Spellcraft & Swordplay   Fantasy Roleplaying Game

A NEW CLASS OF OLD SCHOOL!

Hordes of slavering orcs close in.

You're tired, battered and bruised, but far from beaten. You grip your heavy sword tightly, and blink at the sweat in your eyes. You're all that stands between the goodly folk of the village, and a curtain of eternal night...

...and going quietly isn't your style.

Between these covers lies everything you need to begin grand adventures of dark and gritty fantasy, high, epic fantasy, or even fairy tale fantasy. All you need is some imagination and a few friends, and you're off! Inspired by the very earliest days of the hobby, Spellcraft & Swordplay uses a rules-lite system that allows play in a fast, loose, and cinematic style.

Explore ancient ruins, rescue captive princesses, slay dragons, and build your own legacy of adventure and excitement, with SPELLCRAFT & SWORDPLAY!

Elf Lair Games

QLG

SPELLCRAFT & SWORDPLAY

Fantasy Role-Playing

By Jason Vey

Revised and Expanded

Spellcraft & Swordplay is a Trademark ™ of Jason Vey and Elf Lair Games.

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Tyr, der Schwertgott.
Zeichnung von Prof. C. E. Doepler.

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INTRODUCTION

Welcome to *Spellcraft & Swordplay.* Over the past couple of years, there's been a revived interest in so-called "Retro Clone" games, which attempt to reproduce old rules sets using modern open game formats. These have seen varying degrees of success and popularity, among the most popular being *OSRIC* and *Labyrinth Lord*.

Then there are the so-called "nostalgia," or "old-school" games, which use modern game design philosophy and apply it to old-school tropes, in an effort to present more modern games with an old school sensibility.

S&S resides within the nostalgia category, as it doesn't endeavor to perfectly reproduce an old system, though it is certainly inspired by the games that came before. But *S&S* takes its inspiration from the military miniatures game which inspired the hobby to begin with. It could be seen as what may have happened if role playing games took a slightly alternate route in evolution.

WHAT IS A ROLE-PLAYING GAME?

Many of you picking this up already know what a role-playing game, or RPG, is. You can skip this bit and move onto the next section. For those of you who are new to the hobby, an RPG is an exercise in collective storytelling, similar to improvisational theatre, except you don't actually get up, run around, and act out your part (at least, not in this type of RPG). Rather, you narrate what your character says and does. It's similar to what you do in computer role playing games, