range: Close	Components: V, S
Duration: 24 hours	Casting Time: +1
Area of Effect: 1 creature	Saving Throw: None

The subject of this spell becomes completely immune to any mind-affecting spell or effect. In addition, the subject becomes immune to any spell or effect that attempts to discern a property of the subject, locate or otherwise connect with the subject, or watch over the subject or his surroundings. This spell also thwarts limited wish and wish.

MONSTER SUMMONING VI	Conjuration/Summoning
Range: Personal	Components: V, S
Duration: 1 rd./level	Casting Time: +8
Area of Effect: N/A	Saving Throw: None

This spell functions like *monster summoning I*, except that this spell summons 1d4 monsters no higher than 6th-level and not having more than 17 HD. The monsters appear in the immediate vicinity of the caster.

PERMANENCY	Universal
Range: Special	Components: V, S
Duration: Permanent	Casting Time: 2 full rounds
Area of Effect: Special	Saving Throw: None

Permanency is cast upon an ongoing magical effect to extend the duration of that effect indefinitely. It is a dangerous spell to cast. A 50% chance exists that the caster ages 1d6 years and permanently loses 1 point of Constitution that cannot be restored by any means shorter than direct divine intervention.

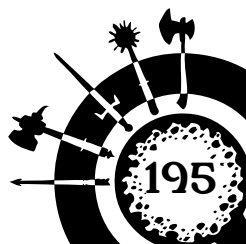
The following is a list of spells that can be made permanent only if the spell is currently placed upon the caster of the permanency spell:

<i>comprehend languages</i>	<i>protection from projectiles</i>
<i>detect evil</i>	<i>read magic</i>
<i>detect magic</i>	<i>see invisibility</i>
<i>dwarven eyes</i>	<i>tongues</i>
<i>fear</i>	<i>unseen servant</i>
<i>protection from evil</i>	

The caster may also make certain spells permanent that are cast upon an object, area or creature:

<i>enlarge</i>	<i>stinking cloud</i>
<i>gust of wind</i>	<i>wall of fire</i>
<i>invisibility</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>

Furthermore, the following spells can be made permanent only on an area:



Spells: Arcane Level 8

alarm

audible glamor

dancing lights

prismatic wall

solid fog

teleportation circle

The permanency spell must also be cast on a magical item that is being created.

The GM may allow other selected spells to be made permanent via this spell; however, the caster must research the combination. Such research takes sixteen weeks and uses material components costing 1,000 gp. The GM determines the success or failure of the research.

POLYMORPH ANY OBJECT	Alteration
Range: Close	Components: V, S
Duration: Special	Casting Time: 1 full round
Area of Effect: Special	Saving Throw: See below

This spell functions like *polymorph*, except that it changes one object or creature into a different object or creature. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

Add all that apply and compare the sum to the duration listed in the second chart:

Changed Subject Is:	Duration Factor
Of the same kingdom (animal, vegetable, mineral)	+5
Of the same class w/in kingdom (mammals, fungi, metals, etc.)	+2
Same size as original	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

Duration Factor Sum	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7 - 8	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. Furthermore, a shock survival

check must be performed on a living creature that is transmuted to a non-living object.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. Items of intrinsic value, such as coins, precious metals or gems, cannot be made with this spell, as well.

This spell can also be used to duplicate the effects of any lower level transmutation spell, in which case any targets of the duplicated spell suffer a -2 save penalty.

POWER WORD BLIND	Conjuration/Summoning
Range: Close	Components: V
Duration: Special	Casting Time: +1
Area of Effect: 10-ft. radius	Saving Throw: None

The caster utters a single word that causes a certain amount of creatures to become blinded, whether the creatures can hear the word or not. The duration of the spell depends on the total amount of hit points affected. The maximum hit points that can be affected is 100.

The caster must target a creature in range first. If the creature has less than 100 hit points, the spell's effects stretch out to a 10-ft. radius burst and affect the nearest targets with the lowest hit points first. A total of 100 hit points can be blinded. An individual creature cannot be partially blinded, so there is a chance that this spell has unused hit points.

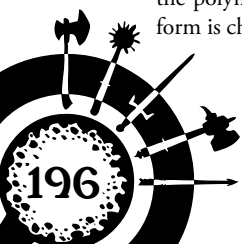
The duration is based on the total hit points blinded:

HP	Duration of Blindness
1-25	Permanent
26-50	1 hour
51-100	1d4+1 rounds

Blindness can be removed with a targeted dispel magic or cure blindness spell.

PRISMATIC WALL	Conjuration/Creation
Range: Close	Components: V, S
Duration: 10 min./level	Casting Time: +8
Area of Effect: 4 ft./level wide x 2 ft./level high	Saving Throw: Special

Prismatic wall creates a vertical, opaque wall—a shimmering, multi-colored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the caster can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.





The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the caster or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a mage's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but a spell resistance check must be repeated for each color present.

Color	Order	Effect	Negated By:
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of damage (Reflex half).	<i>cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 40 points of damage (Reflex half).	<i>gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of damage (Reflex half).	<i>disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fort save for 1d6 points of Con damage instead).	<i>passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fort negates).	<i>magic missile</i>
Indigo	6th	Stops all spells. Will save or suffer feeblemind spell).	<i>continual light</i>
Violet*	7th	Energy field destroys all objects and effects. One creature sent to another plane (Will negates).	<i>dispel magic</i>

*The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

SCREEN	Illusion
Range: Close	Components: V, S
Duration: 1 hr./level	Casting Time: 10 minutes
Area of Effect: 30-ft. cube/lev.	Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, the

caster dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms, but can include sight, sound and smell. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no save allowed. All aspects of the illusion, including sound, are appropriate to the illusion.

Direct observation may allow a Will save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

SPELL IMMUNITY	Abjuration
Range: Touch	Components: V, S
Duration: 10 min. /level	Casting Time: 1 rd/recipient
Area of Effect: Creature(s) touched	Saving Throw: None

This spell grants temporary immunity to all spell and spell effects of Level 1 – 3. It further provides a +4 save bonus versus spells and effects of higher levels.

The caster can touch more than one recipient; however, the spell duration must be divided equally among all subjects. Thus, the duration of this spell reduces with each additional subject.

SYMBOL OF POWER	Conjuration/Summoning
Range: Touch	Components: V, S, M (see below)
Duration: Special	Casting Time: +8
Area of Effect: Special	Saving Throw: See below

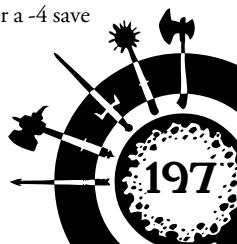
A symbol of power spell allows the caster to inscribe a magical rune upon any desired surface that affects any creature that triggers it. The following are the various symbols of power and any associated material component:

Confusion: One or more creatures, with a maximum total of 150 hp, within 20-ft. of the triggering subject suffer the spell confusion with a -4 penalty on the saving throw. (Will negates.)

Death: One or more creatures, with a maximum total of 150 hit points, within 20-ft. of the triggering subject are instantly killed. Powered diamond dust worth 5,000 gp is required to inscribe the symbol of death. (Fort negates.)

Dissent: All creatures in a 20-ft. radius burst from the triggering subject begin to loudly argue for 3d6 rounds. In any round of arguing, there is a 50% that one of the creatures engages to attack someone and a melee then ensues. The fighting commences until the round in which the arguing would have ended, unless all the affected creatures are killed or otherwise incapacitated. (Will negates.)

Fear: This replicates the fear spell and affects all creatures within a 20-ft. radius burst of the triggering creature. Subjects suffer a -4 save penalty. (Will negates.)



Pain: All creatures within 20-ft. of the triggering subject suffer 4d4 points of damage and are afflicted with continuing pains that impose a -4 penalty on all combat rolls for 1 hour. Ruby dust costing 1,000 gp is required to be sprinkled on the inscription. (Fort negates.)

Slumber: All creatures having no more than 6 Hit Dice that are within 20-ft. of the triggering subject immediately fall asleep and cannot be awakened for 1d12 x 10 mins. (Fort negates.)

Petrification: One or more creatures with no more than 150 hit points (and all their gear) that are within 20-ft. of the triggering subject turn to stone for 3d4 minutes. Any damage accrued during this period accumulate and accrue at the expiration of the effect. Special damage and conditions, such as death or dismemberment, are accrued normally from the severing of a head or limb. (Fort negates.)

Until it is triggered, a symbol of power is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of power must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective, unless a creature removes the covering, in which case the symbol works normally.

As a default, a symbol of power is triggered whenever a creature does one or more of the following, as the caster selects at the time of casting: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol cannot trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of power's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of power offensively; for instance, a touch-triggered symbol of petrification remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a symbol of power cannot be placed on a weapon and set to activate when the weapon strikes a foe.

The caster can also set special triggering limitations. These can be as simple or elaborate as the caster desires. Special conditions for triggering a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a symbol of power, the caster can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

The caster also can attune any number of creatures to the symbol, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups

takes proportionately longer. Any creature attuned to a symbol cannot trigger it and is immune to its effects, even if within its radius when triggered. The caster is automatically considered attuned to his own symbols of power, and thus always ignores the effects and cannot inadvertently trigger them.

Read magic identifies the type of symbol inscribed. Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of power can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a symbol of power. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

TELEKINETIC SPHERE

Evocation

Range: Close

Duration: 2 min./level

Area of Effect: sphere with diameter of 1 ft./level

Components: V, S, M

Casting Time: +4

Saving Throw: Ref negates

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. The caster can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from the caster out to medium range after the sphere has succeeded in encapsulating its contents.

The caster must concentrate on the sphere to move objects or creatures within it, or to move the sphere itself. Concentration requires a secondary action. The caster can begin moving a sphere or its contents in the round after casting the spell. The sphere can be moved as much as 30 feet in a round. If the caster ceases concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or the caster begins concentrating again. The caster is free to cease concentrating and regain concentration in a later round during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

The caster can move the sphere telekinetically even if the caster is inside the sphere.

Material Components: This spell requires a hemispherical lodestone.

TRAP THE SOUL

Conjuration/Summoning

Range: Close

Duration: Permanent (see below)

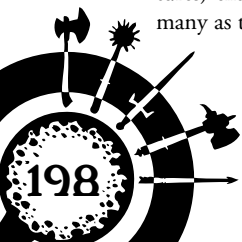
Area of Effect: 1 creature

Components: V, S, M

Casting Time: See below

Saving Throw: See below

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another





plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action (as if casting a regular spell at the target). This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the saving throw suffers a -2 penalty. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell (see antipathy/sympathy spell) can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of trap the soul, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Level 9 Arcane Spells

ASTRAL PROJECTION Universal

Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 30 minutes
Saving Throw: None

Through the use of this spell, the caster projects an astral copy of the subjects' forms onto the Astral Plane, leaving their physical body on the Prime Material Plane in a state of suspended animation. The spell projects an astral copy of the subjects and all worn or carried gear, which becomes useless unless specifically created to work on the Astral Plane (or on a plane of existence to which the subjects ultimately travel). Since the Astral Plane touches upon other planes, the subjects can travel astrally to any of these other planes. To enter an adjoining plane, the subjects simply leave the Astral Plane and each form a new physical body (and equipment) on the plane of existence chosen.

While on the Astral Plane, a subject's astral body is connected at all times to his or her physical body by a silvery cord. If the cord is broken, the subject is killed, astrally and physically. Luckily, very few things can destroy a silver cord. Two common assailants are psychically-charged weather phenomenon on the astral plane called "sharp psychic winds" and the claws of a certain unique astral monster often referred to as the "Severer". When a second body is formed on a different plane, the

incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The caster can project up to one subject per two caster levels (including himself). Thus, at 17th-level the caster can travel to the Astral Plane with up to seven companions. The spell lasts until the caster desires to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form of the caster, the breaking of the silver cord, or the destruction of the caster's body back on the Material Plane. While projected, all subjects must remain within 50-ft. of the caster or they immediately become free-roaming, a situation that requires a d% roll: a result of 91-100 indicates that any given subject is able to return to the Prime Material Plane while any other results indicate the subject is lost on the Astral Plane and subject to the GM's whims. The bodies of all subjects simply wait behind in a state of suspended animation until the caster chooses to return the spirits to them.

CRUSHING HAND Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +9
Saving Throw: None

This spell works similarly to *interposing hand*, and while crushing hand may also be employed to interpose upon or push a target, crushing hand can also be commanded by the caster to grapple a target. No roll is necessary. The grapple is automatic and the squeezing damage during the first round is 1d10. The damage increases by an additional 1d10 each round thereafter, to a maximum of 4d10 points of damage during and after the fourth round.

The caster must expend a secondary action each round to command the crushing hand to move, grapple or squeeze.

The crushing hand has an Armor Class of 20, has as many hit points as the caster has at full power, can move up to 30 ft. with one move and it vanishes when destroyed. The hand can be harmed by combat attacks and damaging spells, but note that any spells or weapons that could sensibly affect a grappled victim deal half damage to the victim (i.e., area effect spells such as fireball). Incorporeal and gaseous creatures are immune to this spell, but even the smallest creature is prevented from escaping. If the hand grasps an item or construction, the object receives a -2 on the item saving throw.

ENERGY DRAIN Necromancy

Range: Touch
Duration: Permanent
Area of Effect: 1 living creature

Components: V, S
Casting Time: +9
Saving Throw: None

The caster channels the Negative Energy plane and transfers this energy through a touch attack. If the attack is successful, the caster saps the life from the victim. The victim suffers 5d4 hit points of damage



and the permanent reduction of one point from both Strength and Constitution. Furthermore, while the victim retains (for all purposes) his HD, level and any level-associated benefits, the victim permanently reduces the hit point damage suffered from this spell (5d4) from his total maximum hit points.

Any target that dies from the loss of hit points or attribute points has an 80% chance of rising immediately as a 6HD advanced zombie (standard zombie with an additional +4 to attacks and AC). Such an undead zombie falls under the immediate control of the caster.

Lost hit points and attribute points cannot be restored by any means short of a *wish* or direct divine intervention.

FORESIGHT	Divination
Range: Touch	Components: V, S
Duration: 10 min. plus 1 min./level	Casting Time: 1 full round
Area of Effect: Special	Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to the caster or another subject. The caster receives instantaneous warnings of impending danger or harm to the subject of the spell. If the caster is the subject of this spell, he is never surprised or flat-footed. In addition, the spell gives the caster a general idea of what action he might take to best protect himself and thus grants the caster +2 bonus to AC and saving throws.

When another creature is the subject of the spell, the caster receives warnings about that creature. The caster must communicate what he learns to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided the caster act on the warning without delay. The subject, however, does not gain the bonuses to AC and saving throws.

GATE	Conjuration/Summoning
Range: Special	Components: V, S
Duration: Special	Casting Time: 30 minutes
Area of Effect: Special	Saving Throw: None

Upon the casting of gate, the caster creates an interdimensional window that connects his current plane of existence to the domain plane of a specific powerful being which must be known and named at the time of casting. The being hears a command to enter the gate and face the caster. While there is an absolute certainty that some creature will enter, the called being is not mandated to do so. It can easily send one of its minions instead.

What happens after the being (or a minion) enters the gate and faces the wizard is entirely speculative. The caster must have a good reason for the calling. The reaction of the being (or minion) is thus hinged on how well it views the caster's motivations and desire. If called to deal with a mundane matter, the being (or minion) will undoubtedly respond in rage and could attack the caster. If called to assist in a grave

and serious matter, the called creature may be ready to help. The creature is free to return immediately or remain to assist.

Regardless, the called creature will demand something in return based on the creature's alignment and ethos. This reparation could be a gift or a task.

Casting this spell ages the caster five years, so it is wise to research the likes and dislikes of the proposed being to ensure that the communication and offering goes well.

IMPRISONMENT

Abjuration

REVERSIBLE

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: +9
Area of Effect: 1 creature	Saving Throw: None

When the caster invokes this spell and subsequently touches a targeted creature, the target is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless the reverse of this spell (called *freedom*) is cast at the location where the imprisonment took place. The caster of the reversal must know the true identity and history of the entombed subject. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but none will reveal the exact location. A wish or miracle spell will not free the recipient, but will reveal where it is entombed.

If the caster does not perfectly annunciate or recall the true name and background of the entombed creature while trying to free it, there is a 50% chance that another entombed creature will be released somewhere on the Material Plane.

MAGE'S DISJUNCTION

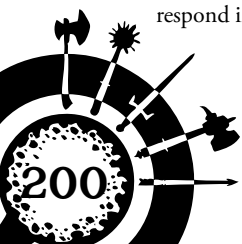
Alteration

Range: Immediate	Components: V
Duration: Instantaneous	Casting Time: +9
Area of Effect: 30-ft. radius burst	Saving Throw: See below

All magical effects and magic items within the radius of the spell, except those carried or touched by the caster, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must succeed on an item saving throw (versus an effect to which the item is weak) or be turned into a normal item. An item in a creature's possession uses its own item save or its possessor's Reflex saving throw, whichever is higher.

The caster also has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, although there is only a 1% chance per caster level of actually affecting such powerful items. If an artifact is destroyed, the caster must succeed on a Will saving throw (at -4) or lose all spellcasting capabilities forever. The loss of casting ability





cannot be restored through mortal spells; only direct divine intervention can hopefully return the ability.

Note that destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

METEOR SWARM	Evocation
Range: Long	Components: V, S
Duration: Instantaneous	Casting Time: +9
Area of Effect: Special	Saving Throw: Ref half (see below)

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When cast, either four 2-foot-diameter spheres or eight 1-foot-diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected in range. The meteor spheres leave a fiery trail of sparks and each explodes like a fireball on impact.

Any creatures in the direct line of a meteor that fail a Reflex save to avoid the meteor cause that meteor to explode prematurely. Otherwise, the meteors each reach their destination and explode on impact. A smaller sphere deals 3d6 points of damage in a 15-ft. radius burst, while a larger sphere deals 6d6 points of damage in a 20-ft. radius burst. Creatures in the area of final explosion can perform a Reflex save to halve the damage.

Note that the caster can center meteors to explode in the same spot, causing overlapping areas of explosion.

MONSTER SUMMONING VII	Conjuration/Summoning
Range: Personal	Components: V, S
Duration: 1 rd./level	Casting Time: +9
Area of Effect: N/A	Saving Throw: None

This spell functions like *monster summoning I*, except that this spell summons 1d4 monsters no higher than 7th-level and not having more than 20 HD. The monsters appear in the immediate vicinity of the caster.

POWER WORD KILL	Conjuration/Summoning
Range: Close	Components: V
Duration: Permanent	Casting Time: +1
Area of Effect: 10-ft. radius	Saving Throw: None

This is an extremely powerful spell. With the uttering of one word, the caster causes a targeted creature in range to simply perish. The targeted creature immediately dies if it a) has less HD than the caster and b) currently has 100 or fewer hit points. No saving throw is allowed.

If the creature has equal or more HD than the caster, or has more than 100 hit points, the creature instead suffers 6d6 points of damage. Once again, the target receives no save.

This is a dangerous spell to cast. There is a 10% chance that casting the spell will cause the caster to age to a venerable stage in his race's longevity. The exact age is determined by the GM. (This aging is independent of the spell's intended effect and so occurs regardless of whether the targeted creature is slain by the spell.)

PRISMATIC SPHERE	Abjuration
Range: Close	Components: V
Duration: 10 min./level	Casting Time: +9
Area of Effect: 20-ft. radius sphere	Saving Throw: See below

Prismatic sphere creates a shimmering, opaque sphere composed of a prismatic wall spell that protect the sphere's inhabitants from all forms of attack. The sphere flashes with the seven colors of a prismatic wall, each of which has a distinct power and purpose. Any other creature with less than 8 HD that is within 20 feet of the sphere is blinded for 2d4 rounds by the colors if it looks at the sphere. The sphere is immobile.

The caster can form a prismatic sphere around certain creatures to protect them. While the caster can move in and out of the sphere at will, others cannot enter. Thus, any protected creatures that leave become subjected to the sphere's powers and cannot reenter.

Each color in the sphere has a special effect. Please refer to the table in the *prismatic wall* spell for details. That table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each color.

The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a prismatic sphere, but an antimagic field fails to penetrate it. *Dispel magic* cannot dispel the sphere or anything beyond it. Spell resistance is effective against a prismatic sphere, but a spell resistance check must be repeated for each color present.

SHAPE CHANGE	Alteration
Range: Personal	Components: V, S, M
Duration: 10 min./level	Casting Time: 1 full round
Area of Effect: The caster	Saving Throw: None

This spell allows the caster to take on the true form of any non-unique creature. The caster literally becomes the chosen creature and takes on every bit of that creature, leaving behind any spell casting capabilities or innate abilities normally enjoyed by the caster. The only things retained are the caster's Intelligence and Wisdom scores, although neither allow the caster to speak or perform actions that are against the new form's biology.

During the duration of this spell, the caster can take any form he desires and may change from one form to another with a primary action. A shock survival roll is unnecessary. Any held or worn items merge into the new forms and revert back to their normal state when the caster retains his original form. If slain while shapechanged, the caster does not revert back to his original form.



Consult the Game Master's Guide for the abilities of monstrous forms.

Material Component: The material component for this spell is a jade circlet worth no less than 2,000 gp, which shatters at the end of the spell's duration.

TEMPORAL STASIS

Alteration

REVERSIBLE

Range: Close
Duration: Permanent
Area of Effect: 1 creature

Components: V, S, M
Casting Time: +9
Saving Throw: None

The caster places the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or the reverse of this spell, which is similar to reverse of imprisonment).

Material Component: The material component is a powder composed of diamond, emerald, ruby, and sapphire dust. The gems must have been worth at least 5,000 gp before dusting.

TIME STOP

Alteration

Range: Personal
Duration: Special
Area of Effect: 15-ft. radius burst

Components: V
Casting Time: +9
Saving Throw: None

The caster causes the flow of time to stop for one round (of real time) in the area of effect. From the outside the sphere simply seems to shimmer for one round. Inside the sphere, the caster is free to act for 1d2+1 rounds. Creatures caught in the area cannot move or act for the spell's duration, but they are immune to all physical and mental damage or intrusion.

The caster's spells simultaneously come into effect at the expiration of the spell before the next round begins.

As time is only stopped inside the sphere, anything that enters from the outside during the time stop spell is similarly frozen between time. If the caster leaves the sphere, the spell expires prematurely.

TRIGGERED TELEPORTATION

Universal

REVERSIBLE

Range: Touch
Duration: Special
Area of Effect: 1 individual

Components: V, S, M
Casting Time: 1 to 4 days
Saving Throw: None

The caster imbues powerful magic into a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to a place fixed by the caster. Once the item is transmuted, the caster must give it willingly to a creature and

at the same time inform it of a command word to be spoken when the item is used. The creature must accept the object; however, there is no need for the creature to be aware of the intent of the caster or the true power of the gift. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item. When this is done, the creature and all objects it is wearing and carrying are instantly transported. No other creatures are affected (aside from a familiar that is touching the subject at the time).

The caster can imbue the object with the reverse of this spell when casting it so that it transports the caster to within 10 feet of the possessor of the item when it is broken and the command word is spoken. The caster will have a general idea of the location and situation of the item possessor at the time the spell is discharged. The caster cannot resist being transported.

Material Components: Crushed gemstones worth a total of 5,000 gp must be sprinkled on the object at the time of transmutation.

WEIRD

Illusion/Phantasm

Range: Close
Duration: 1 round
Area of Effect: 20-ft. radius

Components: V, S
Casting Time: +9
Saving Throw: See below

The caster causes a number of creatures in the area of effect to see a phantasmal image of their most feared nemesis. Such a nemesis may be anything: a monster, another classed individual, or even themselves. In the minds of those affected, a fight ensues. While only one round passes to those not under the effects of this spell, the victims of this spell truly believe they are engaging in an epic struggle and believe a great deal of time has passed. A Fortitude saving throw is rolled upon the completion of one full round of concentration. A failed roll indicates that the nemesis bested the subject and so the subject dies. This death is not an illusion. A successful save indicates that the subject bested his nemesis and while he may theoretically be unharmed, the subject truly believes that he has only 1 remaining hit point.

During the spell, the caster must concentrate fully upon maintaining it. The spell ends abruptly upon the cessation of concentration. All subjects come out of the weird unharmed if this should occur.

WISH

Conjuration/Summoning

Range: Unlimited
Duration: See below
Area of Effect: See below

Components: V
Casting Time: See below
Saving Throw: See below

This spell is a much more powerful version of the *limited wish* spell and is arguably the most powerful spell in a wizard's repertoire. Unlike limited wish, wish can alter reality. It has limitations, though, and the caster must speak carefully or suffer the spell's tendency to warp the desired wish into a twisted fate. If carefully worded, though, the wish is far more likely to come true than what is commonly experienced with a limited wish.

The GM has incredible discretion in adjudicating the result of a wish. This is due in part to the fact that no two wishes, however exact, produce the same result. The most common usages are: to mimic any spell





of 8th level or lower; to restore health, limbs, or even life; to remove any ailments, diseases or curses; to increase an attribute one point; and to undo the harmful effects of powerful spells that require a wish to undo them. Rarer usages include: turning a frog into a prince; uncovering the location of a rare and exotic object; constructing a floating tower; and creating a valuable weapon or object.

After casting this spell, the caster ages 5 years and he requires 2d4 days of successive bed rest.

Divine Spells/Level

Level 1 Divine Spells

BLESS

Universal

REVERSIBLE

Sphere: All
Range: Close
Duration: 1 min./level
Area of Effect: 50-ft. radius
Components: V, S
Casting Time: +1
Saving Throw: None

The caster blesses all creatures in the area of effect. To accept the blessing, each creature must acknowledge the caster and the caster's deity, an act that cannot be done safely in battle. Those accepting the blessing enjoy a +1 bonus on all d20 rolls for the duration of the spell.

The caster may also bless an object, even a weapon; however, the duration of this type of blessing is only 1 round/level.

The reverse of this spell can be used in combat and targets every creature in the area of effect not recognizing the caster's deity, even allies if they have stubbornly refused to in the past. Affected creatures suffer a -1 penalty on all d20 rolls.

COMMAND

Enchantment/Charm

Sphere: Charm
Range: Close
Duration: 1 rd.
Area of Effect: 1 creature
Component: V
Casting Time: +1
Saving Throw: Special

This spell enables the caster to give a command to another creature, which the creature will obey to the best of its ability, provided the creature understands it and it is not obviously harmful. Commands that require the creature to harm itself or commands that simply cannot be completed in one round usually result in the target faking it. For example, a command to either die or sleep would cause the target to fall to the ground and close its eyes. Commands that do not call for the creature to harm itself, and that are clear and without need for interpretation, are successful if they can be completed. These are generally commands such as approach, drop, stop, leave, etc.

Targets with Intelligence scores higher than 12, and those with more HD than the caster has in levels, receive a Will save. Others do not.

CREATE WATER

Alteration

REVERSIBLE

Sphere: Elemental (Water)
Range: Close
Duration: Permanent
Area of Effect: Special
Components: V, S
Casting Time: +2
Saving Throw: None
The caster creates water similar to clean rainwater that pours from one or more points in space. The caster can control the flow of the water to cause a drip or gush and can cause several spouts to open and fill various receptacles. The maximum amount of water that can be created, regardless of how many spouts are created, is two gallons per caster level. The reverse of the spell evaporates a like amount of water.

CURE LIGHT WOUNDS

Necromancy

REVERSIBLE

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Components: V, S
Casting Time: +2
Saving Throw: None

The caster heals 1d8 points of damage to a living creature. This also mends minor scratches and bruises that accompany the damage.

The reverse of the spell, *inflict light wounds*, actually inflicts an equal amount of damage to a living creature touched.

DETECT AND LOCATE ANIMALS OR PLANTS

Divination

Sphere: Divination (Animal, Plant)
Range: Long
Duration: 1 rd./level
Area of Effect: 60 ft. cone from caster
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster can detect the presence of, and discern the location of, any type of animal or plant he can visualize. Only one such animal or plant can be detected in any one round. The caster is guaranteed to detect and locate plants or animals with which he is intimately familiar; however, there is only a 50% chance to locate a plant or animal that the caster is only slightly familiar with. The GM determines the result of this spell and makes any roll, if necessary. Results of this spell are always determined by the DM.





DETECT DANGER

Divination

Sphere: Divination

Range: Personal

Duration: 1 min./level

Area of Effect: 60 ft. cone from caster

Components: V, S

Casting Time: +4

Saving Throw: None

The caster can detect a dangerous situation looming in the area of effect, but not the exact location. Such dangerous situations include, but are not limited to, simple traps, snares, natural hazards, poisonous flora, and hidden creatures with intent to attack. Only traps, hazards, and creatures poised to spring are detected. Therefore, defunct traps or creatures not poised to attack are not detected. The spell cannot detect magical traps or hazards, nor can it detect a very complex trap that has been constructed to only trigger in narrow and specific circumstances, such as a highly specialized *magic mouth* spell.

DETECT EVIL

Divination

REVERSIBLE

Sphere: Divination

Range: Personal

Duration: 10 min./level (Concentration)

Area of Effect: 180 ft. cone from caster

Components: V, S

Casting Time: 1 full round

Saving Throw: None

This spell mirrors its arcane version; however, this spell not only detects the evil alignment or the emanation of an evil item or area, but it also detects evil intentions in a creature not otherwise evil.

The degrees of evil or evil intentions provide a spectrum of visible auras (dim, faint, moderate, strong, or overwhelming), where more potent evil has a stronger aura. If the caster concentrates for at least one full round on an aura, there is a 10% chance per caster level (maximum 90%) that he can discern other aspects of the evil, such as whether it is tied to law or chaos, or whether the intention is murderous.

The reverse of this spell detects good emanations and intentions in the exact same way.

DETECT MAGIC

Universal

Sphere: All

Range: Personal

Duration: 2 min./level (Concentration)

Area of Effect: 60 ft. cone

Components: V, S, M

Casting Time: +1

Saving Throw: None

The caster sees magical auras in a cone. The intensity of the aura highlights the power level of the magic (dim for up to 2nd level, faint for 3rd to 5th, moderate for 6th to 8th, strong for 9th and overwhelming for artifacts). Also note that certain summoned creatures, while not magical themselves, may still resonate magic if they arrived just prior to casting.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Note that the divine version of this spell does not allow the caster to discern the magic's school of origin.

DETECT POISON

Divination

Sphere: Divination

Range: Touch

Duration: Immediate

Area of Effect: One target or 5 ft. cube

Components: V, S

Casting Time: +2

Saving Throw: None

The caster detects whether an object or creature is subject to the effects of poison. If so, the caster determines the exact type of poison. This spell protects the caster from contact poisons touched as a result of casting this spell; however, it does not protect against any poisons that could enter through an injury, if such an injury should occur when targeting an object or creature with this spell.

ENDURE ENVIRONMENT

Alteration

Sphere: Protection

Range: Touch

Duration: 2 hrs./level

Area of Effect: Subject touched

Components: V, S

Casting Time: 1 full round

Saving Throw: None

The subject (and any worn or held equipment) can endure extreme heat or cold and remain perfectly comfortable in temperatures ranging between -50 and 150 degrees Fahrenheit. The spell does not ward against any special type of elemental damage, such as from fire or a magical weapon, nor does it protect against environmental hazards, such as smoke. Magical or natural effects the spell does not protect against, such as a breath weapon or a mundane flame, end the spell's duration, but the spell first reduces 2d6 points from that source.

ENTANGLE

Alteration

Sphere: Plant

Range: Long

Duration: 10 min.

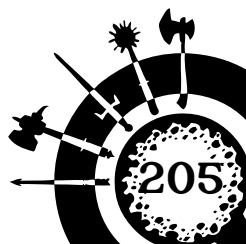
Area of Effect: 40-ft. radius

Components: V, S

Casting Time: +4

Saving Throw: Ref partial

The caster causes plant life in the area to entangle and entwine any creatures in the area or later entering it, cutting movement to 10 feet and imposing a -4 penalty on all attacks and Reflex saves. A successful save allows a creature to move freely, but they must save each round spent within the area of effect. Large creatures receive a +2 save bonus; bigger creatures do not suffer the effects of this spell.



FAERIE FIRE

Alteration

Sphere: Weather

Range: Long

Duration: 1 min./level

Area of Effect: 10 ft. radius

Component: V, M

Casting Time: +4

Saving Throw: None

This spell outlines creatures in the area with a pale blue, violet, or green glow. Outlined creatures can be seen in total darkness, granting opponents a +2 to attack, and can be seen better in low-light, granting opponents a +1 to attack. This spell can also outline invisible creatures or objects, but cannot affect anything incorporeal, ethereal, or gaseous. The faerie fire cannot cause any harm, even to those sensitive to light.

HIDE FROM ANIMALS

Abjuration

Sphere: Animal

Range: Touch

Duration: 10 min./level

Area of Effect: 1 target/level

Components: S

Casting Time: +4

Saving Throw: None

This spell renders touched creatures or objects totally invisible and undetectable (even with scent) to any normal and mundane animals. Note that animals with Intelligence scores higher than 6 are not considered normal and mundane, but size is not a factor, so even a dinosaur could be subject to the spell. Any recipient attacking while this spell is in effect immediately becomes both visible and detectable.

HIDE FROM UNDEAD

Abjuration

Sphere: Necromantic

Range: Touch

Duration: 10 min./level

Area of Effect: 1 creature

Components: S

Casting Time: +4

Saving Throw: None

This spell works exactly as *hide from animals*, except it affects any undead creature having 4 or fewer HD and can only be cast upon one touched subject or the caster. Any attack or turn attempt on affected undead immediately breaks the spell.

LIGHT

Alteration

REVERSIBLE

Sphere: Sun

Range: Medium

Duration: 10 min./level

Area of Effect: 20-ft. radius burst

Components: V

Casting Time: +1

Saving Throw: None

This spell creates a light equal to that of torchlight in a 20-ft. radius; the area immediately beyond this light is awash in shadowy illumination. The caster chooses a solid point he can clearly see (such as a rock) to serve as the center of the spell's area of effect.

If cast on a moveable object, the spell will travel with the object if moved. If cast on a creature, it will also move with the creature, but the target can cover the light. The spell originates at the very top of the targeted object or creature, i.e., the top of its head.

Light taken into an area of *darkness*, the reverse of this spell, does not function. If cast within *darkness*, the light will subdue the *darkness* if the cleric casting light is higher level than the caster of *darkness*.

MAGIC STONE

Enchantment

Sphere: Combat

Range: Touch

Duration: 30 minutes (Special)

Area of Effect: 3 pebbles

Components: V, S

Casting Time: +4

Saving Throw: None

The caster imbues up to three mundane pebbles with magical energy that transforms them into magical missiles that have a +1 attack bonus, deal 2d4+1 points of damage on impact and have a hurling range of 90 feet. Whoever throws them or uses them in a sling is granted a proficiency in their use, but must still perform a ranged attack. Undead creatures suffer 2d6+1 points of damage from a magic stone.

The pebbles retain their magic for 30 minutes or until discharged with the intent of striking a target.

PASS WITHOUT TRACE

Alteration

Sphere: Plant

Range: Touch

Duration: 1 hr./level

Area of Effect: 1 subject

Components: V, S

Casting Time: +4

Saving Throw: None

The subject or caster can move in any terrain and leave neither footprint nor scent, even in snow or mud. Nonmagical means of tracking are useless; however, as the spell does leave a slight residue of magic in the area for 10 minutes, magical means of tracking do exist.

PROTECTION FROM EVIL

Abjuration

REVERSIBLE

Sphere: Protection

Range: Touch

Duration: 2 min./level

Area of Effect: Subject touched

Components: V, S

Casting Time: +1

Saving Throw: None

This spell creates a 1-ft. thick magical barrier around the subject that moves with the subject. The barrier has three major effects:

First, all attacks against the subject made by evil creatures suffer a -2 penalty to the attack roll and the subject receives a +2 bonus on any saving throws required.

Second, the barrier blocks any attempt to possess the warded subject (by a magic jar, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person). The protection does not prevent such effects from targeting the protected subject, but it suppresses the effect for the duration of the protection from evil spell effect. If the protection from evil spell ends before the effect granting mental control does, the would-be controller would then be able to mentally





command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. Second, any attempt to possess (as by a magic jar attack) or to exercise mental control over (as by a vampire's charm ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

This spell can be reversed to protect from good creatures and good-aligned effects, in which case the second and third benefits remain the same.

PURIFY FOOD & DRINK Alteration

REVERSIBLE

Sphere: All
Range: Immediate
Duration: Permanent
Area of Effect: 1 cu. ft./lev of food/drink

Components: V, S
Casting Time: 1 full round
Saving Throw: None

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water, pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type or upon magical potions.

The reverse of the spell spoils the food and drink, even holy water; however, similar to the normal version, it also has no effect on creatures of any type or upon potions.

REMOVE FEAR Abjuration

REVERSIBLE

Sphere: Charm
Range: Close
Duration: Special
Area of Effect: 1 living creature/4 levels

Components: V, S
Casting Time: +1
Saving Throw: Special

The caster instills courage in the subject(s) of this spell, granting them a +4 bonus on saving throws against fear effects, even those currently in effect.

The reverse of this spell causes fear in the area and forces those that fail a Will save to flee from the caster for 1d4 rounds.

SANCTUARY Abjuration

Sphere: Protection
Range: Touch
Duration: 1 min./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell protects one touched subject or the caster. It forces any person wishing to attack or target the warded subject with a spell or effect to succeed on a Will saving throw. If unsuccessful, that person cannot attack or target the warded subject for the remainder of the spell. Note that this spell does not protect the warded subject from area effects.

The spell expires if the warded creature takes a hostile action.

SHILLELAGH Alteration

Sphere: Combat, Plant
Range: Touch
Duration: 10 min./level
Area of Effect: 1 wooden weapon

Components: V, S
Casting Time: +2
Saving Throw: None

The caster enchants his own wooden melee weapon. It thereafter has a +1 bonus to attack and deals an additional die of damage. For example, a weapon that deals 1d4 points of damage normally would deal 2d4 with this spell.

The spell only functions when the enchanted weapon is held by the caster.

SUMMON ANIMAL COMPANION Enchantment/Charm

Sphere: Animal
Range: Close
Duration: Permanent
Area of Effect: 1 animal

Components: V, S, M
Casting Time: 12 hr.
Saving Throw: Will negates

The caster performs this short magical ritual in the wilderness and attracts an animal native to the location with no more than 2 HD per caster level. (The GM first picks the animal and then gives the animal a saving throw; if successful, the animal appears but then runs away.) The animal becomes a lifelong friend of the caster and can be taught to perform minor tricks and tasks commensurate with its Intelligence. A period of training must follow the completion of this spell to train the animal; otherwise, the animal simply follows the caster around.

Two incidents cause the animal to leave its master. If it ever feels threatened by its master, a sensitive emotion stemming from the master's eventual intent to do harm to the animal, the animal flees. If the animal is caused to stray beyond 1 mile from its master, it also flees.

A caster can only maintain one animal having a number of HD equal to twice his caster level at any one time.

The caster must also have food and water from a natural spring ready for the animal.



Level 2 Divine Spells

AID Necromancy, Abjuration

Sphere: Necromantic
 Range: Touch
 Duration: 1 min./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +5
 Saving Throw: None

The recipient of this spell gains a +1 bonus on all d20 rolls and receives 1d8 hit points. These hit points are temporary and can exceed the subject's normal hit point maximum, but are reduced first and cannot be healed.

ANIMAL MESSENGER Enchantment/Charm

Sphere: Animal
 Range: Medium
 Duration: 1 day/level
 Area of Effect: 1 animal
 Components: V, S
 Casting Time: 1 full round
 Saving Throw: None

This spell calls a Tiny animal to the vicinity. The caster then lures it with food and causes it to take a small item, such as a note, to a specific location. Once the animal arrives at the location, it will attempt to follow any basic instructions given and will remain at the location until the duration expires. The animal generally allows anyone at the location to approach it and retrieve its burden.

AUGURY Divination

Sphere: Divination
 Range: Personal
 Duration: Special
 Area of Effect: Special
 Components: V, S
 Casting Time: 2 rds.
 Saving Throw: None

This spell can tell the caster whether an action to be taken in the immediate future by himself or an ally will benefit or harm the party. The base chance for receiving a meaningful reply is 70%, plus 1% per caster level, to a maximum 90%.

Although the GM determines the exact response, the spell commonly responds with "weal" or "woe" to indicate a beneficial or harmful result, respectively. An often issued sidearm response would be in the form of a cryptic phrase.

To provide an example, if the question is, "Will we benefit from opening the sarcophagus?" and the sarcophagus is trapped, but leads to a treasure room, the spell might respond, "Blood stained treasure awaits." If the spell is a death trap, the spell might simply say, "Woe!" If the trap has not been reset, the spell might simply say, "Weal!"

BARKSKIN Alteration

Sphere: Protection, Plant
 Range: Touch
 Duration: 10min./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +5
 Saving Throw: None

The caster or subject's skin hardens to that of bark, granting the subject a bonus to AC equal to 4 plus 1 per four caster levels. The AC bonus from hardened skin does not stack with that granted by normal armor; instead the higher AC is used. The AC bonus from hardened skin does stack with magical protection, such as that from bracers of armor or a ring of protection.

The spell also grants a +1 bonus to saving throws against spells or effects that use physical force, such as *fireball*.

CALMING RAY Enchantment/Charm

Sphere: Charm
 Range: Medium
 Duration: 1 rd. + 1 rd./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +5
 Saving Throw: Will negates

The caster covers a subject in range with a calming, serene light. The subject feels at peace and is unmotivated to attack or otherwise harm anything. For the duration of the spell, the subject may only take actions that benefit others (often allies) and cannot attack or cast spells that adversely affect anyone.

CHARM PERSON Enchantment/Charm

Sphere: Charm
 Range: Medium
 Duration: Special
 Area of Effect: Targeted subject
 Components: V, S
 Casting Time: 1
 Saving Throw: Will negates

The caster charms a humanoid target no larger than Medium. The target need not be human, or even a playable race; any monster that fits the description of humanoid can be affected by this spell.

The target receives a save and, as this is a mind-affecting spell, the target receives a bonus from Wisdom, if any. During the round this spell is cast, any hit point damage inflicted by the caster's allies accrues normally, but also provides a like bonus on the save vs. spell. For example, if the caster's allies inflict 10 points of damage while the caster is casting, the target receives a +10 bonus on his save.

On a failed save, the target does not automatically become the caster's thrall. The target simply views everything the caster says as that of a friend. Thus, suggestions to perform obviously dangerous tasks break the charm. Furthermore, any acts of aggression toward the target by the caster or the caster's allies also end the spell.

The duration of the charm, provided no intervening event disrupts it, can be permanent, but subsequent saves are allowed on a schedule based on the Intelligence of the target. Even after the spell expires, the





target knows he was under a mind-affecting charm, remembers who cast it, and remembers everything that happened.

Intelligence Score	Time Between Checks
3 or less	2 months
4-9	1 month
10-12	2 weeks
13-14	1 week
15-16	2 days
17	1 day
18	1 hour
19 or more	1 minute

Note: There is one narrow exception to the bipedal humanoid requirement. This spell can be used on an animal companion. This application is most often used if the master needs to ensure his animal companion stays in a certain place for an extended period of time, regardless of where the master travels to.

DELAY POISON Abjuration

Sphere: Healing
 Range: Touch
 Duration: 1 hr./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +2
 Saving Throw: None

While this spell does not neutralize poison, it does delay the onset period in a poisoned subject by the duration of the spell. During this delayed period, the poisoned subject may accept mundane or magical assistance to actually remove the toxin.

DETECT ALIGNMENT Divination

REVERSIBLE

Sphere: Divination
 Range: Close
 Duration: Instantaneous (Special)
 Area of Effect: 1 creature or object
 Components: S
 Casting time: 1 full round
 Saving Throw: See below

The caster detects the full alignment of a creature or object in range. Targeted creatures receive a Will save to thwart the spell.

The reverse of this spell renders the alignment of a touched subject or creature undetectable for 24 hours.

ENTHRALL Enchantment/Charm

Sphere: Charm
 Range: Personal
 Duration: Special
 Area of Effect: 90-ft. radius
 Components: V, S
 Casting Time: 1 full round
 Saving Throw: Will negates

The caster is able to use this spell to enthrall any intelligent creatures currently paying attention to the caster. After one full round of cast-

ing aloud, all those that do not save become entranced with the caster and take no actions but to remain fixed and attentive. To maintain the crowd's attention, the caster must continue to preach.

Any creature opposed to either the caster or his religion receives a +4 bonus to save against the spell. Furthermore, creatures with 4 or more HD, or having a Wisdom score of 16 or higher, remain indifferent and aware of their surroundings.

The spell lasts until the caster stops preaching, and then its effects linger for 1d3 rounds thereafter. If any enthralled listener is attacked, the spell immediately ends.

Those under the effects of this spell may be granted a saving throw each round in which sufficient debate and argument stems from those in the crowd not enthralled.

FIND TRAPS Divination

Sphere: Divination
 Range: Personal
 Duration: See below
 Area of Effect: 60 ft. cone from caster
 Components: V, S
 Casting Time: +5
 Saving Throw: None

The caster can see any magical or mechanical traps ahead of him in his vantage. He sees a trap and is made aware of how the trap works, but the spell does not provide information on how to disarm it.

Natural hazards, such as an impending cave-in, are not detected.

The default duration of this spell is instantaneous, however, the caster may concentrate and maintain the spell for a maximum of 1 minute per caster level.

FIRE TRAP Abjuration, Evocation

Sphere: Elemental (Fire)
 Range: Touch
 Duration: Permanent until discharged
 Area of Effect: Object touched
 Components: V, S
 Casting Time: 10 min.
 Saving Throw: Ref half

This spell causes a closeable object, such as a box, coffin, door, or the like, to explode in a fiery explosion once opened. The fire trap deals 1d4 points of damage per caster level (maximum 10d4). The explosion encompasses a 5-foot radius burst and catches all those in the area. The caster determines the exact point on the object that holds the spell, such as the lock or latch. Once this spell is placed upon an object, no other magical spell can close or lock it. Once the spell explodes, the object and any contents remain untouched.

A *knock* spell reacts weirdly to fire trap. It sounds as if a lock clicked open, even if a lock doesn't exist, but, in fact, this is a byproduct of the fire trap that actually does nothing but add false hope. An unsuccessful dispel magic spell will not detonate the spell. A person attempting to disable this magical trap sets it off if unsuccessful.

The caster can use the fire trapped object without setting it off, as can any individual to whom the spell was specifically attuned when cast, which usually involves setting a shared password.



FLAME BLADE

Evocation

Sphere: Elemental (Fire)

Range: Personal

Duration: 4 rds. + 1 rd./2 levels

Area of Effect: 3-ft. long blade

Components: V, S

Casting Time: +4

Saving Throw: None

A red-hot flame, in the shape of a scimitar, forms in the caster's hand. The flame blade deals 1d4+4 on a successful hit. The blade ignites combustibles and deals 2 additional points of damage to anything especially vulnerable to fire. Undead suffer 4 additional points.

This spell does not function underwater.

GOODBERRY

Alteration

REVERSIBLE

Sphere: Plant

Range: Touch

Duration: 1 day + 1 day/level

Area of Effect: 2d4 fresh berries touched

Components: V, S

Casting Time: +5

Saving Throw: None

Casting goodberry on a bunch of freshly picked berries makes 2d4 of them magical. Anyone able to cast this spell can easily recognize them as magical. Consuming one either fully nourishes the creature or cures 1d2 hit points of damage, but any one creature can only consume a maximum of 8 goodberries in any 24-hour period.

The reverse of the spell creates a batch of 2d4 poisonous berries that either sickens the consumer or removes a hit point.

HEAT METAL

Alteration

REVERSIBLE

Sphere: Elemental (Fire)

Range: Close

Duration: 7 rds.

Area of Effect: Special

Components: V, S

Casting Time: +5

Saving Throw: Special

The caster makes worn or carried metal become extremely warm and ultimately very hot. Unattended, nonmagical metal gets no saving throw. Attended or magical metal is allowed a saving throw against an effect to which the metal is weak (TC 15). See the item saving throw rules in the *Equipment* chapter.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes half of the rolled damage (to a minimum of 1 point) per round if it is wearing minimal metal or carrying minimal metal gear.

The intensity of the heat rises and falls based on the chart below and a wearer or holder of metal suffers the indicated damage.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

The GM has discretion to impose longer lasting effects on parts of a subject's body that may have continually taken heat damage, such as if the subject continued to hold a heated sword through several rounds of combat. The GM may also impose additional damage if a subject's clothing, or other worn combustibles, catches fire.

This spell is either countered or lessened by intense cold or a direct application of a large quantity of water or snow.

The reverse of this spell, which is handled in exactly the same way but with cold damage instead, counters heat metal.

Metal worn by one Medium-sized subject can be affected for every 2 caster levels.

HOLD PERSON

Enchantment/Charm

Sphere: Charm

Range: Medium

Duration: 1 rd. + 1 rd./level

Area of Effect: 20-ft. globe

Components: V, S

Casting Time: +5

Saving Throw: Will negates

This spell causes 1d4 humanoid creatures, no larger than Medium, in a 20-ft. globe to simply stop moving. This spell only works against living creatures, so constructs or undead creatures, for example, cannot be held. Held subjects are aware of what is happening and can breathe, but cannot take any actions and cannot talk. Each round on their turn, subjects may attempt a new saving throw to end the effect.

Targeted creatures in the middle of a physical activity immediately stop, even to their detriment. A winged creature that is held while flying cannot flap its wings and falls. A climber stops climbing, a swimmer stops swimming, etc.

MONITOR ALLY

Divination

Sphere: Protection

Range: Extreme

Duration: 1 hr./level

Area of Effect: Ally touched

Components: V, S, M

Casting Time: 1 full round

Saving Throw: None

The caster connects spiritually to the subject and, for the duration of the spell, remains aware of the subject's condition as long as the two remain on the same plane of existence. The caster knows the subject's current HP total, whether the subject contracts a magical or mundane ailment, becomes poisoned, charmed, controlled and the like. The caster also knows whether a spell was successfully cast against the subject. Although he cannot discern the exact spell, he knows the effects of





it. If the subject dies during the spell's duration, the caster knows the exact location of the body at the moment of death.

OBSCURING FOG Alteration

Sphere: Weather
Range: Medium
Duration: 1 min./level
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

The caster creates a wall of vaporous and misty fog that obscures all sight, including enhanced vision, beyond 2 to 5 feet. The duration of this spell can be cut in half by winds, and may even end by extremely powerful winds. The spell creates a wall of this obscuring mist that is 20 feet tall, 20 feet deep, and 10 feet/level long.

RESIST ELEMENT Alteration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: None

The subject of this spell becomes immune to any extreme heat or cold from -50 to 150 degrees Fahrenheit, receives a +3 bonus on any save versus a damaging elemental attack, such as a breath weapon or fireball, and reduces all damage from any magical or mundane elemental attack by 5 points. This damage reduction applies to anything elemental, such a breath weapon, spell or magical element attached to a weapon.

SILENCE Alteration

Sphere: Guardian
Range: Long
Duration: 2 min./level
Area of Effect: 15-ft. radius globe

Components: V, S
Casting Time: +6
Saving Throw: Will negates

Complete silence overcomes the affected area. All sound is stopped: Conversation is impossible, spells requiring a verbal component cannot be cast and no noise whatsoever issues from or enters the area. The spell can be cast on a point in space or can be cast on a moveable object or creature. An unwilling creature receives a saving throw against this spell if cast on the creature or an item possessed by the creature. This spell provides a defense against sound-based attacks.

SPEAK WITH ANIMAL Alteration

Sphere: Animal
Range: Personal
Duration: 2 min./level
Area of Effect: 1 animal

Components: V, S
Casting Time: +8
Saving Throw: None

The caster can understand and speak with an animal. This spell in no way enhances the target animal's Intelligence, nor does it enhance its mood, but it may allow the caster to convince a friendly animal to perform some favor or service.

SPIRITUAL WARDEN Illusion/Phantasm

Sphere: Guardian
Range: Immediate
Duration: 8 hrs.
Area of Effect: 100 sq. ft. area

Components: V, S
Casting Time: 1 minute
Saving Throw: Will negates

The caster wards a particular area with a force like replica of an angel or demon. Anyone breaching the warded area without first speaking a password that is set at casting springs the warden into action. The warden bellows forth with a horrendously powerful scream (that can be heard up to 200 ft. away) and a threatening gesture of imminent attack. The intruder must save or become frozen with fear. The intruder cannot move for one hour, unless the caster releases the paralysis. The warden is visible to those nearby, as well.

SPIRITUAL WEAPON Evocation

Sphere: Combat
Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster's deity grants him a favored weapon of pure force that springs into being at any point in range. The caster can control the weapon by concentrating on it and can attack with it using the caster's attack bonus, including any bonuses for Strength. In addition, the force hammer deals 1d4 points of damage plus 1 point of damage per three caster levels. The weapon always strikes from the caster's direction. It does not get a flanking bonus or help an ally get one.

The weapon winks out the round after the caster stops concentrating on it or the weapon is commanded to travel outside the range of the spell.

WARP WOOD Alteration

REVERSIBLE

Sphere: Plant
Range: Close
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster causes a volume of unattended wood to bend and warp, permanently destroying its straightness, form, and strength. Up to 1 cubic foot of wood can be affected per caster level. Warped doors or chests spring open, warped melee weapons subject their wielders to a -4 penalty on attacks and damage, and warped missile weapons are useless.

Enchanted wood can be affected; however, the caster has only a 50% of success. If the wood was enchanted by a very powerful caster or is equal in power to an artifact, the caster only has a 1% chance per caster level.

The reverse of this spell actually straightens wood and can reverse the effects of this spell.



Level 3 Divine Spells

ANIMATE DEAD

Necromancy

Sphere: Necromantic

Range: Close

Duration: Permanent

Area of Effect: One or more corpses

Components: V, S

Casting Time: 1 full round

Saving Throw: None

The caster raises the bones or bodies of a certain amount of corpses into skeletons or zombies. Corpses that are mostly bone rise as skeletons; fresher corpses with intact flesh rise as zombies. The caster can animate up to 1 undead creature per caster level.

Animal corpses and medium-sized or smaller human or humankind corpses rise as standard skeletons or zombies, with 1 or 2 HD, respectively. Monsters generally rise as having 6 HD. Monster zombies always expend 1 level of the caster's capacity per HD.

Undead understand and follow the caster's simple, verbal commands.

CALL LIGHTNING

Alteration

Sphere: Weather

Range: Long

Duration: 1 min./level

Area of Effect: Special

Components: V, S

Casting Time: 1 minute

Saving Throw: Save for half

This spell only functions in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size having 7 or more HD) suffice. After completing the lengthy casting time, the caster summons electrical energy that circles his person. The caster may act normally, and even cast other spells, but he cannot move from his current location or the energy recedes back into the environment.

To control the lightning, the caster must concentrate for one round. Before initiative is rolled the next round, the caster unleashes a bolt of lightning that can strike any point in range. The bolt deals 2d8 points of electrical damage plus 2d8 additional damage per two caster levels to all those within 10 ft. of the lightning bolt's path and exploding point.

CONTINUAL DAYLIGHT

Alteration

REVERSIBLE

Sphere: Sun

Range: Medium

Duration: Permanent

Area of Effect: 60-ft. radius globe

Components: V, S, M

Casting Time: +3

Saving Throw: None

A globe of perpetual daylight emerges 60 ft. in all directions from a point in range. This daylight is magical in nature but is considered natural daylight for all purposes. If cast on an unwilling creature, the daylight emits from a point on the back of the creature's head and can be covered. The globe is stationary if placed on a point in space, but moveable if placed on an object or creature that later moves. If cast

inside a creature with visible organs, the daylight shines through the creature's eyes and blinds it.

Continual daylight brought into an area of magical darkness (or vice versa) cancels it so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a continual daylight spell against magical darkness of similar or lower level cancels the darkness and vice versa.

If cast on an object, the daylight will eventually consume the object, but this could take a few thousand years.

The reverse spell, continual darkness, creates a globe of deep darkness.

CREATE FOOD & WATER

Conjuration

Sphere: Creation

Range: Close

Duration: Special

Area of Effect: 1 cu. ft./level

Components: V, S

Casting Time: 10 min.

Saving Throw: None

The caster creates food and water, both of which are free of impurities, but neither of which are luxurious. The water is clean rain water and the food is rather bland. The food decays and rots within 24 hours, but the water does not.

CURE SERIOUS WOUNDS

Necromancy

REVERSIBLE

Sphere: Healing

Range: Touch

Duration: Instantaneous

Area of Effect: 1 living creature

Components: V, S

Casting Time: +3

Saving Throw: None

The caster heals 3d8+4 points of damage to the touched subject.

The reverse of this spell, *cause serious wounds*, inflicts 3d8+4 points of damage on a touched target.

DISPEL MAGIC

Universal

Sphere: All

Range: Medium

Duration: Special

Area of Effect: Special

Components: V, S

Casting Time: +4

Saving Throw: None

This spell has two distinct functions. The first functions as an area effect and encompasses multiple effects. The second function targets either a single creature or item.

If using this spell as an area effect, its area is a 30 ft. burst. All potions and magical effects that have a duration other than permanent are dispelled on a successful dispel check. A successful check will also disrupt any spellcasters in the midst of casting.





Permanent magical items and creatures composed entirely of magical essence must be specifically targeted with this spell. In this case, dispel magic only affects that single item or creature. The magic is rendered suppressed and the creature is decomposed for 1d4 rounds on a successful dispel check.

Area Dispel Checks: A dispel check is a d20 roll with no modifiers. A check must be performed against every ongoing magical effect. If the caster can cast the spell from which the magic originates, the dispel is successful on an Average (TC 10) check. If the caster cannot cast the spell from which the magic originates, the dispel is successful on a Superior (TC 15) check.

Targeted Dispel Checks: This is still a d20 roll with no modifiers. Magical creatures are always temporarily decomposed on an Average (TC 10) check. Targeted magical items warrant a higher roll.

- Wands and Staves: Superior (TC 15)
- Other Magical Items: Exceptional (TC 20)

Artifacts and Relics: Divine spellcasters cannot dispel artifacts or relics, but if the artifact or relic is divine in nature, a successful dispel check will identify the nature of the item. If the divine caster fails the check, he is rendered blind for 24 hours. This temporary blindness cannot be removed by anything short of miracle or wish spells.

ELEMENT SHIELD Alteration

Sphere: Elemental (Fire, Cold, Electricity)
 Range: Touch
 Duration: 1 rd. + 1 rd./level
 Area of Effect: Creature(s) touched
 Components: V, S
 Casting Time: +5
 Saving Throw: None

The caster wards the subjects against mundane fire, cold, and electricity. By means of this spell, the creature takes no damage from fire, extreme cold, and natural electricity. The spell also grants a +2 save bonus against any magical fire, cold, or electricity spell effect. On a failed save, the subjects only take half damage. On a successful save, if they would normally take half damage, they instead take no damage.

ELEMENTAL IMMUNITY Abjuration

Sphere: Protection, Elemental (Fire, Cold, Electricity)
 Range: Personal
 Duration: 1 min./level
 Area of Effect: Caster
 Components: V, S
 Casting Time: +6
 Saving Throw: None

A divine glow surrounds the caster and renders him completely immune to all damage from normal fire, cold, or electricity. Furthermore, the spell absorbs 50 points of damage from magical sources of these elements. Upon taking 50 hit points, the glow disappears.

GLYPH OF WARDING Abjuration, Evocation

Sphere: Guardian
 Range: Touch
 Duration: Permanent until discharged
 Area of Effect: Special
 Components: V, S, M
 Casting Time: Special
 Saving Throw: Special

The caster creates a powerful inscription that harms those who enter or pass through the warded area, or who open the warded object. A glyph of warding can be used to guard a bridge or passage, ward an entryway, trap a chest or box, and so on.

The caster sets the conditions of the ward. Typically, any creature that triggers the conditions must succeed on a save or suffer the magic it stores. Glyphs can be set according to physical characteristics (such as type, size, and weight). Glyphs can also be set with respect to alignment or religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area. However, if a cabinet had three drawers, each could be separately warded; if a robe had three pockets, each could also be separately warded.

The caster uses a special incense and diamond dust (costing 50 gp per square feet of warding) and weaves a tracery of faintly glowing lines around the warding sigil that quickly turns invisible upon the completion of the spell.

There are two common glyphs. The first is a damaging explosion of a chosen element that deals 1d8 points of damage per 2 caster levels. The second is a timed release of a divine spell of 3rd level or lower. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled and disabled (if detected) by a very skilled thief.

HOLD ANIMAL Enchantment/Charm

Sphere: Charm
 Range: Medium
 Duration: 1 rd. + 1 rd./level
 Area of Effect: 20-ft. globe
 Components: V, S
 Casting Time: +5
 Saving Throw: Will negates

The spell works exactly like *hold person*, except it affects up to 1d4 animals instead.

LOCATE OBJECT Divination

REVERSIBLE

Sphere: Divination
 Range: Long
 Duration: 8 hrs.
 Area of Effect: 1 object
 Components: V, S
 Casting Time: 1 full round
 Saving Throw: None

The caster senses the location of an object with which he is intimately familiar; it does not locate living creatures. The caster can also locate a general object and, in this case, senses the location of the nearest one in range. If the desired object is not in range, the spell ceases to work.



The spell is blocked by even a thin sheet of lead. A desired object can thwart the spell if polymorphed or warded against detection by the casting of the reverse of this spell, *hide object*.

MAGICAL VESTMENT Enchantment

Sphere: Protection
Range: Personal
Duration: 1 min./level
Area of Effect: The caster's vestment

Components: V, S
Casting Time: +3
Saving Throw: None

The caster imbues his vestment with a magical AC bonus of 5 + 1 per every three levels the caster has attained above 5th level. If the caster is wearing armor, the vestment and armor bonus do not stack, but the higher AC bonus is used.

MELD INTO STONE Alteration

Sphere: Elemental (Earth)
Range: Personal
Duration: 1 min. + 2d10 min.
Area of Effect: The caster

Components: V, S
Casting Time: +5
Saving Throw: None

The caster melds his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the caster and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the caster remains in contact with the face of the stone through which he melded. Everything that goes on immediately outside the stone can be seen and heard. While in this state, a *detect magic* spell reveals the magic of this spell and a *true seeing* spell reveals the caster.

Minor physical damage to the stone does not harm the priest, but if it is sufficiently destroyed to expel the caster, the caster suffers 4d8 points of damage. The caster must save if the stone is suddenly destroyed or the caster immediately dies.

The magic lasts for up to 21 minutes, with the variable part of the duration noted above rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 4d8 points of damage.

Stone to flesh expels the caster and inflicts 4d8 points of damage; *stone shape* causes 2d8 points of damage, but does not expel the caster; *transmute rock to mud* expels and slays the caster instantly unless he rolls a successful saving throw; *passwall* expels the caster immediately, but deals no damage.

MELD INTO TREE Alteration

Sphere: Plant
Range: Personal
Duration: 10 min. + 1d10 min.
Area of Effect: The caster

Components: V, S
Casting Time: +5
Saving Throw: None

This spell functions exactly like *meld into stone*, but uses and requires a tree of sufficient size, instead.

PLANT GROWTH Alteration

Sphere: Plant
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +3
Saving Throw: Special

This spell functions in one of two ways: contained entanglement or sprawling invigoration.

The contained entanglement option allows the caster to designate an area no larger than a 20 ft. square per caster level. All normal growth in the area grows tremendously and wildly, making it incredibly difficult to traverse. The caster touches a point on the ground. The caster may then command the vegetation to grow once he exits the area. Those caught in the entanglement receive a Reflex save to move at half-movement, otherwise the subject moves only 5 feet per round.

The sprawling invigoration option forces a ½ mile radius from the touched point to become especially fruitful and yielding. The spell actually increases the land's bounty by 30%, but does not otherwise change the area's susceptibility to seasons and/or unexpected weather.

PRAYER Conjuraction/Summoning

Sphere: Combat
Range: Personal
Duration: 1 rd./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: None

Prayer grants allies within the area of effect a +1 bonus to attacks, damage and saves; enemies in the area suffer a -1 penalty on the same.

One other divine caster of a compatible ethos may assist the prayer. This expends the primary action of the assisting caster, but it doubles the bonuses and penalties.

PROTECTION FROM NECROMANTIC ENERGY Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level or discharge
Area of Effect: 1 living creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The caster wreathes the subject in positive energy which remains for the spell's duration or until invoked by the subject. Any time the subject suffers an attack or effect rooted in necromancy or negative energy,





the subject may instantaneously release the positive energy. Once that is done, any source of necromancy deals only half hit point damage and does not impose any additional adverse effect(s).

The subject may also invoke the positive energy if attacked by an undead with any form of energy drain. The subject still suffers any normal hit point damage from the attack, but does not suffer any loss of attributes, permanent hit point loss or other effects.

Once the positive energy protects against one necromantic or negative energy attack, the spell ends.

PYROTECHNICS

Alteration

Sphere: Elemental (Fire)
Range: Long
Duration: Special
Area of Effect: 1 fire up to 20 ft. cube
Components: V, S
Casting Time: +3
Saving Throw: None

The caster chooses to turn an existing fire source into either a flashing burst of fireworks or a thick choking cloud of smoke.

Fireworks: This option causes the fire to erupt in a series of blinding firework flashes. Any creature within 120 feet with line of sight to the fireworks must save or become blinded for 1d4+1 rounds. Blinded subjects suffer a -4 on all rolls and AC.

Smoke: A thick, writhing stream of smoke billows forth from the fire and forms a choking cloud taking up a space 100 times greater in size than that of the fire. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even enhanced vision, is ineffective. All within the cloud must save or be partially blinded (-2 penalties to all rolls and AC). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

The spell may extinguish the fire source or damage a fire creature if used as a source. If the source is a 20-foot cube, the fire is extinguished; if much larger, it may be only diminished. Magical fires are never extinguished, but take 1 round to regain their former glory. Fire creatures receive a save to thwart the spell. Failure suffers the creature to 1 point of damage per caster level after the spell is complete.

RAY OF BLESSED LIGHT

Necromancy

REVERSIBLE

Sphere: Healing
Range: Close
Duration: Instantaneous
Area of Effect: 1 subject
Components: V, S
Casting Time: +3
Saving Throw: None

This spell functions similar to *cure light wounds*, but the magic is instead delivered by a ray of light that emits from the caster's outstretched hand and the hit points healed equals 1d8+8.

The reverse of this spell requires a ranged attack against a hostile target. The target's AC does not factor any AC bonus from armor or shield.

This spell can be used for spontaneous healing.

REMOVE BLINDNESS OR DEAFNESS

Abjuration

REVERSIBLE

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: +3
Saving Throw: See below

The subject is permanently cured of either blindness or deafness, whether mundane or magical.

Its reverse is *cause blindness or deafness* and requires a failed Fortitude save to take effect.

REMOVE CURSE

Abjuration

REVERSIBLE

Sphere: All
Range: Touch
Duration: Permanent
Area of Effect: Special
Components: V, S
Casting Time: +6
Saving Throw: Special

The caster removes any curse from the touched creature or object. Unfortunately, not all curses can be cured by this spell. In addition, some require a caster to be of a certain level when casting this spell to functionally remove them, e.g., a 12th level caster removing lycanthropy.

No saving throw is generally required; however, if a cursed subject does not want the curse removed, he may perform a save to thwart the spell.

The reverse of this spell bestows a curse and requires a Fortitude saving throw. There are three versions of the bestow curse spell. The first removes 2d6 points from any attribute of the target. The second weakens the target and henceforth the target suffers a -4 on all attacks, damage, AC, and saving throws. The third is a specially crafted curse (with the GM's permission). An example of this third version would be cursing the target's right hand to drop anything held. A bestowed curse is countered by *remove curse*, and it cannot be dispelled.

REMOVE DISEASE

Abjuration

REVERSIBLE

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 1 full round
Saving Throw: Special

The caster cures and fully removes a disease from which the subject is suffering. The spell also removes parasites, including green slime. Certain diseases may not be countered by this spell until the caster has achieved a certain level. For example, only a 12th level caster, using this spell, may remove lycanthropy. Consult the specific unique disease for more information.



The disease may not immediately be cured. The GM has the discretion to state how long of a healing process the subject must wait through and this depends on the severity of the disease. Note that the spell does not provide a continuous ward against the disease. A reoccurrence can happen if later exposed.

The reverse of this spell causes a disease on a failed Fortitude saving throw. The GM once again has full discretion to inflict whatever disease he wants. It could range from a weakening disease that saps all Strength, a disease that requires 16 hours per day of rest, or a fatal disease that kills within weeks or months. Special and unique diseases, such as lycanthropy, cannot be caused by this spell.

REMOVE PARALYSIS

Abjuration

Sphere: Protection

Range: Close

Duration: Permanent

Area of Effect: 20-ft. area

Components: V, S

Casting Time: +6

Saving Throw: None

The caster can choose to target up to 1d4 creatures. If targeting one, the caster immediately removes any debilitating magic that cause slowing or paralysis. If targeting two creatures, these creatures immediately receive another save at +4 to shake off the effect. If targeting three or four creatures, each immediately receives another save at +2 to move freely.

SNARE

Enchantment

Sphere: Plant

Range: Touch

Duration: Until triggered

Area of Effect: 2-ft. diameter + 2 in./lev

Components: V, S

Casting Time: 3 rds.

Saving Throw: None

This spell enables the caster to make a snare from a supple vine, rope, or thong. The ropelike object used in the spell blends almost perfectly into the surroundings and imposes a -10 penalty on any roll to detect the trap. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature moving inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The magic causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by whatever part of the body is trapped. If no such tree is available, the ropelike object tightens around the trapped creature to entangle the creature. This entanglement deals no damage, but strongly grapples the creature, requiring an Exceptional (TC 20) Strength check to break. The ropelike object can be cut with any slashing weapon, but is immune to any slashing weapon not having at least a +2 attack bonus from magic, specialization, or Strength.

SPEAK WITH DEAD

Necromancy

Sphere: Divination

Range: Close

Duration: Special

Area of Effect: 1 corpse

Components: V, S

Casting Time: 10 minutes

Saving Throw: Special

The caster grants a semblance of life to a dead creature in order to ask the corpse a number of questions. The corpse speaks whatever languages it knew in life and it draws not from memory, but from the imprints of information on its body. Therefore, the amount of questions that can be answered depends entirely on the amount of the corpse that is intact. Because it is increasingly difficult to receive proper information from corpses mostly decomposed, lower level casters cannot attempt to speak with dead unless the corpse is recently dead. The chart below has more information.

The caster may ask a number of questions equal to his caster level. The questions must be direct and easily understood. Any room for interpretation usually renders the question unanswerable. Corpses tend to give answers that are cryptic, but this is more of a function of the way the answer is delivered than an active attempt by the corpse to confuse the caster. A corpse's information is limited to what it knew in life.

Unwilling corpses receive a saving throw to avoid answering questions. The corpse saves as an item that is weak to the effect (TC 15 save required), but it receives a +4 bonus to the roll if it suffers this spell within one week of its death. Corpses of recently dead powerful creatures or people may use the Will saving throw they enjoyed in life, if the GM so permits.

Caster's Level	Max. Length of Time Dead	Time Questioned	Min. Amount of Corpse Intact
1-5	1 week	1 round	99%
6-8	1 month	1 minute	85%
9-12	1 year	10 minutes	65%
13-15	10 years	30 minutes	35%
16-20	100 years	1 hour	15%
21+	1,000 years	2 hours	5%

SPIKE GROWTH

Alteration, Enchantment

Sphere: Plant

Range: Medium

Duration: 1 hr + 1 hr./level

Area of Effect: 10-ft. sq./level

Components: V, S

Casting Time: +6

Saving Throw: None

Spikes grow from the underbrush and roots of an area with sufficient plant life. These spikes serve to damage and slow those in the area of effect at casting and who later enter. For each 5 feet of movement through the area, the victim suffers 1d4 points of damage and is then required to make a saving throw. A failed save reduces his movement speed by one half for 24 hours or until healed. One spell of magical healing only removes the hit point damage; it does not remove the slowed rate of movement. A second spell is necessary. Any mundane attempt at first aid takes 1 hour and the attribute check suffers a -4 penalty.





Spike growth can only be located with magical means of detecting traps or hidden objects. A thief, for example, has no chance to normally detect this spell.

STONE SHAPE Alteration

Sphere: Elemental (Earth)
Range: Touch
Duration: Permanent
Area of Effect: 10 cu. ft. + 1 cu. ft./level
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

The caster can shape and morph an existing piece of stone into any shape or object. The shape or object is not perfectly sturdy and any shape or object with moving parts has a 30% of not working. Weapons, coffers, doors, and statues are but a few of the various pieces that can be made.

SUMMON INSECT SWARM Conjuration/Summoning

Sphere: Animal
Range: Close
Duration: 1 rd./level
Area of Effect: 1 swarm
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster summons the closest insect swarm to appear. A d10 roll is performed. A roll of 1 – 7 indicates the arrival of a swarm of flying insects (bees, flies, hornets, or wasps). A roll of 8 – 10 indicates the arrival of a crawling swarm (ants, spiders, earwigs, or beetles). If cast in a very exotic environment, like deep underground, certain giant versions of these insects may be summoned instead. The swarm quickly gathers at a point close to the caster and can be commanded to attack a single target in range.

The target suffers 1d6 points of damage per round he is attacked. The swarm also imposes a -2 penalty to attack and AC. The insect swarm gets an initiative every round to determine when in the round the damage is incurred. Spell casters that take damage before a spell goes off lose the spell due to the damage.

The swarm moves at 10 feet per round and can be fended off by a sufficient amount of fire, smoke, or rushing liquid. It can be commanded to move and attack another target.

WATER BREATHING Alteration

REVERSIBLE

Elemental (Air, Water)
Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creatures touched
Components: V, S
Casting Time: +3
Saving Throw: None

Touched subjects can breathe freely underwater. The listed duration applies to one subject. Any additional subjects touched divide the duration equally.

The reverse of this spell grants subjects the ability to breathe air if they normally could not.

WATER WALK Alteration

Sphere: Elemental (Water)
Range: Touch
Duration: 10 min./level
Area of Effect: Special
Components: V, S
Casting Time: +6
Saving Throw: None

The subjects of this spell walk over any form of liquid, even snow, quicksand, or lava. The subjects remain 2 inches above the liquid surface, but feel solid ground beneath their feet. As such, they can move about as if on solid ground. If cast under water, the subjects quickly ascend to the surface.

The caster, at 3rd level, can affect one subject. For every level above 3rd, the caster can affect one additional subject with one casting.

Level 4 Divine Spells

AURA OF FEAR Abjuration

Sphere: Charm
Range: Touch
Duration: 1 rd./level
Area of Effect: 1 creature
Components: V, S
Casting Time: +4
Saving Throw: Will negates

The caster touches a single willing target and creates an aura of fear around the subject. All living creatures that come within 5-ft. of the subject must save or flee from the subject to a place where the subject can no longer be seen. If the subject of this spell pursues the victims and presses to fight, the only action the victims of this spell may take is to run away. If a victim of this spell is confronted by a different opponent, the victim suffers a -2 penalty on all combat rolls.

COMMAND PLANTS Enchantment/Charm

Sphere: Plant
Range: Close
Duration: 1 rd./level
Area of Effect: 20-ft radius
Components: V, S
Casting Time: 1 full round
Saving Throw: See below

This spell causes 1d4 plants (or plant-type creatures) to follow the caster's commands. During the duration of this spell, the magic allows the plants to understand the verbal commands of the caster and causes the plants to view the caster in the most favorable light. Common commands include: hold still, entangle, move and attack.

This spell affects all plant creatures and vegetable matter, including magical plants (such as treants) and oozes and fungi. Intelligent or monster plants use their normal saving throw; inanimate plants save as an object as if the plant was weak to the effect (saving throw 15).

Note that inanimate plants do gain mobility from this spell.



DISCERN LIES

Divination

REVERSIBLE

Sphere: Divination

Range: Close

Duration: 1 rd./level

Area of Effect: See below

Components: V, S

Casting Time: +4

Saving Throw: Will negates

Each round, the caster concentrates on one target subject in range and immediately knows if the subject knowingly and deliberately tells a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, the caster may turn his concentration toward a different subject in range. Every targeted subject receives a save to thwart this spell.

The reverse of this spell, which is called *indiscernible lie*, protects one touched creature against discern lies for an equal amount of time.

DISMISSAL

Abjuration

Sphere: Summoning

Range: Close

Duration: Special

Area of Effect: 1 creature

Components: V, S

Casting Time: 1 full round

Saving Throw: Special

This spell sends an extraplanar creature back to a random spot on its home plane of existence. If the creature is unique, the caster must know its proper name or the name to which it is most commonly referred and utter that name at casting. Divine entities cannot be dismissed.

A bonus or penalty applies to the saving throw based on any level disparity between the caster and the creature. For each level, the modifier is a cumulative +/- 1. For example, the caster is 12th-level and the creature is 16th-level. The creature has a +4 bonus on the save. If the caster was 15th-level and the creature was 9th-level, the creature would suffer a -6 save penalty.

If the caster does not utter the correct name, in the case of a unique creature, or the creature saves, the caster cannot attempt to dismiss that particular creature until gaining a level of experience.

DIVINATION

Divination

Sphere: Divination

Range: Personal

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 10 minutes

Saving Throw: None

Similar to *augury* but more powerful, a divination spell can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. For example, suppose the party meets an ominous hole in the floor of a dungeon room and wishes to know whether

to venture down. The caster uses divination and asks, "Will it be beneficial to the group's goal of locating the soul gem if we venture into the hole?" Suppose the hole leads to a purple worm lair. Further suppose that the purple worm has swallowed a group of adventurers that came through last week; each adventuring class is represented in the group that was swallowed, and each swallowed adventurer has magical items and equipment. The entity may reply, "Entering the great mouth will undoubtedly bring each of you closer to your personal goal."

If the caster's party does not act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 60% + 1% per caster level, to a maximum of 95%. The GM may adjust the percentage of success based on the specificity of the information sought. If the dice roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work.

Material Component: This spell requires an offering to the entity employed. Most neutral or good-aligned entities accept the burning of amber incense costing 200 g.p. Malevolent beings generally require a sacrifice. Note that the spell fails if the entity disapproves of the offering, regardless of whether the d% roll is successful.

ENLARGE INSECT

Alteration

Sphere: Animal

Range: Close

Duration: 1 min./level

Area of Effect: 1 to 6 insects

Components: V, S

Casting Time: +4

Saving Throw: None

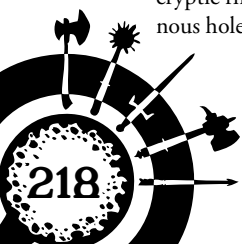
The caster enlarges 1d6 normal insects in range to Medium-sized. The insects' Hit Dice also increases, based upon the level of the caster:

Caster Level	Insect Hit Dice	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	15

Regardless of what type of insect is chosen to be enlarged, the new enhanced version has Armor Class 15 and bites (or stings) once per round for 4d6 points of damage. Flying insects have a flight speed of 90 feet per round. Crawling insects have a movement speed of 60 feet per round. Burrowing insects have a land movement speed of 40 feet per round and a burrowing speed of 20 feet per round. All enhanced insects can carry one Medium rider.

Note that any secondary or special attacks normally allowed to the insect are not usable when enlarged. Thus, a mosquito could sting for 4d6 points of damage, but it cannot drain a victim's blood. Likewise, a spider would gain a pincer attack that deals 4d6 points of damage, but it would not be poisonous.

An affected insect follows only simple commands from the caster, such as: attack, move and defend. Unless commanded to do otherwise, a giant insect will be hostile toward anyone other than the caster (including the caster's allies) and will attack accordingly.





FREEDOM OF MOVEMENT

Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: None

This spell enables the subject to move and attack normally for the duration of the spell, even when under the influence of magic that usually impedes movement, such as hold spells, web or paralysis. The subject automatically succeeds on any roll necessary to resist a grapple attempt or to escape bindings, as well.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

GLOBE OF PROTECTION

Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 10-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: None

This globe of protection produces an identical effect to that of a *protection from evil* spell, except that a 10-ft. radius globe resonates from the touched subject. The effect remains centered on the subject and moves with the subject. Others may join the subject in the globe and enjoy the effects of protection from evil. Note that any protected creature within the globe that attacks an aligned, enchanted or summoned monster outside the globe will break the warding against that creature.

The globe can be created to ward against good or evil creatures. The alignment must be chosen at the time of casting.

IMBUE WITH SPELL ABILITY

Enchantment

Sphere: Charm
Range: Touch
Duration: Until used
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

The caster transfers some of his currently prepared spells and the ability to cast them to another creature. Only a creature with a Wisdom score of at least 9 can receive this bestowal. The creature must also possess the means to effectuate the spells' components. For example, the creature must speak to perform a spell with a verbal component.

Only divine spells from the schools of abjuration, divination, conjuration (healing), and enchantment can be transferred. The number and level of the transferred spells depends on the HD of the recipient; even multiple castings of imbue with spell ability can't exceed this limit.

Hit Dice of Recipient

2
3 - 4
5+

Spells Imbued

One 1st level spell
Two 1st level spells
Two 1st and one 2nd level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the caster's level. Furthermore, the caster is still bound by any religious ethos and can be held responsible for the subject's misuse of the divine magic.

LOWER WATER

Alteration

Sphere: Elemental (Water)
Range: Close
Duration: 1 min./level
Area of Effect: See below

Components: V, S
Casting Time: 10 minutes
Saving Throw: See below

The caster causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a square depression whose sides are up to 10-ft. long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

With lower water, the caster may reduce one horizontal dimension by half and double the other horizontal dimension.

NEUTRALIZE POISON

Abjuration

REVERSIBLE

Sphere: Healing
Range: Touch
Duration: Instantaneous (see below)
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

Components: V, S
Casting Time: +5
Saving Throw: Special

The caster touches a poisoned subject or a venomous substance and instantaneously detoxifies the poison. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that do not go away on their own. This application of the spell does not require a saving throw.

This spell can instead neutralize the poison in a poisonous creature for 1 round per level. This application of the spell requires a saving throw.

The reverse of this spell, *inflict poison*, requires a successful attack roll and the victim is allowed a Fortitude saving throw. If the save is unsuccessful, the victim suffers extreme pain that removes 1d4 hit points per hour until the subject either dies or receives some form of magic that neutralizes or slows the poison.



PROTECTION FROM ELEMENTAL ENERGY Abjuration

Sphere: Protection, Weather
 Range: Touch
 Duration: Special
 Area of Effect: 1 creature

Components: V, S
 Casting Time: +5
 Saving Throw: None

The caster chooses between two possible applications of this spell. The first application wards the touched subject from all forms of one of the following elemental energies: electricity, fire, or cold. The spell can sustain 10 points of damage of one of these energies per caster level before expiring. The type of energy must be chosen at the time of casting. The duration of this first application is 1 minute per caster level.

The second application renders the touched subject immune from the damage of one source of all the elemental energies. Thus, the subject would be immune to the effects of one source of electricity, fire or cold. The duration of this second application is 1 hour per caster level.

QUENCH OR ENHANCE FLAMES Alteration

Sphere: Elemental (Fire)
 Range: Medium
 Duration: Instantaneous
 Area of Effect: 20-ft. cube per level

Components: V, S
 Casting Time: +4
 Saving Throw: None

The caster can either put out or enhance an existing fire measuring no greater than one 20-ft. cube per level. Quenching the fire puts the fire entirely out. This creates a normal amount of smoke relative to the size of the fire. Enhancing the fire doubles its size and height.

This spell works on magical or mundane fire. Alternatively, the caster may target a fire-based item; however, the wielder or possessor of such an item receives a saving throw to thwart the spell.

If the quench version of this spell is cast on a fire elemental, the elemental suffers 4d6 points of damage. If the enhance flames application is cast on a fire elemental, the elemental heals 4d6 points of damage.

REPEL INSECTS Abjuration

Sphere: Animal, Protection
 Range: Personal
 Duration: 10 min./level
 Area of Effect: 10-ft. radius

Components: V, S
 Casting Time: 1 full round
 Saving Throw: See below

An invisible barrier holds back all forms of true insects. Insects with Hit Dice of less than one-third the caster level cannot penetrate the barrier. Insects with Hit Dice equal to or greater than one-third the caster level can penetrate it if it succeeds on a saving throw. Even so, an insect that crosses the barrier suffers 2d6 points of damage, and pressing against the barrier causes pain, which deters most insects.

SCRYING POOL Divination

Sphere: Divination
 Range: See below
 Duration: 1 rd./level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 hour
 Saving Throw: See below

The caster causes the surface of a pool of natural water to transform into a window that looks upon a named subject or area in the same way as a crystal ball. There is a 10% chance per caster level (to a maximum of 95%) that the spell reveals the desired person or location. If the person or location has never been seen, there is a 1% chance per caster level of success. If the person or location is on a different plane of existence at the time of casting, there is a 50% penalty applied. This penalty can reduce the chances to 0%, making it impossible to scry upon that specific creature or location at that time.

The caster may retain his vantage over the person or location for up to 1 round per level. The caster can see through the pool with any of his existing senses. For example, low-light vision or an on-going true seeing spell operates normally. The caster may also attempt to cast spells through the pool. There is a 5% chance per caster level (to a maximum of 95%) that the following spells operate correctly through the device: *detect magic*, *detect evil*, *detect lies* and *message*.

No saving throw is allowed if the caster plans to scry upon a subject for just one round. A Will saving throw is allowed at the commencement of the second round of scrying. (The saving throw does not negate the spell. It reveals a small rippling sensor in the air that is caused by the scrying.)

SNAKES TO STICKS Alteration

REVERSIBLE

Sphere: Plant
 Range: Close
 Duration: 1 min./level
 Area of Effect: 1d4 snakes + 1 snake/level in a 10-ft. cube

Components: V, S
 Casting Time: +4
 Saving Throw: See below

The caster turns a number of snakes in the area of effect into mundane pieces of wood. Subsequently breaking the sticks kills the snakes at the expiration of the spell. Only normal, true snakes no larger than Small can be affected by this spell.

The reverse of this spell, *sticks to snakes*, turns an equal amount of normal, mundane pieces of wood into small vipers. Each viper has 2 Hit Dice, Armor Class 16, and a movement speed of 40 feet per round. They each get a venomous bite attack, which deals 1d4+1 point of damage and infuses a poison that causes immediate loss of muscle control on a failed Average (TC 10) Constitution check. This loss of muscle imposes a -2 penalty on all combat rounds until the end of the spell's duration.

No saving throw is generally required, unless a stick or snake is being held by a creature at the time of casting. In this situation, the creature receives a saving throw to negate the spell.





SPEAK WITH PLANTS

Alteration

Sphere: Plant
Range: Personal
Duration: 1 min./level
Area of Effect: 30-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster can comprehend and communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell does not make plant creatures any more friendly or cooperative than normal. Hence, wary and cunning plant creatures are likely to be terse and evasive, while the less intelligent plants may make senseless comments. If a plant creature is friendly toward the caster, it may be persuaded to perform some favor or service.

SPELL IMMUNITY

Abjuration

Sphere: Protection
Range: Touch
Duration: 1 hour per level
Area of Effect: 1 creature

Components: V, S, M*
Casting Time: 1 full round
Saving Throw: None

The warded creature is immune to the effects of one specified spell. The spell must be of 4th level or lower. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against any supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. Furthermore, the warded creature must have at some time suffered the effects of that spell.

A creature can have only one spell immunity in effect on it at a time.

**Material Components:* If the spell to which the subject is immune requires material components, casting spell immunity for that spell requires the same materials.

SUMMON ANIMALS

Conjuration/Summoning

Sphere: Animal, Summoning
Range: Personal
Duration: Special
Area of Effect: 1 mile radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster summons 1d8 natural animals that are common to the local terrain and geography. Each animal must have an amount of HD equal to or less than half the caster level and it cannot be a magical or enhanced creature.

The caster may determine the source of the animals. For example, if the caster were present in an area near both a forest and lake, the caster

would summon from either the water or woods and receive animals native to that terrain type. An animal must remain in the terrain that supports it; thus, a porpoise would remain in the water. Once summoned, the animals will obey the caster for the duration of the spell and can be ordered to perform one task, such as fetch, track, fight, protect, etc. The spell expires when either the caster voluntarily releases the animal or the specific order is fulfilled, whichever comes first,

TONGUES

Alteration

REVERSIBLE

Sphere: All
Range: Touch
Duration: 10 min./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +4
Saving Throw: Special

This spell grants the subject the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject becomes fluent in one language per three caster levels. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

The reverse of the spell, *scramble*, either cancels the effect of the tongues spell or scrambles all verbal communication of any sort that a target creature utters. A Will saving throw is allowed to negate it.

Level 5 Divine Spells

AIR WALK

Alteration

Sphere: Elemental (Air)
Range: Touch
Duration: 1 hour + 10 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +5
Saving Throw: None

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to the air walker's normal speed.

Wind slows the subject down at a rate of 10 feet for each 10 mph, and strong winds may push the subject along or hold it back. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled or negated.



Spells: Divine Level 5

This spell can benefit a specially trained mount so it can be ridden through the air. Only a mount trained for one week can sufficiently air walk, provided the trainer has successfully trained the animal.

ANIMAL GROWTH

Alteration

REVERSIBLE

Sphere: Animal
Range: Medium
Duration: 1 min./level
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +6
Saving Throw: None

The caster can affect up to one normal animal per two caster levels, all of which must be within the area of effect. Affected animals grow to about twice their current size, effectively increasing their size category one step. Medium creatures become Large, etc. The animals' maximum hit points double and their effective Hit Dice increases by +4.

The caster can cast certain magical spells on an enlarged animal, such as charm monster.

The reverse, *shrink animal*, reduces animals in the area to one-half their normal size, reduces their effective Hit Dice by 4 and halves their normal hit points.

ANTINATURE SHELL

Abjuration

Sphere: Plant, Protection
Range: Personal
Duration: 10 min./level
Area of Effect: 10-ft. radius burst

Components: V, S
Casting Time: +5
Saving Throw: None

The caster brings into being a mobile, hemispherical energy field that prevents the entrance of all animal and plant creatures. Any such creatures caught in the middle of the field at casting are either hedged out or rendered paralyzed.

This spell may be used only defensively, not aggressively. Forcing the energy against creatures that the spell keeps at bay, and attacking any paralyzed creatures caught within the globe, immediately collapses the barrier.

ATONEMENT

Abjuration

Sphere: All
Range: Touch
Duration: Permanent
Area of Effect: 1 subject

Components: V, S, M
Casting Time: 1 minute
Saving Throw: None

This spell removes the burden of evil acts from the subject. The subject seeking atonement must be truly repentant and desirous of setting right its misdeeds. The atoning subject must also have committed the evil act unwittingly or under some form of compulsion. Those subjects seeking to atone for deliberate acts of evil must first perform a quest for the caster's faith. Failure to agree or complete a quest is deadly. The caster's divine powers immediately snuff out the life of the penitent subject, no save.

Atonement may be cast for other purposes, such as: reversing a magical alignment change, or restoring class-based abilities that were lost as a result of misbehavior or acts against the mythos (paladins, clerics or druids).

COMMUNE

Divination

Sphere: All
Range: Personal
Duration: 1 minute
Area of Effect: N/A

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster contacts his deity—or agents thereof—and asks questions that can be answered by a simple yes or no. (A caster of no particular deity contacts a philosophically allied deity.) The caster is allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the caster delays questioning past the duration, discusses the answers, or goes off to do anything else, the spell ends.

Material Components: Incense must be lit during the casting of this spell and, upon the completion of the casting process, the flaming incense must be extinguished in either holy or unholy water, based on the alignment of the entity to which the caster connected.

COMMUNE WITH NATURE

Divination

Sphere: Divination, Elemental
Range: Personal
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster becomes one with nature, attaining knowledge of the surrounding territory. The caster instantly gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

The spell operates outside in a radius of 1 mile per caster level. In natural enclosed settings—caves, caverns, and the like—the radius is 100 feet per caster level. The spell does not function where nature has been replaced by construction, such as in dungeons and towns.





CONTROL WINDS

Alteration

Sphere: Weather

Range: Personal

Duration: 10 min./level

Area of Effect: 40-ft radius./level

Components: V, S

Casting Time: 1 full round

Saving Throw: None

The caster alters wind force in a certain area of effect centered on the caster. The caster can make the wind blow in a certain direction, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter his handiwork, which requires concentration for one full round. The caster creates a 40-ft. radius "eye" of calm air at the center of the area, with the caster as the most central point, and this eye is reduced to a minimum 10-ft. radius space if the control winds spell is cast underground or in an area that cannot sustain a 40-ft. radius eye.

By means of this spell, the caster is able to either change the direction of the wind (from a southerly wind to a northerly wind, for example) or change the intensity of the wind based on the caster's level. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

Wind Force	Miles Per Hour
Light Breeze	2-9
Moderate Wind	10-19
Strong Wind	20-29
Gale	30-54
Storm	55-74
Hurricane	75+

Strong winds drive Small flying creatures from the sky, affect missile accuracy with a -2 attack penalty, and make sailing difficult. Gale force wind drives Medium-sized flying creatures from the sky and can cause minor ship damage. Storm winds force all flying creatures to perform Superior (TC 15) Strength checks to remain in place or force such creatures from the sky, and can damage structures and landscape. Hurricane winds automatically force flying creatures in the direction of the wind and cause substantial land and structure damage.

The winds do not affect those in the eye.

Upon the expiration of the spell, or after one full round of concentration, the winds slowly recede to their normal level.

CURE CRITICAL WOUNDS

Necromancy

REVERSIBLE

Sphere: Healing

Range: Touch

Duration: Instantaneous

Area of Effect: 1 creature

Components: V, S

Casting Time: +4

Saving Throw: None

As *cure light wounds*, except that the caster heals 5d8+8 points of damage and heals normal wounds.

The reverse, *cause critical wounds*, inflicts 3d8+8 points of damage on a successful touch attack.

DISPEL EVIL

Abjuration

REVERSIBLE

Sphere: Protection, Summoning

Range: Touch

Duration: 1 rd./level

Area of Effect: 1 subject

Components: V, S

Casting Time: +5

Saving Throw: Will negates

The subject enjoys a few effects. Firstly, dispel evil dismisses an evil summoned or extraplanar creature back to its home plane after the subject makes a successful attack on the creature. Secondly, the spell renders the subject immune to any magical enchantment or charm spell cast by an evil spellcaster or originating from an evil magical item or artifact. Thirdly, it provides a +2 AC bonus versus all evil creatures.

The reverse of the spell, *dispel good*, functions in a similar way versus only good creatures..

DIVINE SCRYING

Divination

Sphere: Divination

Range: See below

Duration: 1 min./level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 hour

Saving Throw: Will negates

The caster turns a small pool of holy (or unholy) water into a magical scrying device that works similarly to a crystal ball (see the Game Master's Guide for more). The caster can see and hear a specific creature that may currently be anywhere on the same plane of existence of the caster. The caster uses any enhanced vision and the following spells can be cast through the divine scrying device with no chance of failure: *detect magic*, *detect evil*, and *message*.

A subject that saves cannot be scryed upon for 24 hours.

Note that good-aligned casters must use holy water and evil casters must use unholy water. Neutral casters must use water more appropriately aligned to the divine being with whom he is connecting.

Material Component: The caster must have a font, basin or pool comprised of at least 10 gallons of holy (or unholy) water.

FLAME STRIKE

Evocation

Sphere: Combat

Range: Medium

Duration: Instantaneous

Area of Effect: 5 ft. radius wide
x 30 ft. tall column

Components: V, S

Casting Time: +6

Saving Throw: Ref half

A vertical column of white flame roars downward and deals 4d8 points of damage plus an additional 1d8 per four caster levels.



GEAS/QUEST Enchantment/Charm

Sphere: Charm
Range: Touch
Duration: See below
Area of Effect: 1 creature

Components: V, S
Casting Time: 10 minutes
Saving Throw: See below

The caster places a magical command on a creature to carry out some service or to refrain from some action or course of activity. While the command may be to undertake or refrain from any activity, the spell cannot compel a creature to kill itself or perform acts that would invariably result in certain death.

The commanded creature must follow the given instructions until the quest is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one day per caster level. If the instructions are impossible to complete, the spell fails. If the divine being from which the caster draws for spell power disagrees with the quest, the spell also fails.

Even the cleverest subject cannot subvert a quest. If the subject is prevented from obeying the quest for 24 hours, whether by delay on his part or as a result of someone else's actions, the subject thereafter suffers 1 hit point of damage per hour until the subject returns to the quest or falls to 1 hit point. The damage will not return and cannot be healed until the quest is complete or forgiven. Nothing short of direct divine intervention can heal this damage prematurely.

An unwilling subject receives a Will saving throw, but unwilling subjects that belong to the same church or religion as the caster suffer a -2 penalty on the roll. Willing subjects do not receive a save. They normally seek out the caster to atone for misguided deeds.

Removing the geas/quest before it is completed or forgiven by the caster is difficult. Short of divine intervention, the commanded subject can receive a remove curse spell cast by a cleric at least one level higher than the caster of the geas/quest. Wish and miracle also work.

INSECT PLAGUE Conjunction

Sphere: Combat
Range: Long
Duration: 1 rd/level
Area of Effect: 180 ft. x 60 ft. cloud

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster summons forth a massive cloud of flying, locust-type insects. The plague of insects blocks vision beyond 5 feet. All melee attacks suffer a -6 penalty while ranged attacks are impossible. The plague also disrupts the physical component to spell casting.

All creatures caught within the plague suffer 1d4 points of damage each round. No attack roll is necessary and no save is allowed. This damage can only be avoided by fleeing the mass of insects or by completely covering oneself in metal. (Note that full plate armor reduces the damage to 1 point per round, but the various joints and holes in full plate provide the insects a means to attack the wearer.)

Without *dispel magic*, only heavy smoke, winds of at least 20 mph, or continuous fire disburse an insect plague. The origin of any wind, smoke or fire must be large enough to affect all the insects of the cloud. Thus, a torch would be insufficient, but a 20-ft. radius ring of 10-ft. tall flame would suffice.

PLANE SHIFT Conjunction

Sphere: Astral
Range: Touch
Duration: Instantaneous
Area of Effect: See below

Components: V, S
Casting Time: +6
Saving Throw: Will negates

The caster moves himself or some other creature to another plane of existence. If several willing subjects link hands in a circle, as many as eight can be affected by the plane shift spell at the same time. Precise accuracy as to a particular arrival point on the intended plane is nigh impossible. From the Material Plane, the caster can reach any other plane, though the travelers appear 5 to 500 miles (5d%) from the intended destination point.

Plane shift transports creatures instantaneously and then expires. The creatures need to find other means to travel back.

Unwilling subjects must be touched and they receive a saving throw to negate the transportation.

RAISE DEAD Necromancy

Sphere: Necromantic
Range: Touch
Duration: Instantaneous
Area of Effect: 1 person

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The caster touches the corpse of a deceased creature and, if the creature's spirit is willing, the caster returns the creature to life. The creature must not have been dead for longer than 1 day per caster level.

The subject must succeed on a shock survival roll or the soul immediately returns to the afterlife and another raise dead attempt cannot be made for one week, which may or may not disqualify the caster from trying again.

The subject's body must be intact. If any limbs or vital organs are missing, the spell fails. Any magical poison or disease that is ongoing remains with the body, unless dispelled before raise dead is cast.

A raised subject has 1 hit point and requires 1 day of bed rest for each day it was deceased. During this time, the subject may receive magical healing to speed up the healing process. Otherwise, normal healing rates apply. The subject also permanently loses 1 point of Constitution and Charisma.





SLAY LIVING

Necromancy

Sphere: Necromantic

Range: Touch

Duration: Instantaneous

Area of Effect: 1 person

Components: V, S

Casting Time: +8

Saving Throw: See below

The caster slays one living creature on a failed Fortitude save. A successful save inflicts 2d8 points of damage plus 1 point of damage per caster level.

SPIKE STONES

Alteration

Sphere: Elemental (Earth)

Range: Medium

Duration: 10 min./level

Area of Effect: 10 ft. sq./level

Components: V, S

Casting Time: +5

Saving Throw: None

Rocky unworked ground, worked stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The area affected equals one 10-ft. square per caster level.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed with each secondary action.

In addition, each creature moving through the area takes 2d8 points of damage for each movement taken as one secondary action in the spiked area. If a full round's worth of actions is expended to move only 5 feet, then no damage is taken.

TRANSMUTE ROCK TO MUD

Alteration

REVERSIBLE

Sphere: Elemental (Earth, Water)

Range: Medium

Duration: Permanent

Area of Effect: One 10-ft. cube/level

Components: V, S

Casting Time: 1 full round

Saving Throw: See below

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on AC and on all combat rolls. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on a Reflex saving throw.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations.

However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or the reverse of this spell, *transmute mud to rock*, restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, permanently changes normal mud or quicksand into stone. Creatures in the mud are allowed a Reflex saving throw to escape before being trapped in hardened stone. Dry sand cannot be transmuted.

TREE STRIDE

Conjuration

Sphere: Teleportation, Plant

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S

Casting Time: 1 full round

Saving Throw: None

By using this spell, the caster is able to enter a tree large enough to sustain the caster's size and exit from another tree of the same type in any direction he desires. The second tree must be alive and thick enough to support the size of the caster and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	1 mile
Ash	¾ mile
Yew	½ mile
Elm	¼ mile
Linden	1000 feet
Other deciduous	750 feet
Any coniferous	500 feet
All other trees	250 feet

By moving into an oak tree (for example), the caster instantly knows the location of all other oak trees within transport range (see above) and may choose whether he wants to pass into one or simply step back out of the tree he moved into. The caster may choose to pass to any tree of the appropriate kind within the transport range as shown on the above table.

The caster may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts for one hour or until the caster exits a tree. Each transport takes one round.

The caster can also choose to remain within a tree without transporting. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he remains. If not prematurely slain or forced out of the tree, the caster is harmlessly expelled upon the spell's expiration.



TRUE SEEING

Divination

Sphere: Divination
Range: Touch
Duration: 1 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +8
Saving Throw: None

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under magical effects that alter or distort their location, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus his vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball.

WALL OF FIRE

Evocation

Sphere: Elemental (Fire)
Range: Medium
Duration: Concentration (see below)
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

An immobile, blazing curtain of shimmering fire springs into existence. The curtain of fire may be altered by the caster to portray the face of his deity or to blaze with white, yellow or black flames (each color represents the moral side of alignment: white-good, yellow-neutral, black-evil). One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those between 10 feet and 20 feet from the wall. The wall deals this damage to any nearby creatures when it appears and on the caster's initiative each round. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster causes the wall to appear where creatures are, each creature takes damage as if passing through the wall.

The wall is always 20 feet high and can be created as a long wall up to 20-ft. per level in length or can be created as a ring with a radius of 10 ft. per caster level.

The wall lasts as long as the caster concentrates on maintaining it, thereafter lasting 1 round per caster level.

Level 6 Divine Spells

ANIMATE OBJECT

Alteration

Sphere: Creation, Summoning
Range: Medium
Duration: 1 rd./level
Area of Effect: 1 cu. ft./level

Components: V, S
Casting Time: +6
Saving Throw: See below

This spell enables the caster to imbue inanimate objects with mobility and a semblance of life. The animated objects perform functions on the caster's command. They may even attack whomever or whatever the caster initially designates.

An animated object can be made of any nonmagical material. An unattended object receives no saving throw. When the caster targets an object in someone's possession, the possessor receives a Fortitude saving throw to protect the targeted object from the spell.

An animated object moves 20 ft. per round and receives one attack per round unless the object has appendages or other visible forms of attack, such as a statue of a four-armed man or dog with claws and maw. The GM has full discretion to determine the objects attacks per round in these cases.

The damage dealt on successful attacks depends entirely on the object's durability and obvious deadliness. Soft, lightweight and supple objects deal only 1d2 points of damage, but may also trip or grapple someone with the GM's discretion. Sturdier common objects, such as brooms, chairs, doors, etc., deal 1d4 points of damage. Objects that are quite heavy or deadly, such as a large boulder, anvil or statue may inflict from 2d4 to 5d4 points of damage, based on the GM's discretion.

The Armor Class of the animated object is determined by the size. Tiny or smaller objects have AC 20; Small objects have AC 18; Medium objects have AC 16; Large or bigger objects have AC 14. Successful attacks made against the object do not automatically deal damage. Instead, an item saving throw is rolled based on what type of attack is dealt against the object and whether the animated object is naturally resilient or not to the attack. Fire against a wood-born or paper object saves if vulnerable, for example, and requires a d20 roll against a TC 15 to save. Sword attacks against a stone object require the object to roll a d20 save against a TC 5. Again, GM's discretion rules the day here and the Item Saving Throw rules in the Equipment chapter provide some insight.

The caster can animate one cubic foot of material per level of experience. For example, a 12th-level caster could animate one or more objects whose total volume did not exceed 12 cubic feet.





ANTILIFE SHELL

Abjuration

Sphere: Animal, Protection

Range: Personal

Duration: 1 min./level

Area of Effect: 10-ft. radius from cleric

Components: V, S

Casting Time: +8

Saving Throw: None

The cleric brings into being a hemispherical energy field that prevents the voluntary entrance of any living creature that could not be categorized as summoned, undead, elemental or extraplanar.

Using the shell in an offensive manner, i.e. forcing it upon a creature or casting while creatures are already within the area of effect, does not work. The cleric must have the shell in place before a creature would voluntarily enter the area of effect.

The shell moves with the cleric; however, as noted, if the cleric attempts to thrust the shell on a creature that would normally be affected by it, the shell has no effect on that specific creature and it may move freely in the area of effect.

BLADE BARRIER

Evocation

Sphere: Guardian, Creation

Range: Medium

Duration: 3 rds./level

Area of Effect: Up to 60 ft. sq.

Components: V, S

Casting Time: +6

Saving Throw: Special

The caster creates an immobile barrier of whirling razor-sharp blades set in space either on a vertical, horizontal or tilted axis. Any creature who is in the area of affect at the time of casting or who later attempts to pass through the barrier suffers 8d8 points of damage on a failed Reflex saving throw. A successful save indicates the blades were narrowly avoided and no damage is sustained.

The caster can opt to cover an area as small as a 5-ft square or as large as a 60-ft square.

CONJURE ANIMALS

Conjuration/Summoning

Sphere: Summoning

Range: Close

Duration: 2 rds./level

Area of Effect: See below

Components: V, S

Casting Time: +7

Saving Throw: None

The caster summons forth normal animals to attack designated opponents. The caster may specifically attempt to summon a specific animal, in which case the HD of the animal cannot exceed the level of the caster. Alternatively, the caster may opt to summon animals randomly selected by the GM, in which case the total number of HD summoned cannot exceed twice that of the caster's level.

Any animal with three or more additional hit points added to their HD, e.g., 4+3 HD or 4+4 HD, consumes one additional HD from the spells HD limit. For example, a mammal with 4+3 HD is considered to have 5 HD for this spell, while a mammal with 4+2 HD expends 4 HD.

Conjured animals attack on command. They resist any other commands and may act aggressively toward the caster if the caster attempts to control the animal in other ways. Summoned animals fight until the duration of the spell has expired or until they suffer an amount of hit point damage sufficient to destroy them; in either case, they simply disappear.

CONJURE ELEMENTAL

Conjuration/Summoning

REVERSIBLE

Sphere: Elemental (Air, Earth, Fire or Water)

Range: Medium

Duration: 1 min./level

Area of Effect: See below

Components: V, S

Casting Time: 10 min.

Saving Throw: None

Upon casting a conjure elemental spell, the caster opens a gate to a designated elemental plane, Air, Earth, Fire or Water, and a 12 HD elemental is summoned nearby. The summoned elemental assists the caster in whatever way the caster commands, provided the elemental has the means to effectuate the commands. Similar to all conjured creatures, the elemental remains until the duration of the spell expires or until it suffers damage equal to its maximum hit points; in either case, the elemental simply vanishes. A *dispel magic* spell or the reverse of this spell, dismiss elemental, instantly whisks the elemental back to its native plane.

CONTROL WATER

Alteration

Sphere: Elemental (Water)

Range: Medium

Duration: 1 min./level

Area of Effect: See below

Components: V, S

Casting Time: 10 minutes

Saving Throw: See below

The caster chooses one of the following three applications for this spell:

Lower Water: This application mirrors the 4th-level spell, lower water, but allows for the caster to affect water within Medium range.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With lower water or raise water, the caster may reduce one horizontal dimension by half and double the other horizontal dimension.

Part Water: This causes water to move apart and form a 20-ft. wide corridor. The depth of the corridor is 5 ft. per level and the length is 30 ft. per level. If cast on water elementals and other water-based creatures, the spell deals 1d8 points of damage per caster level, but a Fort saving throw is allowed to halve the damage. This version of the spell can be cast to create an air tunnel underwater of the same size.



FIND THE PATH

Divination

REVERSIBLE

Sphere: Divination

Range: Touch

Duration: 1 min/level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 1 full round

Saving Throw: See below

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the caster is at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Material Component: The spell requires a set of divination counters (bone, ivory, stone, or whatever).

The reverse of this spell, *lose the path*, causes a targeted subject to become utterly lost and unable to find his or her way to even the most familiar location. A Will saving throw is allowed.

FIRE SEEDS

Conjuration

Sphere: Elemental (Fire)

Range: Touch

Duration: See below

Area of Effect: See below

Components: V, S, M

Casting Time: 1 rd./seed

Saving Throw: See below

The caster may either turn acorns into grenade-like explosives or turn holly berries into incendiaries that explode on command.

Acorn Grenades: As many as four acorns turn into grenade-like weapons that can be hurled as far as 120 feet. A successful ranged attack roll is required to strike the intended target. Each acorn deals 2d8 points of damage to the target and all those within 10 feet, also setting fire to any combustibles. The target receives no save; however, those in the area of effect receive a Reflex save to half the damage.

Holly Berry Bombs: As many as eight holly berries can be turned into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 6 feet). If the caster is within 120 feet and speaks a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage to every creature in a 5-foot radius burst and igniting any

combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The spell requires the acorns or holly berries.

FORBIDDANCE

Abjuration

Sphere: Protection

Range: Close

Duration: Permanent

Area of Effect: 60-ft. cube/level

Components: V, S, M

Casting Time: 6 rds.

Saving Throw: See below

The caster secures a holy or consecrated area from any form of teleportation, planar travel or ethereal travel, and from standard attempts to enter by creatures of other alignments. The caster may set a password at the time of casting that, once uttered, allows for entry. If a password is set, no creature may enter regardless of its alignment.

The effect of attempting to breach the secured area (if no password is set) depends on the alignment of both the caster and the encroaching party. Where more than one effect could be sustained, the more severe effect is used.

Alignments are Identical: No effect at all. If no password is set, the creature may freely enter.

Alignments Differ on the Law/Chaos Axis: If no password is set, the creature may attempt a Will save to enter; failure causes 2d6 points of damage.

Alignments Differ on the Good/Evil Axis: If no password is set, the creature may attempt a Will save to enter; failure causes 4d6 points of damage.

Forbiddance is permanent unless dispelled by a caster at least 15th level.

Material Components: A few divine materials are expended in the process: half vial of holy water, rare incenses worth 1,000 gp per 60 ft./cube of space secured by the spell. Twice as many rare incenses are required if a password is to be set at casting.

HEAL

Necromancy

REVERSIBLE

Sphere: Healing

Range: Touch

Duration: Permanent

Area of Effect: 1 living creature

Components: V, S

Casting Time: 1 rd.

Saving Throw: None

The cleric wipes away injury and inflictions with this very potent spell. All hit point damage is restored. All sickness, diseases and debilitations, such as blindness, deafness, confusion, etc., are cured. It also immediately negates the effects of a feeblemind spell.

The reverse, *harm*, either causes the loss of all but 1d4 hit points to a touched subject or infects the subject with any sickness, disease or debilitation the caster chooses.





HEROES FEAST

Evocation

Sphere: Creation
Range: Close
Duration: 1 hour
Area of Effect: 1 creature/level

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster brings forth a great feast, including a magnificent table, chairs, service, and food and drink suitable to fill the bellies of one creature per level. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases and sicknesses; becomes immune to poison for 12 hours; and regains 1d4+4 hit points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 bonus on attack rolls and saving throws and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

LIVEOAK

Enchantment

Sphere: Plant
Range: Touch
Duration: 1 day/level
Area of Effect: 1 oak tree up to 50' tall

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy oak of Small to Huge size. A triggering phrase of up to one word per caster level is placed on the targeted oak, e.g. an 12th-level caster could create triggering phrase of twelve words, such as: "Attack any creature who enters this area without first saying Hummingbird's Song".

The liveoak spell triggers the tree into animating as a treant-like combatant having a 30-ft movement speed, AC 20 and a 2/1 attack rate. The HD and damage per attack are determined by the size of the tree animated:

Tree Height	Hit Dice	Damage
12' - 15'	7-8	2d8
16' - 19'	9-10	3d6
Large (20' - 25')	11-12	4d6
Huge (25' - 50')	12-15	5d6

Liveoak can be dispelled or voluntarily released. A tree so enchanted by the spell radiates a strong aura of enchantment magic. If dispelled, the tree roots in place. If the spell is voluntarily released by the caster, the tree will travel to its original rooting place. Damage to the tree cannot be healed by standard cure spells; however a plant growth spell works to heal 2d6 hit points to the tree.

SPEAK WITH MONSTER

Alteration

Sphere: Divination
Range: Personal
Duration: See below
Area of Effect: One creature

Components: V, S
Casting Time: +6
Saving Throw: None

Through the use of this spell, the caster gains the ability to communicate with any creature type that has any form of communication, including telepathy, empathy or purely tactile means. All creatures of the type chosen at the time of casting can understand the caster's intended meanings. The duration for this type of casting is 2 rounds per level.

The caster may also choose to communicate with any number of different creature types; however, only one creature may be addressed at one time and the spell duration lasts only 1 round per level.

STONE TELL

Divination

Sphere: Elemental (Earth), Divination
Range: Touch
Duration: 10 min.
Area of Effect: 5-ft square of stone(s)

Components: V, S
Casting Time: 10 min.
Saving Throw: None

The caster connects telepathically with touched stones, which relate to the caster who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing all sought after details.

This spell works on natural or worked stone.

SUMMON MAJESTIC ANIMAL

Conjuration/Summoning

Sphere: Animal, Summoning
Range: Personal
Duration: Special
Area of Effect: 1 mile radius centered on caster

Components: V, S
Casting Time: 1 full round
Saving Throw: None

As *summon animal*, except that the caster may summon forth 1d8 normal and non-magical animals, none of which may have more HD than the caster level. Alternatively, the caster may choose to summon forth one magical creature or enhanced animal allied with nature, such as a nixie, pixie, griffon, or dire lion. This advanced creature cannot have more HD than the caster level.

SUMMON WEATHER

Conjuration/Summoning

Sphere: Weather
Range: Personal
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: 10 min.
Saving Throw: None

The caster summons forth whatever weather he desires, provided the weather is appropriate to the climate and season. For example, a snow storm cannot be summoned in the summer and a rain storm cannot be summoned in the middle of an arid desert.



Summoned weather takes 1d4 hours to arrive. The area of effect is 1d100 miles and the weather pattern is unpredictable. This is natural weather. It cannot be dispelled or voluntarily dismissed. The weather pattern persists for 4d6 hours before slowly reverting to its original state.

TRANSPORT VIA PLANTS

Alteration

Sphere: Plant
Range: Touch
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: None

The caster is able to enter any plant (Medium-sized or larger) and to pass any distance to a plant of the same kind in the same round, regardless of the distance separating the two. The entry plant must be alive. The destination plant must be alive but need not be familiar to the caster. If the caster is uncertain of the destination plant, he need merely determine the general direction in which he'd wish to travel and the general area in which he'd wish to exit, and the spell brings him 1d20 feet from that spot.

The caster may bring along up to 100 pounds of nonliving matter with him. This spell does not allow the caster to use a plant creature as the entrance or exit.

If a particular destination plant is desired, but the plant is not living, transportation is impossible but the caster may still spend up to 24 hours in the entrance plant. The destruction of the entrance plant while the caster is remaining within instantly slays the caster and destroys all nonliving matter he currently possesses in the plant.

WALL OF THORNS

Conjuration/Summoning

Sphere: Plant, Creation
Range: Medium
Duration: 10 min/level
Area of Effect: One 10-ft. cube/level

Components: V, S
Casting Time: +6
Saving Throw: None

The wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature coming into contact with the wall of thorns suffers 2d8 points of damage, minus one point of damage per each point of the creature's Armor Class (flat-footed). Any creature within the area of effect of the spell when it is cast, crashes into the wall of thorns and must break through to move. The damage is based on each 10-foot thickness of the barrier.

The caster can make the wall as thin as 5 feet thick, which allows the caster to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice the caster's level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way through the wall at 5-ft per full round of movement by making an Exceptional (TC 20) Strength check. Attempting to move through the wall subjects the creature to damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

WORD OF RECALL

Alteration

Sphere: Summoning
Range: Touch
Duration: Instantaneous
Area of Effect: See below

Components: V
Casting Time: +1
Saving Throw: None

Word of recall instantly teleports the caster and up to 25 pounds of weight per caster level to a predetermined sanctuary when the word is uttered. The caster must designate the sanctuary when the spell is prepared, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. There is no chance of failing when transporting within a plane, but there is a 20% chance that any extraplanar travel causes the transporters to be irretrievably lost forever.

Level 7 Divine Spells

ANIMATE ROCKS OR PLANTS

Alteration

Sphere: Elemental (Earth), Plant
Range: Close
Duration: See below
Area of Effect: 2 cu. ft./level

Components: V, S
Casting Time: 1 rd.
Saving Throw: None

The spell allows the caster to animate a rock or plant with mobility and a semblance of life. The rock or plant targeted to be so animated cannot exceed 2 cu. ft./level, with 24 cu. ft. of volume generally representing something man-sized. Rock weighs 100 pounds per cubic foot. Wood weighs 25 pounds per cubic foot.

The rock or plant has no sentience or right to volitional actions. It only follows a simple, one-action command, such as "bash", "attack", or "move". If caused to attack, the AC of the rock or stone is 10 + 1 per caster level. It has 1d3 hit points per cubic foot of volume and has a bonus to attack rolls equal to +1 per caster level. Damage dealt on successful attacks is 1d2 points per caster level for wood and 1d4 points per caster level for rock.

As a more pliable material, the duration of this spell lasts 1 round per level when wood is animated and only 1 round per two levels when rock is animated.





ASTRAL PROJECTION

Universal

Sphere: Astral
Range: Touch
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: 30 min.
Saving Throw: None

By freeing his spirit from his physical body, this spell allows the caster to project an astral body onto another plane altogether.

The caster can bring the astral forms of seven other willing creatures with him, provided that these subjects are linked in a circle with him at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded wherever he left them.

The caster projects his astral self onto the Astral Plane, leaving his physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of him and all he wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he has chosen to enter.

While on the Astral Plane, the caster's astral body is connected at all times to his physical body by a silvery cord. If the cord is broken, his is killed, astrally and physically. Luckily, very few things can destroy a silver cord, e.g., a psychic wind. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the caster's body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The caster and his companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until the caster chooses to return their spirits to them. The spell lasts until the caster desires to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of the caster's body back on the Material Plane (which kills the caster immediately).

BINDING

Enchantment/Compulsion

Sphere: Guardian, Protection
Range: Close
Duration: See below
Area of Effect: 1 living creature

Components: V, S, M
Casting Time: See below
Saving Throw: See below

A binding spell creates a magical restraint to hold a creature, which usually originates from another plane of existence. The target gets an initial Will saving throw only if its Hit Dice equal at least one-half the caster level.

The caster may have as many as six assistants help caster with the spell. For each assistant between Level 4 and Level 8, the caster's level for the binding increases by 1. For each assistant who is 9th-level or higher, the caster's level for the binding increases by one-third. Caster level determines whether the target gets an initial saving throw and how long the binding lasts. All binding spells are dismissible.

If the caster employs any of the first three versions of binding (those with limited durations), the caster may cast additional binding spells to prolong the effect, since the durations overlap. If this is done, the target gets a saving throw at the end of the first spell's duration, even if the caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the binding spells it has received are broken.

The binding spell has six versions from which the caster must choose:

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the caster. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist, granting a +1 bonus on the save.

Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. This is more difficult to cast than either chaining or slumber, granting a +2 save bonus.

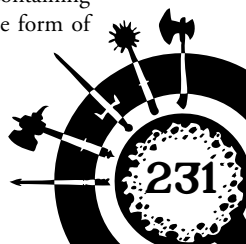
Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. The save bonus is +3.

Metamorphosis: The subject is bound to the space in an incorporeal form, except for its head or face, which remains tangible. The creature remains aware of its surroundings and can speak, but it cannot leave the space in which it is bound, nor can it attack or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. The save bonus is +4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. The save bonus is +4.

The binding cannot be dispelled with *dispel magic* or a similar effect, though an antimagic field or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, banishment, or a similar effect.

Material Components: The components for a binding spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of



binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and the like. Material components for each application of binding cost 500 gp.

In addition to the specially made props suited to the specific type of binding, the spell requires diamond dust worth at least 1,000 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

CHANGESTAFF	Evocation, Enchantment
Sphere: Plant, Creation	
Range: Touch	Components: V, S, M
Duration: See below	Casting Time: +4
Area of Effect: Caster's quarterstaff	Saving Throw: None

The caster changes a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall with 12 HD. When the end of the staff is planted in the ground and the caster speaks a special command to conclude the casting of the spell, the staff turns into a creature that looks like a treant, with AC 20 and 40-96 hp. The creature has a +12 attack bonus and deals 4d6 points of damage with each successful attack. The staff-treant defends the caster and obeys his spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Material Component: The quarterstaff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days, during which time the caster cannot engage in any other strenuous activity). The tree from which the limb is cut must have been struck by lightning within one day of cutting.

CHARIOT OF FLAMES	Evocation
Sphere: Elemental (Fire), Creation	
Range: Close	Components: V, S
Duration: 12 hours	Casting Time: 10 minutes
Area of Effect: Special	Saving Throw: See below

The caster causes a chariot of flames to appear in a booming clap of sound and smoke, pulled by two elemental horses of fire. The chariot carries the caster and up to seven other passengers, none of which takes damage from the flames. The chariot can move up to 60 feet per round in one movement on the ground and up to 120 feet in one movement in the air. The horses follow any commands given to them by the caster.

The chariot and the horses deal 1d4 points of damage to any creature that comes within five feet. They deal 2d4 points of damage each round to a creature that comes into contact with it. A successful Reflex saving throw halves the damage.

The chariot and its horses are harmed by cold-based attacks and spells that deal force damage or the like. They are not affected by physical damage, such as that of a sword, though if the sword had a frost property, the cold-based damage would apply. Once the chariot (or its horses) suffers 60 total points of damage, the chariot and horses instantly disappear. Furthermore, a successful *dispel magic* or *holy word* instantly dismisses the spell as well.

The caster may cast this spell once per week.

CONFUSION	Enchantment/Charm
Sphere: Charm	
Range: Medium	Components: V, S
Duration: 2 rds. + 1 rd./level	Casting Time: +4
Area of Effect: Up to 60-ft. cube	Saving Throw: Negates

This spell causes creatures in the area of effect to become confused and to act in a completely random way according to the chart below:

d6	Behavior
1-2	Attack nearest creature.
3	Attack nearest inanimate object.
4-5	Do nothing but babble incoherently.
6	Wander away

A subject under the effects of this spell will react in a hostile way toward someone the subject could view as an aggressor.

CONTROL WEATHER	Alteration
Sphere: Elemental (Air), Weather	
Range: See below	Components: V, S
Duration: 4d6 hrs.	Casting Time: 10 minutes
Area of Effect: 4d4 sq. mi.	Saving Throw: None

The caster changes the weather in the local area. The weather conditions begin to change at the onset of casting the spell, but do not take full effect until the completion of the casting. Once completed, the new conditions remain for 6d4 hours.

The spell pulls from what is available for the season and so the season in which the casting takes place governs its parameters. The following chart shows what is possible for each season. In addition to what is below, the caster can also create up to tornado winds in any season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)





Weather cannot contradict itself; therefore, a caster cannot create a thaw and frigid cold in Winter, nor can he create fog with wind.

CREeping DOOM	Conjuration/Summoning
Sphere: Animal, Summoning	
Range: Close	Components: V, S
Duration: 4 rds./level	Casting Time: 1 rd.
Area of Effect: See below	Saving Throw: None

The caster calls forth a 20 ft. square mass of 1d6+4 x 100 various insects. The mass of insects moves on command at 10 feet per round and can travel up to 240 feet from the caster. Any creature that comes into contact with the mass suffers damage, no save. There is a total maximum amount of damage that the mass of insects can deal. This equals the number of insects in the mass, thus a 600-strong creeping doom can deal up to 600 hit points, with each insect able to inflict 1 hp of damage before it dies.

The insect mass can be kept at bay by normal means, such as fire, and can be attacked by radius effect spells and grenade-like weapons, but normal weapon attacks deal no damage. The amount of hit points it takes to effectively destroy a creeping doom equals 50% of its existing numbers.

If the mass is forced to move beyond 240 feet from the caster, it begins to break up, losing 50 of its numbers for each 30 feet beyond the maximum range it travels.

EARTHQUAKE	Alteration
Sphere: Elemental (Earth)	
Range: Long	Components: V, S
Duration: 1 rd.	Casting Time: 10 min.
Area of Effect: 5-ft. radius spread/level	Saving Throw: None

When earthquake is cast, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground cannot cast spells. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex save for half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of damage (Reflex save for half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a Reflex saving throw or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex save to

avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 8d6 points of damage (Reflex save for half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Reflex saving throw or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of damage per minute while pinned, until freed or dead.

FIRE STORM	Evocation
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REVERSIBLE

Sphere: Elemental (Fire)	
Range: Long	Components: V, S
Duration: 1 rd.	Casting Time: 1 rd.
Area of Effect: Two 10-ft. cubes/level	Saving Throw: Ref half

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. Creatures within the area of effect and those within 10 ft of the fire suffer fire damage equal to 2d8+1 per caster level (Reflex save for half). The area of effect is equal to two 10-foot x 10-foot cubes per level of the caster. The height of the flames cannot exceed 20 feet.

The reverse of this spell, *fire quench*, instantaneously snuffs out an equal amount of normal or magical fire (including the magical fire of a sword). Magical fire and fire creatures can be permanently snuffed out. Holders of an item exuding magical fire receive a save to resist. Magical creatures do as well. Failure indicates an immediate snuffing out.

GATE	Conjuration/Summoning
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Sphere: All	
Range: See below	Components: V, S
Duration: See below	Casting Time: 30 minutes
Area of Effect: See below	Saving Throw: None

Upon the casting of gate, the caster creates an interdimensional window that connects his current plane of existence to the domain plane of a specific powerful being which must be known and named at the time of casting. The being hears a command to enter the gate and face the caster. While there is an absolute certainty that some creature will enter, the called being is not mandated to do so. It can easily send one of its minions instead.

What happens after the being (or a minion) enters the gate and faces the wizard is entirely speculative. The caster must have a good reason



for the calling. The reaction of the being (or minion) is thus hinged on how well it views the caster's motivations and desire. If called to deal with a mundane matter, the being (or minion) will undoubtedly respond in rage and could attack the caster. If called to assist in a grave and serious matter, the called creature may be ready to help. The creature is free to return immediately or remain to assist.

Regardless, the called creature will demand something in return based on its alignment and ethos. This reparation could be a gift or a task.

Casting this spell ages the caster five years, so it is wise to research the likes and dislikes of the proposed being to ensure that the communication and offering goes well.

HOLY WORD Conjunction/Summoning

REVERSIBLE

Sphere: Combat
Range: Personal
Duration: See below
Area of Effect: 30-ft. radius

Components: V
Casting Time: +0
Saving Throw: None

Any nongood creature within the area that hears the holy word suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds and suffers a -2 on all attacks and the reduction of 10 feet from their movement speed. Casting any spell requires an Exceptional (TC 20) Intelligence check to avoid losing the spell from a miscast.

Slowed: The creature is slowed for 2d4 rounds. Slowed characters attack once every two rounds and suffer a -4 on attacks.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if the caster is on his home plane when this spell is cast, evil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word. The banishment effect allows a Will save (at a -4 penalty) to negate.

Neutral creatures or creatures whose HD exceed the caster level are unaffected by holy word.

The reverse, *unholy word*, affects good creatures only.

MIRACLE Conjunction/Summoning

Sphere: All
Range: Unlimited
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The effects of a miracle spell transcend the written word. In a way, miracle stands as the divine version of *wish*, able to transcend reality and alter the world around. The caster requests a miracle when he casts this spell. What fully transpires thereafter is entirely up to the deity's (and GM's) discretion. Deities are often as fickle as the fate's responsible for wish, thus a clear vision of the miracle must be delivered to the deity without the need of interpretation. Using a miracle to alter reality often ages the caster 1d6 years, but the deity involved may forego this offering of life.

Alternatively, miracle can be used in a simple fashion, one with virtually no chance of failure. The caster may use miracle to cast any divine spell in its place. Unless the spell in question requires the caster to age, this usage does not age the caster.

REGENERATE Necromancy

REVERSIBLE

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V,S,M
Casting Time: 3 rounds
Saving Throw: None

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds to actually regrow a lost body part. If the body part is not present or the body part was severed more than 24 hours before casting regenerate, the subject of this spell must succeed on a Constitution-based shock survival roll or die.

Regenerate also cures 4d8 points of damage, and rids the subject of any form of exhaustion and/or fatigue. It has no effect on nonliving creatures (including undead).

The reverse of this spell is called *wither*. It causes the touched member or organ of the subject to cease functioning in one round and fall off in 2d4 x 10 minutes.

Material Components: Not only does the cleric need his holy symbol, but at least one gallon of holy water (or unholy water for wither) is required.





REINCARNATE

Necromancy

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: Corpse touched

Components: V, S
Casting Time: 10 min.
Saving Throw: None

With this spell, the caster brings a dead creature back to life, provided that its death occurred no more than one day per caster level and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. There is a very small chance the creature will return in the same form. It is probable that the creature returns as a different race or species entirely, a determination based entirely on chance:

d%	Incarnation
01	Bugbear
02-13	Dwarf
14-25	Elf
26	Gnoll
27-38	Gnome
39-42	Goblin
43-52	Half-elf
53-62	Half-orc
63-74	Halfling
75-89	Human
90-93	Kobold
94	Lizardfolk
95-98	Orc
99	Ogre
100	Ogre Mage



The reincarnation takes one hour. The reincarnated creature remembers the bulk of its life and has a 50% of retaining any character class it had in its former life, unless the incarnation crosses over the "monster line". In other words, a monster that had a character class that is now a playable race does not retain its class; a member of a playable race that comes back as a monster does not retain his or her class.

There is a 25% chance that the creature comes back to life with a new alignment. If so, the change is not drastic. Monsters that come back as a playable race move one step closer to lawful good and playable races that come back as a monster move one step closer to chaotic evil.

RESTORATION

Necromancy

REVERSIBLE

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S
Casting Time: 3 rds.
Saving Throw: None

This spell restores any lost levels (from a creature's energy drain, for example), any lost points in an ability score (such as from a debilitating curse or disease), reverses *feeblemind* and cures all forms of insanity. The subject must have suffered the loss within 24 hours and casting this spell ages both the caster and the recipient 1d4 years.

If used to restore lost levels, the recipient now has the minimum number of experience points necessary to bring him right back to where he was before the loss of levels. His class abilities are entirely restored.

The reverse of this spell is called *energy drain*. This is a wicked spell that permanently removes 1d4 HD of hit points from the touched creature. No levels, per se, are lost and all class abilities are retained. The hit points can only be restored by a restoration spell cast by a 15th level cleric, a wish or miracle. Both the caster and recipient age 1d4 years.

RESURRECTION

Necromancy

REVERSIBLE

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 10 min.
Saving Throw: None

The caster restores life and complete strength to one living creature that did not die of natural causes. The targeted creature cannot have been dead for more than 10 years per caster level and must succeed on a Constitution-based shock survival roll to come back to life. Once alive, the subject has full hit points. The spell completely revives the subject, though it has the opposite effect on the caster, who must rest in bed for one day per Hit Die of the resurrected subject. Furthermore, the caster ages 1d6 years upon casting the spell.

The reverse of this spell is called *destruction*. It instantly slays a touched creature, turning the creature into nothing more than a pile of ash. Only wish or miracle can bring back such a victim. A successful Fortitude save deals 8d6 points of damage instead of immediate death.



Material Component: In addition to the caster's holy symbol, diamond dust worth 10,000 gp is required.

SUMMON EARTH ELEMENTAL Conjunction/Summoning

REVERSIBLE

Sphere: Elemental (Earth), Summoning
Range: Medium
Duration: 10 min/level
Area of Effect: See below
Components: V, S
Casting Time: 10 min.
Saving Throw: None

The caster summons forth an elemental from the Plane of Earth. The caster controls the elemental to do his bidding and the elemental always acquiesces. The elemental has 12 HD, AC 22 and the saving throws F 17/R 12/W 11. It attacks once per round at +12 and deals 3d8 points of damage on each successful slam. The elemental also has the special qualities and special attacks as the earth elemental in the Game Master's Guide.

The elemental remains for the duration of the spell or until destroyed, dispelled, or dismissed by a *holy word* spell.

SUNRAY Evocation, Alteration

Sphere: Sun
Range: Medium
Duration: 1 rd + 1d4 rds.
Area of Effect: 10-ft. radius burst (special)
Components: V, S
Casting Time: +7
Saving Throw: See below

For the duration of this spell, the caster can take a primary action to evoke a dazzling beam of intense sunlight each round. All creatures in the area of effect (with human-like vision) must roll a successful Reflex saving throw or be blinded for 1d3 rounds. Creatures with low-light vision are blinded for 1d4 rounds on a failed save and those having infravision or darkvision are blinded for 2d4 rounds. Creatures with light sensitivity or to whom sunlight is harmful are permanently blinded if they fail a saving throw; success still blinds them for 2d6 rounds.

Undead suffer 8d6 points of damage instead of being blinded. A successful Reflex save halves this damage. Undead specifically harmed by sunlight are utterly destroyed on a failed save.

SYMBOL OF POWER Conjunction/Summoning

Sphere: Guardian
Range: Touch
Duration: 10 min/level
Area of Effect: See below
Components: V, S, M
Casting Time: +8
Saving Throw: See below

A symbol of power spell allows the caster to inscribe a magical rune upon any desired surface that affects any creature that triggers it. The following are the various symbols of power and any associated material component:

Confusion: One or more creatures, with a maximum total of 150 hp, within 20-ft. of the triggering subject suffer the spell confusion with a -4 penalty on the saving throw. (Will negates.)

Death: One or more creatures, with a maximum total of 150 hit points, within 20-ft. of the triggering subject are instantly killed. Powered diamond dust worth 5,000 gp is required to inscribe the symbol of death. (Fort negates.)

Dissent: All creatures in a 20-ft. radius burst from the triggering subject begin to loudly argue for 3d6 rounds. In any round of arguing, there is a 50% that one of the creatures engages to attack someone and a melee then ensues. The fighting commences until the round in which the arguing would have ended, unless all the affected creatures are killed or otherwise incapacitated. (Will negates.)

Fear: This replicates the fear spell and affects all creatures within a 20-ft. radius burst of the triggering creature. Subjects suffer a -4 save penalty. (Will negates.)

Pain: All creatures within 20-ft. of the triggering subject suffer 4d4 points of damage and are afflicted with continuing pains that impose a -4 penalty on all combat rolls for 1 hour. Ruby dust costing 1,000 gp is required to be sprinkled on the inscription. (Fort negates.)

Slumber: All creatures having no more than 6 Hit Dice that are within 20-ft. of the triggering subject immediately fall asleep and cannot be awakened for 1d12 x 10 mins. (Fort negates.)

Petrification: One or more creatures with no more than 150 hit points (and all their gear) that are within 20-ft. of the triggering subject turn to stone for 3d4 minutes. Any damage accrued during this period accumulate and accrue at the expiration of the effect. Special damage and conditions, such as death or dismemberment, are accrued normally from the severing of a head or limb. (Fort negates.)

Until it is triggered, a symbol of power is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of power must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective, unless a creature removes the covering, in which case the symbol works normally.

As a default, a symbol of power is triggered whenever a creature does one or more of the following, as the caster selects at the time of casting: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol cannot trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of power's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of power offensively; for instance, a touch-triggered symbol of petrification remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a symbol of power cannot be placed on a weapon and set to activate when the weapon strikes a foe.

The caster can also set special triggering limitations. These can be as simple or elaborate as the caster desires. Special conditions for trigger-





ing a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a symbol of power, the caster can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

The caster also can attune any number of creatures to the symbol, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a symbol cannot trigger it and is immune to its effects, even if within its radius when triggered. The caster is automatically considered attuned to his own symbols of power, and thus always ignores the effects and cannot inadvertently trigger them.

Read magic identifies the type of symbol inscribed. Of course, if the symbol is set to trigger by reading it, this will trigger the symbol.

A symbol of power can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

TRANSMUTE METAL TO WOOD Alteration

Sphere: Elemental (Earth)
Range: Medium
Duration: Permanent
Area of Effect: One metal object

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The caster changes one metal object weighing no more than 10 pounds per caster level into wood. The object receives an item saving throw. Nonmagical objects save as if weak to the effect (TC 15 on unmodified d20 roll), while magical objects save as if strong to the effect (TC 5 on unmodified d20 roll). This spell cannot affect relics and artifacts.

A transmuted object can be returned to metal with a *wish* or *miracle*.

WIND WALK

Alteration

Sphere: Elemental (Air)
Range: Touch
Duration: 1 hour/level
Area of Effect: Caster + 1 person/3 levels

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster turn the subjects' bodies into a cloudlike vapor (as the *gaseous form* spell) that moves through the air at great speed. The caster can take along other creatures, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet per round. If desired by the wind walker, a magical wind wafts him or her along at up to 600 feet per round (60 mph). Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain his or her physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). The caster can dismiss the spell at will and can dismiss it for some travelers and not others if needed.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), or faster if desired. This descent serves as a warning that the spell is about to end.

Only magic or magical weapons can harm wind walkers, though high winds may harm them at the GM's discretion. Wind walkers cannot cast spells.





Alphabetical Spell List

What follows are two alphabetical spell lists, one for arcane spells and the other for divine spells. The level of any given spell follows the spell's name and can be found in parentheses. The symbol '*' denotes a reversible spell.

Arcane Spells

Acid Arrow (2)
 Advanced Illusionary Image (5)
 Air Pocket (2)
 Alarm (1)
 Alter Self (2)
 Animal Growth* (5)
 Animate Dead (5)
 Animate Rope (2)
 Antimagic Shell (6)
 Antipathy-Sympathy (8)
 Arcane Armor (1)
 Arcane Eye (4)
 Arcane Lock (2)
 Arcane Mark (1)
 Astral Projection (9)
 Attraction* (5)
 Audible Illusion (1)
 Banishment (7)
 Binding (8)
 Black Tentacles (4)
 Blink (3)
 Blur (2)
 Burning Hands (1)
 Cause Blindness (2)
 Cause Deafness (2)
 Chain Lightning (6)
 Change Self (1)
 Change Self (4)
 Charm Monster (4)
 Charm Person (1)
 Chill Touch (1)
 Clairaudience (3)
 Clairvoyance (3)
 Clenched Fist (8)
 Clone (8)
 Cloudkill (5)
 Color Spray (1)
 Comprehend Languages* (1)

Cone of Cold (5)
 Confusion (4)
 Contact Other Plane (5)
 Contagion (4)
 Contingency (6)
 Continual Light (2)
 Control Undead (7)
 Control Water (6)
 Control Weather (6)
 Crushing Hand (9)
 Dancing Lights (1)
 Darkness (2)
 Death Circle (6)
 Deflate (1)
 Delayed Blast Fireball (7)
 Demand (8)
 Demon Whip (5)
 Detect Evil* (2)
 Detect Magic (1)
 Detect Scrying (4)
 Detect Thoughts (2)
 Detect Undead (1)
 Dimension Door (4)
 Disintegrate (6)
 Dismissal (5)
 Dispel Magic (3)
 Dominate (5)
 Dream (5)
 Dwarven Eyes (3)
 Energy Drain (9)
 Enervation (4)
 Enhance (2)
 Enlarge* (1)
 Ensnare Planar Being (6)
 Erase (1)
 Explosive Runes (3)
 Eyebite (6)
 Fabricate (5)
 False Vision (5)

Fear (4)
 Feather Fall (1)
 Feeblemind (5)
 Finger of Death (7)
 Fire Charm (4)
 Fire Shield (4)
 Fire Trap (4)
 Fireball (3)
 Flame Missiles (3)
 Flaming Sphere (2)
 Flesh to Stone* (6)
 Floating Disc (1)
 Fly (3)
 Fog Cloud (2)
 Forcecage (7)
 Forceful Hand (6)
 Foresight (9)
 Freezing Sphere (6)
 Frighten (1)
 Frightening Aura (2)
 Gaseous Form (3)
 Gate (9)
 Geas/Quest (6)
 Glass (6)
 Glitterdust (2)
 Globe of Anguish (5)
 Globe of Good* (3)
 Globe of Invisibility (3)
 Globe of Invulnerability (6)
 Golden Glimmer (2)
 Grasping Hand (7)
 Grease (1)
 Greater Shadow Evocation (6)
 Guards and Wards (6)
 Gull's Stone Storm (1)
 Gust of Wind (3)
 Hallucinatory Room (4)
 Hallucinatory Terrain (4)
 Haste (3)





Hideous Laughter (2)
 Hold Monster (5)
 Hold Person (3)
 Hold Portal (1)
 Hold Undead (3)
 Hypnotic Pattern (2)
 Hypnotism (1)
 Ice Storm (4)
 Identify (1)
 Illusionary Script (3)
 Illusionary Surface (4)
 Illusory Trap (2)
 Imprisonment* (9)
 Improved Invisibility (4)
 Improved Phantasmal Image (2)
 Incendiary Cloud (8)
 Incinerating Doom (4)
 Infuse Weapon (4)
 Instant Summons (7)
 Interposing Hand (5)
 Invisibility (2)
 Irresistible Dance (8)
 Jump (1)
 Knock* (2)
 Legend Lore (6)
 Levitate (2)
 Light (1)
 Lightning Bolt (3)
 Limited Wish (7)
 Locate Object* (2)
 Mage's Disjunction (9)
 Mage's Faithful Hound (5)
 Mage's Lucubration (6)
 Mage's Magnificent Mansion (7)
 Mage's Sword (7)
 Magic Jar (5)
 Magic Mirror (4)
 Magic Missile (1)
 Magic Mouth (2)
 Magical Aura (1)
 Major Creation (5)
 Major Phantasmal Image (3)
 Manipulate Flames (1)
 Mass Charm (8)
 Mass Invisibility (7)
 Mass Suggestion (6)
 Maze (8)
 Mending (1)
 Message (1)
 Meteor Swarm (9)
 Mind Blank (8)
 Minor Cantrip (1)
 Minor Creation (4)
 Minor Globe of Invulnerability (4)
 Mirror Image (2)
 Misdirection (2)
 Mislead (6)
 Mnemonic Enhancer (4)
 Monster Summoning I (3)

Monster Summoning II (4)
 Monster Summoning III (5)
 Monster Summoning IV (6)
 Monster Summoning V (7)
 Monster Summoning VI (8)
 Monster Summoning VII (9)
 Mount (1)
 Move Earth (6)
 Nightmare (5)
 Nondetection (3)
 Nyar's Explosive Missiles (3)
 Obscuring Fog (1)
 Passwall (5)
 Permanency (8)
 Permanent Illusion (6)
 Phantasmal Image (1)
 Phantasmal Killer (4)
 Phantom Steed (3)
 Phase Door (7)
 Plant Growth (4)
 Pocket of Holding (2)
 Polymorph (4)
 Polymorph Any Object (8)
 Power Word Blind (8)
 Power Word Kill (9)
 Power Word Stun (7)
 Prismatic Sphere (9)
 Prismatic Spray (7)
 Prismatic Wall (8)
 Programmed Phantasmal Image (6)
 Project Image (6)
 Protection from Evil* (1)
 Protection from Projectiles (3)
 Pyrotechnics (2)
 Rainbow Pattern (4)
 Random Action (2)
 Ray of Enfeeblement (2)
 Read Aura* (2)
 Read Magic (1)
 Reincarnate (6)
 Remove Curse* (4)
 Resilient Sphere (4)
 Reverse Gravity (7)
 Rope Trick (2)
 Screen (8)
 Secret Chest (5)
 Secret Page (3)
 Secure Shelter (4)
 See Invisibility (2)
 Seeming (5)
 Sending (5)
 Sepia Snake Sigil (3)
 Sequester (7)
 Shade Monsters (4)
 Shadow Evocation Magic (5)
 Shadow Walk (7)
 Shape Change (9)
 Shatter (2)
 Sheer Courage (4)

Shocking Grasp (1)
 Shout (4)
 Simulacrum (7)
 Siphon Spell Memory (3)
 Sleep (1)
 Slow (3)
 Solid Fog (4)
 Spectral Hand (2)
 Spell Immunity (8)
 Spell Turning (7)
 Spider Climb (1)
 Statue (7)
 Stinking Cloud (2)
 Stone Shape (5)
 Stoneskin (4)
 Suggestion (3)
 Summon Elemental (5)
 Summon Familiar (1)
 Summon Swarm (2)
 Symbol of Power (8)
 Telekinesis (5)
 Telekinetic Sphere (8)
 Teleport (5)
 Teleport Object (7)
 Teleport Without Error (7)
 Temporal Stasis* (9)
 Thermoc's Reflective Disc (1)
 Thermoc's Shield (1)
 Time Stop (9)
 Tiny Hut (3)
 Tongues* (3)
 Transformation (6)
 Transmute Dirt to Water* (6)
 Transmute Rock to Mud* (5)
 Trap the Soul (8)
 Triggered Extension (4)
 Triggered Teleportation (9)
 True Seeing (6)
 Unhinge (1)
 Unseen Servant (1)
 Vampiric Touch (3)
 Veil (6)
 Ventriloquism (1)
 Vision (7)
 Wall of Fire (4)
 Wall of Force (5)
 Wall of Ice (4)
 Wall of Iron (5)
 Wall of Stone (5)
 Water Breathing* (3)
 Web (2)
 Weird (9)
 Whispering Wind (2)
 Wind Wall (3)
 Wish (9)
 Zone of Incompetence (4)

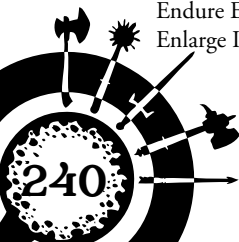


Divine Spells

Aid (2)
 Air Walk (5)
 Animal Growth* (5)
 Animal Messenger (2)
 Animate Dead (3)
 Animate Object (6)
 Animate Rocks or Plants (7)
 Antinature Shell (5)
 Antilife Shell (6)
 Astral Projection (7)
 Atonement (5)
 Augury (2)
 Aura of Fear (4)
 Barkskin (2)
 Binding (7)
 Blade Barrier (6)
 Bless* (1)
 Call Lightning (3)
 Calming Ray (2)
 Changestaff (7)
 Chariot of Flames (7)
 Charm Person (2)
 Command (1)
 Command Plants (4)
 Commune (5)
 Commune with Nature (5)
 Confusion (7)
 Conjure Animals (6)
 Conjure Elemental* (6)
 Continual Daylight* (3)
 Control Water (4)
 Control Water (6)
 Control Weather (7)
 Control Winds (5)
 Create Food or Water (3)
 Create Water* (1)
 Creeping Doom (7)
 Cure Critical Wounds* (5)
 Cure Light Wounds* (1)
 Cure Serious Wounds* (3)
 Delay Poison (2)
 Detect Alignment* (2)
 Detect and Locate Animals or Plants (1)
 Detect Danger (1)
 Detect Evil* (1)
 Detect Magic (1)
 Detect Poison (1)
 Discern Lies* (4)
 Dismissal (4)
 Dispel Evil* (5)
 Dispel Magic (3)
 Divination (4)
 Divine Scrying (5)
 Earthquake (7)
 Element Shield (3)
 Elemental Immunity (3)
 Endure Environment (1)
 Enlarge Insect (4)

Entangle (1)
 Enthrall (2)
 Faerie Fire (1)
 Find the Path* (6)
 Find Traps (2)
 Fire Seeds (6)
 Fire Storm* (7)
 Fire Trap (2)
 Flame Blade (2)
 Flame Strike (5)
 Forbiddance (6)
 Freedom of Movement (4)
 Gate (7)
 Geas/Quest (5)
 Globe of Protection (4)
 Glyph of Warding (3)
 Goodberry* (2)
 Heal* (6)
 Heat Metal* (2)
 Heroes Feast (6)
 Hide from Animals (1)
 Hide from Undead (1)
 Hold Animal (3)
 Hold Person (2)
 Holy Word* (7)
 Imbue with Spell Ability (4)
 Insect Plague (5)
 Light* (1)
 Liveoak (6)
 Locate Object* (3)
 Lower Water (4)
 Magic Stone (1)
 Magical Vestment (3)
 Meld Into Stone (3)
 Meld Into Tree (3)
 Miracle (7)
 Monitor Ally (2)
 Neutralize Poison* (4)
 Obscuring Fog (2)
 Pass Without Trace (1)
 Plane Shift (5)
 Plant Growth (3)
 Prayer (3)
 Protection from Elemental Energy (4)
 Protection from Evil* (1)
 Protection from Necromantic Energy (3)
 Purify Food and Drink* (1)
 Pyrotechnics (3)
 Quench or Enhance Flames (4)
 Raise Dead (5)
 Ray of Blessed Light* (3)
 Regenerate* (7)
 Reincarnate (7)
 Remove Blindness or Deafness* (3)
 Remove Curse* (3)
 Remove Disease* (3)
 Remove Fear* (1)
 Remove Paralysis (3)
 Repel Insects (4)

Resist Element (2)
 Restoration* (7)
 Resurrection* (7)
 Sanctuary (1)
 Scrying Pool (4)
 Shillelagh (1)
 Silence (2)
 Slay Living (5)
 Snakes to Sticks* (4)
 Snare (3)
 Speak with Animal (2)
 Speak with Dead (3)
 Speak with Monster (6)
 Speak with Plants (4)
 Spell Immunity (4)
 Spike Growth (3)
 Spike Stones (5)
 Spiritual Warden (2)
 Spiritual Weapon (2)
 Stone Shape (3)
 Stone Tell (6)
 Summon Animal Companion (1)
 Summon Animals (4)
 Summon Earth Elemental* (7)
 Summon Insect Swarm (3)
 Summon Majestic Animal (6)
 Summon Weather (6)
 Sunray (7)
 Symbol of Power (7)
 Tongues* (4)
 Transmute Metal to Wood (7)
 Transmute Rock to Mud* (5)
 Transport via Plants (6)
 Tree Stride (5)
 True Seeing (5)
 Wall of Fire (5)
 Wall of Thorns (6)
 Warp Wood* (2)
 Water Breathing* (3)
 Water Walk (3)
 Wind Walk (7)
 Word of Recall (6)



Arcane Spells Per School

The following list categorizes each arcane spell into its respective school of magic. Specialist wizards should consult the following list. The level of any given spell follows the spell's name and can be found in parentheses. The symbol "*" denotes a reversible spell.

Abjuration

Alarm (1)
 Anitmagic Shell (6)
 Arcane Armor (1)
 Banishment (7)
 Dismissal (5)
 Fire Shield (4)
 Fire Trap (4)
 Globe of Anguish (5)
 Globe of Good* (3)
 Globe of Invulnerability (6)
 Imprisonment* (9)
 Mind Blank (8)
 Minor Globe of Invulnerability (4)
 Nondetection (3)
 Prismatic Sphere (9)
 Protection From Evil * (1)
 Protection From Projectiles (2)
 Remove Curse* (4)
 Sequester (7)
 Spell Immunity (8)
 Spell Turning (7)
 Stoneskin (4)
 Themoc's Reflective Disc (1)
 Themoc's Shield (1)

Alteration

Air Pocket (2)
 Alter Self (2)
 Animal Growth* (5)
 Cause Blindness (2)
 Cause Deafness (2)
 Color Spray (1)
 Comprehend Languages* (1)
 Continual Light (2)
 Control Water (6)
 Control Weather (6)
 Darkness (2)
 Dimension Door (4)
 Disintegrate (6)
 Dwarven Eyes (3)
 Enhance (2)
 Enlarge* (1)
 Erase (1)
 Explosive Runes (3)
 Fabricate (5)
 Feather Fall (1)
 Flame Missiles (3)
 Flesh to Stone* (6)
 Fly (3)
 Gaseous Form (3)
 Glass (6)

Guards and Wards (6)
 Gust of Wind (3)
 Haste (3)
 Jump (1)
 Levitate (2)
 Mage's Disjunction (9)
 Mage's Lucubration (6)
 Magic Mouth (2)
 Manipulate Flames (1)
 Mending (1)
 Message (1)
 Mnemonic Enhancer (4)
 Move Earth (6)
 Passwall (5)
 Phase Door (7)
 Plant Growth (4)
 Pocket of Holding (2)
 Polymorph (4)
 Polymorph Any Object (8)
 Pyrotechnics (2)
 Reverse Gravity (7)
 Rope Trick (2)
 Secret Page (3)
 Shadow Walk (7)
 Shape Change (9)
 Shatter (2)
 Siphon Spell Memory (3)
 Slow (3)
 Solid Fog (4)
 Spider Climb (1)
 Statue (7)
 Stone Shape (5)
 Stoneskin (4)
 Telekinesis (5)
 Temporal Stasis* (9)
 Time Stop (9)
 Tongues* (3)
 Transformation (6)
 Transmute Dirt to Water* (6)
 Transmute Rock to Mud* (5)
 Water Breathing* (3)
 Whispering Wind (2)
 Wind Wall (3)

Conjuration

Acid Arrow (2)
 Arcane Armor (1)
 Black Tentacles (4)
 Ensnare Planar Being (6)
 Gate (9)
 Glitterdust (2)
 Grease (1)

Gull's Stone Storm (1)
 Incendiary Cloud (8)
 Instant Summons (7)
 Limited Wish (7)
 Mage's Faithful Hound (5)
 Mage's Magnificent Mansion (7)
 Major Creation (5)
 Maze (8)
 Minor Creation (4)
 Monster Summoning I (3)
 Monster Summoning II (4)
 Monster Summoning III (5)
 Monster Summoning IV (6)
 Monster Summoning V (7)
 Monster Summoning VI (8)
 Monster Summoning VII (9)
 Mount (1)
 Phantom Steed (3)
 Power Word Blind (8)
 Power Word Kill (9)
 Power Word Stun (7)
 Prismatic Sphere (7)
 Prismatic Wall (8)
 Secret Chest (5)
 Secure Shelter (4)
 Sepia Snake Sigil (3)
 Simulacrum (7)
 Stinking Cloud (2)
 Summon Elemental (5)
 Summon Familiar (1)
 Summon Swarm (2)
 Symbol of Power (8)
 Trap the Soul (8)
 Unseen Servant (1)
 Wish (9)

Divination

Arcane Eye (4)
 Clairaudience (3)
 Clairvoyance (3)
 Contact Other Plane (5)
 Detect Evil* (2)
 Detect Scrying (4)
 Detect Thoughts (2)
 Detect Undead (1)
 False Vision (5)
 Foresight (9)
 Legend Lore (6)
 Locate Object* (2)
 Magic Mirror (4)
 Read Aura* (2)
 See Invisibility (2)



Sending (5)
True Seeing (6)
Vision (7)

Enchantment/Charm

Animate Ropes (2)
Antipathy-Sympathy (8)
Attraction* (5)
Binding (8)
Charm Monster (4)
Charm Person (1)
Confusion (4)
Deflate (1)
Demand (8)
Dominate (5)
Fabricate (5)
Feeblemind (5)
Fire Charm (4)
Frightening Aura (2)
Geas/Quest (6)
Hideous Laughter (2)
Hold Monster (5)
Hold Person (3)
Hypnotism (1)
Infuse Weapon (4)
Irresistible Dance (8)
Mass Charm (8)
Mass Suggestion (6)
Random Action (2)
Sheer Courage (4)
Sleep (1)
Suggestion (3)
Unhinge (1)
Zone of Incompetence (4)

Evocation

Burning Hands (1)
Chain Lightning (6)
Clenched Fist (8)
Cloudkill (5)
Cone of Cold (5)
Crushing Hand (9)
Dancing Lights (1)
Delayed Blast Fireball (7)
Demon Whip (5)
Fire Shield (4)
Fire Trap (4)
Fireball (3)
Flaming Sphere (2)
Floating Disk (1)
Fog Cloud (2)
Forcecage (7)

Forceful Hand (6)
Freezing Sphere (6)
Grasping Hand (7)
Ice Storm (4)
Incinerating Doom (4)
Interposing Hand (5)
Light (1)
Lightning Bolt (3)
Mage's Sword (7)
Magic Missile (1)
Meteor Swarm (9)
Nyar's Explosive Missiles (3)
Obscuring Fog (1)
Resilient Sphere (4)
Shocking Grasp (1)
Shout (4)
Telkinetic Sphere (8)
Tiny Hut (3)
Wall of Fire (4)
Wall of Force (5)
Wall of Ice (4)
Wall of Iron (5)
Wall of Stone (5)
Web (2)

Illusion/Phantasm

Advanced Illusionary Image (5)
Audible Illusion (1)
Blink (3)
Blur (2)
Change Self (1)
Dream (5)
False Vision (5)
Fear (4)
Frighten (1)
Globe of Invisibility (3)
Golden Glimmer (2)
Greater Shadow Evocation (6)
Hallucinatory Room (4)
Hallucinatory Terrain (4)
Hypnotic Pattern (2)
Illusionary Script (3)
Illusionary Surface (4)
Illusory Trap (2)
Improved Invisibility (4)
Improved Phantasmal Image (2)
Invisibility (2)
Magical Aura (1)
Major Phantasmal Image (3)
Mass Invisibility (7)
Mirror Image (2)
Misdirection (2)

Mislead (6)
Nightmare (5)
Permanent Illusion (6)
Phantasmal Image (1)
Phantasmal Killer (4)
Programmed Phantasmal Image (6)
Project Image (6)
Rainbow Pattern (4)
Screen (8)
Seeming (5)
Shade Monsters (4)
Shadow Evocation Magic (5)
Veil (6)
Ventriloquism (1)
Weird (9)

Necromancy

Animate Dead (5)
Chill Touch (1)
Clone (8)
Contagion (4)
Control Undead (7)
Death Circle (6)
Energy Drain (9)
Enervation (4)
Eyebite (6)
Finger of Death (7)
Hold Undead (3)
Magic Jar (5)
Ray of Enfeeblement (2)
Reincarnate (6)
Spectral Hand (2)
Vampiric Touch (3)

Universal

Arcane Lock (2)
Arcane Mark (1)
Astral Projection (9)
Contingency (6)
Detect Magic (1)
Dispel Magic (3)
Hold Portal (1)
Identify (1)
Knock (2)
Minor Cantrip (1)
Permanancy (8)
Read Magic (1)
Teleport (5)
Teleport Object (7)
Teleport Without Error (7)
Triggered Extension (4)
Triggered Teleportation* (9)



Divine Spells Per Sphere

The following list categorizes each divine spell into its respective sphere of influence. The level of any given spell follows the spell's name and can be found in parentheses. The symbol "*" denotes a reversible spell.

Air

Air Walk (5)
Conjure Elemental (Air)* (6)
Control Weather (7)
Water Breathing* (3)
Wind Walk (7)

All

Atonement (5)
Bless* (1)
Commune (5)
Detect Magic (1)
Dispel Magic (3)
Gate (7)
Miracle (7)
Purify Food and Drink* (1)
Remove Curse* (3)
Tongues* (4)

Astral

Astral Projection (7)
Plane Shift (5)

Animal

Animal Growth* (5)
Animal Messenger (2)
Antinature Shell (5)
Antilife Shell (6)
Creeping Doom (7)
Detect and Locate Animals (1)
Enlarge Insect (4)
Hide from Animals (1)
Repel Insects (4)
Speak with Animal (2)
Summon Animals (4)
Summon Animal Companion (1)
Summon Insect Swarm (3)
Summon Majestic Animal (6)

Charm

Aura of Fear (4)
Calming Ray (2)
Charm Person (2)
Command (1)
Confusion (7)
Enthrall (2)
Geas/Quest (5)
Hold Animal (3)
Hold Person (2)

Imbue With Spell Ability (4)
Remove Fear* (1)

Combat

Flame Strike (5)
Holy Word* (7)
Insect Plague (5)
Magic Stone (1)
Prayer (3)
Shillelagh (1)
Spiritual Weapon (2)

Creation

Animate Object (6)
Blade Barrier (6)
Changestaff (7)
Chariot of Flames (7)
Create Food & Water (3)
Heroes Feast (6)
Wall of Thorns (6)

Divination

Augury (2)
Commune With Nature (5)
Detect Alignment* (2)
Detect and Locate Animals or Plants (1)
Detect Danger (1)
Detect Evil* (1)
Detect Poison (1)
Discern Lies* (4)
Divination (4)
Divine Scrying (5)
Find the Path* (6)
Find Traps (2)
Locate Object* (3)
Scrying Pool (4)
Speak with Dead (3)
Speak with Monster (6)
Stone Tell (6)
True Seeing (5)

Elemental

Air Walk (5)
Animate Rocks or Plants (7)
Chariot of Flames (7)
Commune With Nature (5)
Conjure Elemental* (6)
Control Water (6)
Control Weather (7)
Create Water* (1)

Earthquake (7)
Element Shield (3)
Elemental Immunity (3)
Fire Seeds (6)
Fire Trap (2)
Fire Storm* (7)
Flame Blade (2)
Heat Metal* (2)
Lower Water (4)
Meld Into Stone (3)
Pyrotechnics (3)
Quench or Enhance Flames (4)
Spike Stones (5)
Stone Shape (3)
Stone Tell (6)
Summon Earth Elemental* (7)
Transmute Metal to Wood (7)
Transmute Rock to Mud* (5)
Wall of Fire (5)
Water Breathing* (3)
Water Walk (3)
Wind Walk (7)

Cold

Elemental Immunity (3)
Element Shield (3)

Earth

Animate Rocks or Plants (7)
Conjure Elemental (Earth)* (6)
Earthquake (7)
Meld Into Stone (3)
Spike Stones (5)
Stone Shape (3)
Stone Tell (6)
Summon Earth Elemental* (7)
Transmute Metal to Wood (7)
Transmute Rock to Mud* (5)

Electricity

Elemental Immunity (3)
Element Shield (3)

Fire

Chariot of Flames (7)
Conjure Elemental (Fire)* (6)
Elemental Immunity (3)
Element Shield (3)
Fire Seeds (6)
Fire Storm* (7)



Fire Trap (2)
Flame Blade (2)
Heat Metal* (2)
Pyrotechnics (3)
Quench or Enhance Flames (4)
Wall of Fire (5)

Guardian

Binding (7)
Blade Barrier (6)
Glyph of Warding (3)
Silence (2)
Spiritual Warden (2)
Symbol of Power (7)

Healing

Cure Critical Wounds* (5)
Cure Light Wounds* (1)
Cure Serious Wounds* (3)
Delay Poison (2)
Heal* (6)
Neutralize Poison* (4)
Ray of Blessed Light* (3)

Necromantic

Aid (2)
Animate Dead (3)
Hide from Undead (1)
Raise Dead (5)
Regenerate* (7)
Reincarnate (7)
Remove Blindness or Deafness* (3)
Remove Disease* (3)
Restoration* (7)
Resurrection* (7)
Slay Living (5)

Plant

Animate Rocks or Plants (7)
Antilife Shell (5)
Barkskin (2)
Changestaff (7)
Command Plants (4)
Detect and Locate Animals or Plants (1)
Entangle (1)
Goodberry* (2)
Liveoak (6)
Meld Into Tree (3)
Pass Without Trace (1)
Plant Growth (3)
Shillelagh (1)
Snakes to Sticks* (4)
Snare (3)
Speak With Plants (4)
Spike Growth (3)
Transport via Plants (6)

Tree Stride (5)
Wall of Thorns (6)
Warp Wood* (2)

Protection

Antinature Shell (5)
Antilife Shell (6)
Barkskin (2)
Binding (7)
Dispel Evil* (5)
Elemental Immunity (3)
Endure Environment (1)
Forbiddance (6)
Freedom of Movement (4)
Globe of Protection (4)
Magical Vestment (3)
Monitor Ally (2)
Protection from Elemental Energy (4)
Protection from Evil* (1)
Protection from Necromantic Energy (3)
Remove Paralysis (3)
Repel Insects (4)
Resist Element (2)
Sanctuary (1)
Spell Immunity (4)

Summoning

Animate Object (6)
Conjure Animals (6)
Creeping Doom (7)
Dismissal (4)
Dispel Evil* (5)
Summon Animal (4)
Summon Earth Elemental* (7)
Summon Majestic Animal (6)
Word of Recall (6)

Sun

Continual Daylight* (3)
Light* (1)
Sunray (7)

Teleportation

Tree Stride (5)

Water

Conjure Elemental (Water)* (6)
Control Water (6)
Create Water* (1)
Lower Water (4)
Transmute Rock to Mud* (5)
Water Breathing* (3)
Water Walk (3)

Weather

Call Lightning (3)
Control Weather (7)
Control Winds (5)
Faerie Fire (1)
Obscuring Fog (2)
Protection from Elemental Energy (4)
Summon Weather (6)





Most characters must construct a stronghold in order to attract henchmen. Even without that motive, characters may want to build themselves a house or fortress they can fall back on in times of need. The rules in this appendix allow characters to do just that: they can be used to construct a great variety of buildings to suit most purposes. Though termed “strongholds”, these do not have to be castles or even be fortified—a priest or monk could build a temple as a kind of stronghold, for example, while a bard or thief might prefer a luxurious house inside a city.

Permission

One of the most important steps in creating a stronghold is to get permission to do so. Local rulers are not usually very keen on someone building a castle on or near their lands without having a say in the matter, for example, while religious communities likewise tend to frown on the building of a new temple, especially of a god who does not have a strong presence in the area. Even thieves may find that setting up a guild house without first consulting the local underworld bosses will have repercussions. This is a good way for the Game Master to start an adventure or even a small campaign based around the construction of the stronghold.

Of course, none of this is likely to apply in areas that have no central authority: a fighter who builds a castle in unexplored wild lands can often go right ahead and even become the region’s lord by doing this, while a thief setting up a thieves’ guild house in a town that has none will usually end up being the local crime boss.

Acquiring Land

Finding a spot to build a stronghold often goes hand in hand with obtaining permission, but the way to do it can vary widely. A ruler may grant land to a character (either as a gift or as a lease) to reward him for deeds done, the character might purchase the land outright, or maybe she comes by it through some other means—in uncivilized lands, a character could get away with simply staking a claim and being tough enough to defend it against those who oppose him.

When it comes to purchasing land, a reasonable guide for the price in cities is one silver piece per square foot—a bit less in poor areas of town, but a lot more in busy or high-class streets. In rural areas, land

Making Plans

The best way to design a stronghold or other structure is to draw a plan of it, preferably more or less to scale. This helps visualize the building and makes it easy to work out the sizes of the different elements, as well as to fit them together into a workable building or compound. When constructing a medieval-style castle or other building based on historical examples, it is also a good idea to do a little research into how these were laid out in the real world.

The plan can be created in any way that is convenient, but suggested methods are to draw it on grid paper, or to use a computer with a mapping program aimed at gamers or an interior design application. A calculator will also come in handy.

has a base price of 100 gold pieces per acre, multiplied by all applicable factors for the construction site from Table 65: Construction Cost and Time Multipliers (those for the workforce do not apply).

The cost to lease land is much more variable, and depends on such things as how long the character wants it for, what uses the owner has with it, how quickly the owner wants to make back an investment he made in the land, and so on. The Game Master should use the base purchase price for the land as a rough guide.

Naturally, both purchase and lease prices are usually open for negotiation.

Structures

A stronghold is made up of one or more individual structures, the more common of which are shown on Table 63: Structures. This has the following entries in addition to the structure’s type:

Engineering Level Required: The minimum level that the architect needs in Engineering proficiency in order to design and have built this type of structure. No check is necessary—it can be assumed the architect spends enough time working things out to forego this.

Time in Days: The base amount of time needed to design and build the structure.

Cost in Gold: The base cost for building the structure, in gold pieces.



Appendix B: Strongholds

The time and cost will be adjusted for a variety of factors, such as the local climate terrain and the abilities of the workforce. This is explained under the *Time and Cost* section.

For those who do not want to design a stronghold from scratch, the Complete Structures part of the table has buildings whose total time and cost have already been calculated. These can be used as they are or modified by adding more building elements.

Table 63: Structures

Structure	Engineering Level Required	Time in Days	Cost in Gold
Excavations (per 1k cu. ft.)			
Ditch or pit	Basic	4	20
Moat or channel	Average	12	60
Embankment	Basic	4	40
With ditch	Basic	6	30
With moat or channel	Average	14	70
Motte	Basic	4	60
Tunnel or underground chamber	Average	25	100
In rock	Same	×5	×5
Walls (per ft of length)			
Brick	Average	$h \times t \times 0.02$	$h \times t \times 0.3$
Mud brick	Basic	$h \times t \times 0.01$	$h \times t \times 0.1$
Palisade	Basic	$h \times 0.02$	$h \times 0.1$
Stone, Mortared	Average	$h \times t \times 0.02$	$h \times t \times 0.3$
Stone, Dry	Average	$h \times t \times 0.03$	$h \times t \times 0.2$
Wattle and Daub	Basic	$h \times t \times 0.01$	$h \times 0.01$
Wood (Basic)	Basic	$h \times t \times 0.007$	$h \times 0.03$
Buttressed	Average	$\times 1.5$	$\times 1.5$
Curved	Superior	$\times 1.5$	$\times 1.25$
Building Elements			
Arch	Average	$h \times w \times 0.05$	$h \times w$
Arrow Slit	Basic	1	5
Crenellations	Average	$l \times 0.5$	$l \times 2.5$
Doorway	Basic	$h \times w \times 0.1$	$h \times w \times 1.5$
Drawbridge	Basic	$l \times w \times 2$	$l \times w \times 2.75$
Fireplace	Average	$w \times 0.2$	w
Chimney	Superior	$h \times 0.2$	$h \times 1.5$
Garderobe	Average	5	20
Gate	Average	$h \times w \times 0.2$	$h \times w \times 3.5$
Glacis	Superior	$l \times 1.4$	$l \times 22$
Hoarding	Average	$l \times 0.6$	$l \times 10$

Interior Floors/Ceiling

Brick or Stone	Superior	$l \times w \times 0.03$	$l \times w \times 0.5$
Wood	Average	$l \times w \times 0.01$	$l \times w \times 0.04$
Machicolations	Superior	$l \times 0.9$	$l \times 15$
Ornamentation	Basic	(see rules)	(see rules)
Portcullis	Superior	$l \times 0.9$	$h \times w \times 4$

Roof

Shingle	Basic	$l \times w \times 0.01$	$l \times w$
Slate	Average	$l \times w \times 0.01$	$l \times w \times 1.25$
Thatch	Basic	$l \times w \times 0.01$	$l \times w \times 0.5$
Tile	Average	$l \times w \times 0.01$	$l \times w \times 2$
Dome	+2	$\times (h \div 5)$	$\times (h \div 5)$
Spire	+1	$\times (h \div 10)$	$\times (h \div 10)$
Staircase			
Stone	Average	$h \times w \times 0.1$	$h \times w \times 0.2$
Wood	Average	$h \times w \times 0.05$	$h \times w \times 0.1$
Walkway	Average	$l \times 0.3$	$l \times 0.2$
Window	Basic	$h \times w \times 0.1$	$h \times w \times 1.5$
Glazed	Superior	$h \times w \times 0.5$	$h \times w \times 10$

Complete Structures

Barbicans			
Small	Superior	2,263.66	27,480.26
Medium	Superior	2,818.98	34,180.6
Large	Superior	3,504.56	42,727.06
Buildings, Stone			
Small	Average	15.1	666.5
Medium	Average	24.3	1,244.5
Large	Average	43.4	2,631
Great	Average	148.06	4,013.44
Grand	Average	659.32	11,238.28
Buildings, Wattle and Daub			
Small	Basic	10.3	227.3
Medium	Basic	16.9	432.7
Large	Basic	22.6	467.8
Great	Basic	57.7	557.8
Grand	Basic	149.9	776.8
Keeps			
Lesser	Superior	2,064.64	32,023
Greater	Superior	2,708.04	42,662
Grand	Superior	6,635.54	88,486.61





Towers

Small Round, Stone	Superior	1,064.83	12,760.13
Small Square, Stone	Average	1,170.75	16,307
Small Square, Wood	Average	204.75	1,015
Medium Round, Stone	Superior	1,329.99	15,891.55
Medium Square, Stone	Average	1,412.75	19,583
Medium Square, Wood	Average	255.15	1,239
Large Round, Stone	Superior	1,598.28	19,035.53
Large Square, Stone	Average	1,908.75	26,183
Large Square, Wood	Average	367.95	1,735

Walls, Mortared Stone (per foot of length)

1 ft. thick, 10 ft. tall	Average	0.2	3
6 ft. thick, 10 ft. tall	Average	1.2	18
10 ft. thick, 15 ft. tall	Average	3.0	45

Walls, Wood (per foot of length)

10 ft. tall	Basic	0.07	.3
15 ft. tall	Basic	0.1	0.45

h = height in feet

l = length in feet

t = thickness in feet

w = width in feet

Excavations

Excavations are concerned with earthworks: holes dug into the ground and mounds thrown up. By extension, they can be used to fill hollows or smoothen rough terrain.

Ditch or Pit: A dry ditch dug into the ground, with the purpose of hindering anyone attempting to cross. This is usually accomplished by giving it steep sides and piling up the excavated material into an embankment or motte (below). A ditch will not hold large amounts of water—it simply seeps into the ground and leave the ditch more or less dry.

A pit is similar but with a different shape, usually rectangular or circular rather than rectilinear. A basement can be created by digging a pit and then putting a building on top of it. The pit will need to be fitted with a floor/ceiling if it is to be more than a hole in the ground inside the building, however.

A moat or channel is similar to a ditch, but constructed so it will retain water. The difference is that a moat is a defensive feature around a stronghold, while a channel exists to carry water from one place to another. A moat is most commonly flooded by diverting a nearby stream or connecting it to a lake.

A ditch can be turned into a moat or channel by spending the difference in time and money.

Embankment: An earthen wall, usually created from material dug out to form a ditch right in front of it. (An embankment without a ditch is more expensive because the soil to build it from has to be brought in from elsewhere.)

An embankment cannot have a greater slope than about 45 degrees, else the soil will slide down, especially after heavy rain. Note that an embankment typically has two sloping sides with a flat area at the top, so its overall width will be at least twice its height, and usually more.

Embankments are sometimes built up against a wall. This reduces the embankment's overall width by eliminating one slope, gives much greater strength to the wall, and can present a vertical face to attackers.

Motte: An artificial small hill onto which a tower or castle will be built. Sometimes a motte is created by reshaping a natural hill (digging parts away, adding earth to it, etc.) or by building it up against the base of an existing fortification, giving that a kind of instant basement. As with an embankment, the sides of a motte may not have a slope steeper than 45 degrees.

A motte is often surrounded by a palisade or a wall along its top and/or bottom edges.

Tunnel or Underground Chamber: These are usually dug entirely underground, though they can be created by making a hole in the ground and covering it over. Included are props to keep the tunnel or chamber from collapsing, but if the bare earth should not show, walls, a floor and/or a ceiling should be constructed inside using the separate costs listed for those below.

In Rock: The excavations mentioned above assume they are being made in soil that is relatively easy to dig through: earth, clay, etc. An excavation created in or through rock will take five times as long and be five times as expensive.

Walls

The most basic element of a structure is its walls: a wall can be used by itself as a fence or barrier, while several walls put together form a building.

When joining walls at an angle, the cost and time are calculated based on the longest side of each of the individual wall sections. For example, the wall length of a rectangular building is measured from corner to corner on all four sides.

Brick: Fired clay bricks, cemented together with mortar, are strong and resistant to both weather and fire, as well as immune to transmute rock to mud spells. These are only available in places where clay can be dug and enough firewood can be gathered. Laying bricks requires a workforce with at least Basic Masonry proficiency.

A brick wall must have a thickness of at least one inch per foot of height, with an absolute minimum thickness of four inches.

Mud Brick: These are unfired bricks, usually made by drying bricks in the sun. They are weaker than fired bricks (above) and will wear away rapidly if it rains for prolonged periods of time; as such, they are only common in arid areas. A mud brick wall must have a thickness of at least two inches per foot of height, with an absolute minimum thickness of six inches.



Wall Height & Thickness

Walls, especially brick and stone ones, must have a certain minimum thickness or else they will not be strong enough to support themselves—let alone carry the weight of roofs and upper floors. The higher the wall, the thicker it needs to be, so that the maximum height of a wall is limited by the space available. At some height, a wall needs to be so thick that it fills the whole building, making it impractical.

However, it is possible to reduce the wall's thickness higher up—a wall's required thickness at any point is really based on the amount of wall above it. For example, consider a two-story stone building with stories of eight feet high each. A stone wall needs an inch of thickness per foot of height, so a wall sixteen feet high would need to be sixteen inches thick. However, it could also be built to that thickness on the first story only, narrowing to eight inches for the second story.

Walls are usually built to a uniform thickness for each floor, then reducing the thickness for the floor above. This reduces cost and construction time without adding much complexity, and provides more interior space on higher stories as well.

For a wooden or wattle-and-daub building, walls can even be built so that each floor is slightly larger than the one below. This is most common in cities where land to build on is expensive, so owners make houses that overhang the street to get some more room inside. A floor may not overhang a wall by more than one foot, though.

A mud brick wall can be turned into a stone wall by using transmute mud to rock spells, but doing this counts as constructing a mortared stone wall, not a mud brick wall—see the sidebar about *Heroes and Magic* later in this section.

Palisade: A wall made by hammering stout wooden posts into the ground next to each other, usually with the tops shaped into points to make it harder to climb over. A normal palisade is about six inches thick and can be built to any realistic height.

Stone: A wall made from natural stone, in a variety of ways: small- to medium-sized natural stones can be put together with or without mortar, while any size of stone can be squared off and cut to size. The latter requires a workforce with at least Average Masonry proficiency, while using natural stone only requires Basic proficiency. The raw materials are available locally in all mountainous and many hilly areas, but not elsewhere.

A stone wall built with mortar and/or cut stone must have a thickness of at least one inch per foot of height, with an absolute minimum thickness of four inches; double both these figures for dry walls constructed from uncut stone.

Unworked stone can be turned to mud with a transmute rock to mud spell, but dressed stone cannot. Also, when using that spell on a mortared wall of natural stone, remember that the mortar may still hold up the wall (though it would be weakened).

Wattle and Daub: A wall consisting of woven strips of wood covered in a mixture of mainly mud and straw attached to a structural frame of wooden posts or timber, these walls are simple and cheap to make, and require only Basic Carpentry proficiency in the workforce.

The thickness of the wattle-and-daub panels will be about one to three inches, while the structural frame must have a thickness of at least one inch per foot of height, though with no absolute minimum thickness.

Wood: A wall consisting of wooden planks attached to the outside of a structural frame of wooden posts or timber. A wooden wall requires Average or better Carpentry proficiency of the workforce.

The thickness of the wooden planks will be about one inch thick, while the structural frame must have a thickness of at least one inch per foot of height, though with no absolute minimum thickness.

Buttressed: Brick and mortared stone walls can be built with buttresses, which are reinforcing ribs built up against the outside of the wall. Such a wall needs only half the thickness it would normally be, though the buttresses themselves have a depth equal to twice that of the wall.

Curved: A curved wall is more difficult to build than a straight one, but provides fewer weak spots that attackers can exploit to break it down than when two straight sections of wall join at an angle. Its length should be measured along the longer of its two faces. Palisades form an exception: there is no additional cost or time involved in building a curved palisade.

Reminder: To calculate the length of a curved piece of wall, multiply the radius of the curve by π (or 3.14) and then by 2 to find the circumference of a full circle. For walls that do not form a fully circular building, multiply by the fraction of a full circle—for example, a round corner between two walls that are at right angles to each other forms a quarter of a circle, so multiply the calculated length of a full, circular wall by $\frac{1}{4}$.

Building Elements

These are additions that can be made to walls or buildings:

Arch: An opening in a wall, either to create a passageway or to lighten the wall. The maximum width (span) of an arch is 200 feet—any more and it will collapse—and the arch must be at least as high as it is wide.

Arrow Slit: A narrow, usually vertical slit in the wall through which a ranged weapon can be used without exposing the shooter to return fire. Adding too many of these weakens the wall.

Crenelations: The top of the wall has vertical cutouts through which defenders can shoot arrows or bolts or cast spells without having to expose themselves to hostile fire over the top of the wall. The gaps are known as crenels, the wall sections between them as merlons.

Doorway: An arch equipped with a simple wooden door—for a stronger door that keeps determined intruders out, use a gate instead.





Drawbridge: A type of gate that can be raised and lowered by means of a winch mechanism. Its length is the span of the bridge when lowered; this is not necessarily the same as the height of the doorway or gate it may cover when raised.

Fireplace: A dedicated area to build a fire, both for warmth and cooking, this is normally placed against a wall (often an interior one, so that it will also warm the room on the other side). It is always constructed of brick or stone, since a wooden fireplace could be considered less than safe. An inhabited building without a fireplace will usually have a spot in the middle of the floor where a fire is made.

Smoke simply goes up into the building (and usually escapes through a hole in the roof) unless a chimney is added. This eliminates smoke in the room and improves the efficiency of the fire, but tends to create a strong draft in the building, from the ill-fitting edges of shuttered windows and closed doors to the fireplace.

Garderobe: An indoor place to go when nature calls. It is usually built as a small projecting section of wall on an upper floor, with a hole (with shutter) in the seat and possibly a chute leading downward into a moat or cesspit. A typical garderobe has room for a single person, but they are sometimes built larger, with curtains or wooden panels separating the seats; these are simply bought as more than one garderobe, built one next to the other.

If a garderobe has been in regular use for a while, climbing the wall below it (for instance to enter the building through the hole) is one level more difficult than this would otherwise be.

Gate: An arch with a strong door designed to keep attackers or determined burglars out (or, perhaps, prisoners in). Large gates often have smaller ones set in them for quick access without having to open the whole gate; these are considered part of the price of the main gate and do not need to be added separately.

Glacis: A slope constructed as an integral part of the bottom of a stone wall. This makes the wall harder to break down for attackers, because they have a greater thickness to get through, but also allows the defenders to drop things onto the glacis from the top of the wall so that they will bounce, scatter or splash toward the attackers.

Hoarding: A wooden structure built outward onto the top of a wall, shielding the defenders while allowing them to drop items down onto attackers at the base of the wall through holes in the floor (covered by wooden hatches for safety). Hoardings are usually temporary structures built only when the defenders of a stronghold expect a siege, and like all wooden defenses, can be set on fire by an attacker.

Interior Floor/Ceiling: Required for any building that is to have more than one story, this structure spans the room to form a ceiling for one story and the floor for another. (Note that this entry does not refer to the ground floor: that is assumed to be part of the building's overall cost.)

The maximum distance an interior floor, either wood or stone, can span is 60 feet—that is, the shortest distance between two walls in the building may not exceed 60 feet.

Wooden floors are easy to build from timber beams and planks, but they are susceptible to fire. Brick or stone floors require vaulting (a curved underside to the roof), making them harder to build but also much stronger. However, any wall carrying a stone floor has its minimum thickness doubled due to the floor's great weight. The vault forms part of the wall below the floor, which requires it to be at least half as high as the floor's span. For example, a stone floor spanning 30 feet requires walls at least 15 feet high below it.

Machicolations: An advanced form of hoarding built as an integral part of a stone wall, making them stronger and less prone to be set on fire by attackers.

Ornamentation: Any building can be decorated with purely ornamental features or works of art. This can be as expensive as desired, but should be expressed as a percentage of the basic time and cost of the building—for example, adding 10%, 25%, or even 100% to the basic values. Constructing a very bare building with no attention at all to ornamentation can even reduce its basic cost and time, but not below 75% of the calculated values—and that number should be used only for extremely Spartan structures. It is left up to the Game Master to decide exact numbers for these options, however.

Portcullis: A type of gate that drops down instead of swinging open. It can be lowered almost instantaneously by gravity, but is raised by winching it up. Most commonly, a portcullis is constructed as a latticework of wooden beams, leaving openings through which defenders can shoot or cast spells at attackers on the other side.

Roof: A construction of wooden beams covered with one of a number of materials to keep the weather out of a building. The maximum span of a roof is 70 feet—that is, the shortest distance between a building's walls may not exceed this distance. If it is to be larger, interior walls must be built to carry the roof.

Shingles are wooden roof tiles, and as such susceptible to fire, though not nearly so as a thatched roof, which is made of a thick layer of reed. Slate is a type of stone split into thin plates, while tiles are made from fired clay; both are very fire-resistant.

Free-standing buildings typically have pitched roofs, ones constructed against a wall usually have sloping ones. However, this does not make a difference for the roof's cost or construction time. The height of a roof typically varies between one-half its span and a bit more than its span.

A domed or spired roof is sometimes used for high-status buildings, but the dome or spire must be circular or square in plan. The cost and time for a spire is that of the basic roof multiplied by one-tenth its height in feet, while a dome multiplies the cost and time by one-fifth its height. A section of roof cannot be both a spire and a dome.

Staircase: A permanent means to get up and down floors, made either in wood or stone. A wooden staircase leaves the room underneath open for other uses, but a stone one is typically solid or has only a small alcove below it.



Attics

Medieval-style buildings do not usually have attics. In most cases, the underside of the roof is visible from the story below, and in high-status buildings the beams are usually decorated. In simple, single-story buildings without a chimney, an interior floor or attic would make the building uninhabitable because smoke from the fire would have nowhere to escape to—the normal way being a simple hole in the roof. Even buildings with multiple stories frequently use the inside of the roof as the ceiling for the upper floor even if they do have chimneys.

In a building without a staircase, ladders will have to be used. In defensible houses, this is often done on purpose to make it harder for attackers to get inside.

Walkway: A wooden walkway built against the side of a wall, usually on the inside so troops can look and shoot over it. It is typically about two feet wide, and is only necessary if the wall itself is not wide enough.

Window: An opening in the wall to let in light and provide ventilation. Standard windows are equipped with wooden shutters but are unglazed, though glass can be fitted if desired.

The larger and more numerous windows are, the weaker a wall becomes, making it less suitable for defensive purposes. Strongholds typically have few windows because of this.

Complete Buildings

These are included for convenience, removing the need to work out the time and cost to construct every building separately. Any building elements not mentioned can be added at the normal costs and construction times for them.

Barbicans: This type of building forms a gate in the wall around a castle or city. It consists of two round towers linked by a wall 10 feet thick and 30 feet high with a gate in it. The top five feet of the wall are only two feet thick and crenelated, creating an automatic walkway along the top of the wall. The top wall of each tower having a gap in it to allow access to the walkway.

Small: This has two small round towers (below) that stand 20 feet apart, with a gate 10 feet wide and high.

Medium: Like a small barbican, except the towers are medium-sized and the gate is 15 feet wide and high.

Large: This is similar to a medium barbican, but the towers stand 40 feet apart. The gate is 20 feet wide and high.

Buildings: Generic rectangular buildings, of either stone or wattle and daub construction. They all have four walls, one human-sized door and a roof in addition to the features described below. Stone buildings have slate roofs, wattle-and-daub buildings thatched roofs. If there is a staircase, it is of stone in a stone building, but wood in a wattle-and-daub one. Windows are unglazed unless otherwise mentioned.

Small: This is about 20 feet square on the outside, with walls six feet high and a foot thick in the case of a stone building. It has no windows.

Medium: Similar to a small building, but about 20 by 40 feet on the outside. Additionally, it has two small windows of about a foot square each.

Large: This type of building has exterior dimensions of 30 by 60 feet, two doors, plus four windows of about one by two feet each, but is otherwise similar to a medium building.

Great: The size of a large building but with walls fifteen feet high and two feet thick (for a stone building), plus a wooden inner floor and a staircase. Additionally, it has four windows of about two by three feet each.

Grand: This 40-by-80-foot building has walls 30 feet high and three feet thick (if they are of stone), with two doors, two interior floors and ten windows of two by three feet each.

Keeps: A keep is a strongly-fortified tower that forms the center (and last line of defense) of many castles; it also often serves as the castle owner's residence. All are constructed of mortared stone with walls ten feet thick, while on the tops of the walls is a two-foot-thick, crenelated wall five feet high, with a pitched slate roof covering the building's interior space; this leaves about seven feet of space on the tops of the walls for defenders to use. A keep is generally set on a motte, but this is not included in the cost and time shown on the table.

The keep is accessed through a gate ten feet wide and high on the second story, reached by a ten-foot-wide stone staircase on the outside of the wall. The first floor forms a basement about ten feet high, created by a stone interior floor. A wooden internal floor creates a third story, stone staircases inside the castle give access to the different floors, and a five-foot-wide fireplace on both upper floors, connected to a common chimney, provides some warmth.

Lesser: A simple keep 70 feet square on the outside and each floor ten feet high, giving an overall wall height of 35 feet. The keep has twenty arrow slits and four unglazed windows of two feet square each.

Greater: Similar to a lesser keep, but about 80 feet square and with the top story fifteen feet high, so the walls are 40 feet high in total.

Grand: This has the same dimensions as a greater keep, but with the addition of a round tower on each of the corners; these are 30 feet in outside diameter and 50 feet tall—fifteen feet taller than the rest of the keep. Like the keep, they have walls ten feet thick, with the top five feet of wall only two feet thick and crenelated. The towers have floors at the same heights as the rest of the keep, plus two additional wooden ones: one level with the top of the roof and one to form the tower's own roof. A wooden staircase runs from the second floor level to the top of each tower.

Towers: These towers have either flat walls joining each other at an angle, or one curved wall going all around. The tower usually has one human-sized gate at ground level, though it may be placed elsewhere, for example at the top of a wall connecting to the tower. Towers are 30





feet tall, with the top of the wall being crenelated; stone towers have walls ten feet thick, though the top five feet are only two feet thick. All towers have one internal wooden floor, with another one serving as the roof (five feet below the top of the wall). A three-foot-wide wooden staircase leads from the ground floor up to the roof and five arrow slits spaced are around the building.

Small: A square tower 50 by 50 feet, giving an interior space of 30 by 30 feet. The round version is 40 feet in diameter on the outside, giving an internal diameter of 20 feet.

Medium: The square type of this tower is 60 feet square on the outside and 40 feet on the inside, while the round model is 50 feet in outside diameter, with an internal diameter of 30 feet.

Large: One size larger again than the previous, this is 80 feet square on the outside and 60 feet on the inside, or has an outside diameter of 60 feet and an internal one of 40 feet.

Walls: These should be self-explanatory.

Time and Costs

Constructing a stronghold requires large amounts of money and time. A good deal of the money goes into purchasing raw materials like stone and timber and transporting them to the construction site, but quite a lot of it will be spent on paying the workforce. The basic cost and time to build a structure can be calculated from Table 63: Structures. This requires some calculation, but is easy to do by breaking the structure down into component parts: for example, a simple house is four walls, a roof, at least one door and perhaps some windows.

Once the basic cost and time for the structure are known, go through Table 65: Construction Cost and Time Multipliers, and select the entry that applies best in each of the categories (Climate, Geography, Ground Cover, Resource Availability, Social Structure, Average Proficiency Level and Motivation). These should be self-explanatory, but probably require the Game Master to make some judgment calls: are the mountains Low or Moderate, does the workforce have Average or Superior proficiency, etc. Read off the corresponding multipliers and apply all of them to the basic time and cost. Do not add the multipliers together—rather, multiply by each one in turn.

The final numbers are the total time and cost to construct the individual structure. When several structures are built together, consider each individually, so do not add their construction times together—consider them being built at the same time instead. For example, when construction of small and a large stone building starts at the same time, the total time needed to build them is not $15.1 + 43.4 = 58.5$ days, but rather, after about 15 days the small building is ready, while 28 days after that, the large building is done, too. Naturally, their costs are cumulative.

Workforce

Constructing a stronghold of any size requires a large number of workers, who must not only be kept supplied with materials but also housed, fed and paid. The exact size of the workforce is not important, but will

run from maybe a dozen for a small project to hundreds or even thousands for large buildings such as full-blown castles or cathedrals. Not all of them will be craftsmen and laborers who do the actual construction, either—the more builders there are on a site, the more foremen, supervisors, clerks, teamsters, and other support personnel are needed to keep everything running smoothly. The money needed to hire all these people is already factored into the cost of the structure—this is why different structures can be built at the same time.

The rules given so far assume a workforce of typical size for the project, regardless of how large that is. Increasing the size of the workforce can decrease the time required to build a stronghold, though this will increase the cost. Conversely, decreasing the size of the workforce will bring down the cost but increase the time required, since fewer workers will be available to do the same amount of work.

The actual workforce size is expressed as a multiple of the typical size: 2 times, 1.5 times, 0.8 times, etc.—whatever the character constructing the stronghold wants. Take the square root of this number to find the workforce size factor. The cost is multiplied by this factor. The time required is divided by this factor. For example, given a workforce 1.5 times the norm and a small wooden tower that takes 255.15 days and costs 1,239 gold to build. The square root of 1.5 is about 1.224, so construction cost will be $1,239 \text{ gp} \times 1.224 = 1517.46 \text{ gp}$, while the time needed is $255.15 \text{ days} \div 1.224 = 208.33 \text{ days}$.

Architect

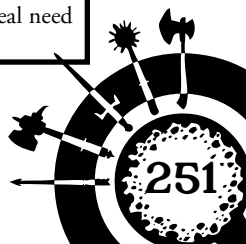
A character could design the stronghold and oversee construction herself, but more commonly these tasks are left to an architect who works to the character's general specifications.

If the character wants to do this herself, she needs Engineering proficiency at a level equal to, or better than, the highest required level for the structures that make up the stronghold, per Table 63: Structures. However, this means she has to be at the construction site most of the time work is being done there; failing to do so will result in delays and higher costs. Whether or not she spends enough time there, as well as

Heroes, Magic & Henchmen

The workforce takes into account the employment of characters with special abilities or equipment—it does not necessarily represent an army of simple laborers with picks, shovels and wheelbarrows. It could consist solely of those, of course, but could equally well include wizards with spells like shape earth and transmute mud to rock, heroes with useful magical items, tireless golems to do heavy lifting, priests to cure injuries (getting workers back on their feet after accidents), and so on. This does not make a difference for the total cost or time—a wizard might be able to do the work of a few dozen men, but he'll probably expect to get paid accordingly, and he can still only be in one place at a time.

If PCs want to help out themselves, or put their henchmen to work, add up their character levels and divide the total by 100, then add this to the workforce multiplier (before taking the square root of it). However, use this for determining the time taken only—it is assumed here these characters work for free and so do not increase the cost. (If they do want to get paid, characters increase the workforce multiplier for both purposes, but in that case there is no real need to specifically take the characters into account.)



the results of failing to do so, are left to the Game Master's discretion. Hiring an architect will solve these problems: he can design the building and oversee its construction. The cost to hire one is shown on Table 64: Architect Costs; he must be paid per day of work done on the stronghold.

Table 64: Architect Costs

Engineering Proficiency Level	Cost Per Day
Basic	3.5 gp
Average	7 gp
Superior	12.5 gp
Exceptional	20 gp
Legendary	35 gp

Partial Construction and Upgrading

It is important to mention that it is not necessary to build an entire stronghold at once. It is perfectly feasible to start with a relatively simple fortified house, then later, when there is more money available, add a wall with a gate around it. Later still, some towers could be added to the wall, and so on.

Similarly, a stronghold can have parts of it upgraded or rebuilt. In such a case, only consider the new parts for the time and cost required. For example, if a wall is ten feet high and two feet thick, but must be upgraded to being fifteen feet high, this only counts as constructing a wall five feet high and two feet thick.

Demolishing Structures

Tearing down a structure requires half the time and a quarter of the cost of what it takes to build it. It is not necessary to tear down entire structures if parts are to remain standing: for example, to enlarge a building, only one or two walls might have to be torn down so the remaining ones can be extended (plus a new roof section built, of course), while only the roof has to come off in order to build an extra story onto a house.

Seasonal Work

In many areas, work cannot continue year-round because the seasons are not suitable. It is impossible to mix mortar when it is freezing, for example, and in summer many workers may have to return to their farms to help gather in the harvest. Just as with the workforce size, this is already accounted for by the construction times and costs shown on the tables, especially the climate category on Table 65: Construction Cost and Time Multipliers.

However, the Game Master may decide that unusual conditions apply that delay (or possibly even speed up) the work. This should be expressed as a multiplier added to the construction time only—not to the cost. For example, if unusual climatic conditions prevent work entirely for three months out of every year, that would mean the time needed is increased by about 25% (since three months is a quarter of a year). This is left to the Game Master's discretion.

Table 65: Construction Cost and Time Multipliers

Construction Factor	Time Multiplier	Cost Multiplier
Site Climate		
Moderate	×1	×1
Temperate	×1.25	×1.25
Subtropical	×1.25	×1.25
Tropical	×1.5	×1.5
Sub-arctic	×2.5	×2.5
Arctic	×4	×4
Geography		
Plains	×0.75	×0.75
Rolling Hills	×1	×1
Foothills	×1.5	×1.5
Low Mountains	×2	×2
Moderate Mountains	×3	×3
High Mountains	×4	×4
Ground Cover		
Agricultural Fields	×0.75	×0.75
Grassland	×0.75	×0.75
Scrubland	×1	×1
Barren	×1.5	×1.5
Light Forest	×1.5	×1.5
Dense Forest	×2	×2
Desert	×2	×2
Swamp	×2	×2
Jungle	×3	×3
Resource Availability		
Near and Good	×1	×1
Near and Poor	×1.25	×1.25
Distant and Good	×1.5	×1.5
Distant and Poor	×2	×2
Workforce Social Structure		
Advanced Agricultural	×0.75	×0.75
Agricultural	×1	×1
Primitive Agricultural	×1.25	×1.25
Enslaved	×1.5	×0.75
Semi-Nomadic	×1.75	×1.75
Nomadic	×2.5	×2.5
Average Proficiency Level		
Exceptional	×0.5	×4
Superior	×0.75	×2
Average	×1	×1





Basic	×2	×0.75
None (unskilled)	×3	×0.5
Motivation/Morale of Workforce		
Very High	×0.5	×0.5
High	×0.75	×0.75
Average	×1	×1
Low	×2	×2
Very Low	×3	×3

Maintenance

A home owner's work is never done. Once a building has been erected, it needs maintenance to keep it in shape and functioning—without it, relatively small parts like doors and window shutters will start to fail, then bigger things like floors and stairs will break and roofs start to leak, and eventually whole roofs will cave in and walls will collapse.

Each month, a character must spend 1% of the total construction cost of a building to keep it in good repair. Note that this is the maintenance cost for the complex. Any staff the character employs will need to be paid in addition to it.

Failing to pay for maintenance so means the Game Master divides the amount actually paid by the amount necessary and multiplies by 100 to find the percentage chance of something breaking. If a d% roll is less than, or equal to, this chance, roll a d20 on Table 66: Maintenance Failures to see what happens (re-roll if something is affected that is not present in the stronghold).

Repairing something that was destroyed or damaged requires the affected parts to be built anew. For example, when 15% of a building is destroyed in a fire, the time and cost for rebuilding it would be 15% of those needed to build the whole structure.

In a complex of structures, characters may choose not to maintain some of them—usually, this will be necessary when money is tight. For example, in a walled compound with a house and a barn, the owner could decide to only pay for maintenance of the wall and house, not the barn. In such cases, the 1% maintenance cost is based on the total cost of the structures that are being maintained.

Table 66: Maintenance Failures

1d20	Result
1	Fire rages through the stronghold, destroying 1d4 entire structures.
2	An entire structure falls down.
3	A fire destroys 1d8×5% of a building.
4	The whole roof of a building collapses.
5	An interior floor collapses.
6	1d6×5% percent of a wall collapses or rots away.
7	A set of stairs breaks and cannot be used until repaired.
8	Major leaks develop in a roof.

9	Plants and/or lichens start to cover large parts of structures.
10	A door, drawbridge, gate or portcullis is stuck.
11	A chimney is blocked, preventing smoke from escaping.
12–13	A roof springs a minor leak in an awkward location.
14	A door or window shutter breaks off.
15	Larger than usual gaps appear around a door or window, causing more draft in the building.
16–20	Only minor problems; nothing important is broken.

Strongholds in Campaigns

When player characters have a stronghold, it is likely to play at least some role in the group's campaign. One of the most basic is that they use it as a base to fall back on between their adventures: in this case, it simply serves as a place to rest, heal, stash equipment, learn spells, and so on.

A stronghold can come under attack from any number of opponents. If it is isolated or appears weakly defended, marauders might try to steal its (perceived or real) riches; if the character becomes too powerful, other rulers may attempt to put him in his place or weaken him by attacking his stronghold; if it is rumored to contain wealth, a thief may sneak in; if there is a famine, desperate local farmers and townsfolk may come for the food stored in the stronghold. There are literally hundreds of reasons why a character's stronghold may suddenly be at the center of a conflict, and the Game Master can use any of them to build one-off adventures or even whole campaigns involving the strongholds the player characters in the group built for themselves.

Sieges

One of the most drastic things that can happen to a stronghold is that it is besieged by an enemy. This is more likely for some types of stronghold than others, but sieges are by no means limited to castles or towns: if a priest with his "own" temple has rubbed another deity the wrong way, that god's worshippers might besiege the priest's temple, for instance. Sieges can also happen not because the character has enemies, but because he supports one side or the other in a war. In a feudal society, for example, if someone the character owes allegiance to becomes involved in a war, the character is part of that war too, regardless of his own ideas on the matter that caused it.

A siege normally consists of the defenders being cooped up inside a stronghold while the attackers' aims are to prevent them from leaving and to prevent reinforcements from coming to the defenders' aid. The defenders typically try to improve their defenses, often by constructing hoarding on top of walls. The attackers also build defensive systems around the stronghold, mostly trenches and palisades, so they can withstand attempts by the defenders to break out. If there is a danger of the defenders getting help, the attackers often have to build a second set of fortifications facing outward, so they won't be attacked from



behind by those reinforcements. Then they also have siege engines to build in order to break down or overcome the stronghold's walls.

True sieges are long and protracted affairs that are bleak for both attacker and defender: the defenders will face worsening shortages of food and (if they don't have enough wells) water; the attackers meanwhile have to strip the countryside bare to satisfy their own needs for food, water and building materials. As if that weren't enough, both face not only losses in battle but also diseases brought on by poor sanitation. Clerics on both sides often provide invaluable aid during a siege, however.

As a result, sieges often come to a negotiated end. If the attackers are clearly stronger, the defenders can put up token resistance (enough so that honor and/or feudal obligations are satisfied, but not so much that either side suffers serious casualties) and then surrender; the attackers typically let them go with their weapons and then take (or raze) the stronghold. They may also take money or possessions such as cattle, weapons, armor, or food from the defenders.

When the defenders believe they can withstand the siege or that reinforcements will arrive soon, they usually try to sit it out, with both sides making occasional attacks to keep the other on his toes. If either side can force the other into surrender, they will generally attempt to do so, but the longer the defenders hold out, the harsher the terms imposed on them will be when they are finally beaten or surrender; evil troops that take a stronghold after a prolonged siege frequently kill all the defenders out of hand and may sell civilians into slavery. This harsh treatment actually serves a higher purpose, in a way: it tells others who consider resisting that the consequences of trying and failing will be dire—as opposed to surrendering quickly to the attackers. For this reason, even many good-aligned forces tend to follow this practice, though perhaps a little less savagely than evil-aligned ones.

However, managing such large-scale battles is somewhat beyond the scope of Myth & Magic. They are best handled by the Game Master deciding what the major events of the battle will be, then creating adventures around those so the player characters can sway the balance. After all, the characters are the heroes of the story, and so if they are present at a battle it should be somewhere they can make a difference. This might be in the front lines fighting the enemy, but the players could equally well stand back to act as captains or generals directing the battle—this is best determined by considering the playing style the group enjoys most. In an adventure set as part of a siege, players who like to swing a sword or cast spells at enemies will probably want combat scenes they can participate in, while more tactically-minded players might prefer to direct whole units of troops so that the Game Master can create a vivid description of their success or failure.



Class _____ Race _____ Level _____ XP _____ Speed _____

DESCRIPTION				
Height _____	Weight _____	Age _____	Gender _____	Build _____
Hair _____	Eyes _____	Skin _____	Facial Hair _____	
Distinguishing Marks _____				
Other _____				

ATTRIBUTES				HIT POINTS	
	Score	Mod			
Strength			Attack & Damage Modifier	Max Weight	Max Current Special Wounds or Conditions
Dexterity			Ranged Attack Modifier	Defense Modifier	
Constitution			Fortitude Modifier	Shock Survival	
Intelligence			Bonus Lng Bonus Spells Max Spells/Level Learn Spell Max Spell Level		
Wisdom			Will Save Modifier Bonus Spells Spell Immunities		
Charisma			Max Henchmen Influence Modifier		

SAVING THROWS	ATTR BASE + MOD = TOTAL			AC CONDITION	ARMOR BASE + AC ADJ	SHIELD + AC ADJ	DEX + ADJ	ADD'T'L + BONUS	ARMOR CLASS
FORTITUDE (Petrification, Paralysis, etc.)				Normal	10				
REFLEX (Breath Weapon, <i>fireball</i> , etc.)				Flat-footed	10		N/A		
WILL (Mind-Affecting Spells, etc.)				Rear	10	N/A	N/A		
				Touch	10	N/A	N/A		
ARMOR TYPE					SHIELD				

WEAPON	# OF ATT	INIT MOD	BASE TO HIT +	STR BONUS +	ADD'T'L BONUS =	ATTK MOD	DAMAGE	RANGE	SIZE	TYPE

NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATTR MOD +	PROF BONUS +	ADD'T'L MODS =	d20 MOD	NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATTR MOD +	PROF BONUS +	ADD'T'L MODS =	d20 MOD

WEAPON PROFICIENCIES			

IMPORTANT COMPANIONS & CONTACTS	

SPELLS		
Spells Known Per Level		
1 _____	4 _____	7 _____
2 _____	5 _____	8 _____
3 _____	6 _____	9 _____
Specialty/Sphere _____		
Other _____		

LANGUAGES

[illegible][illegible][illegible]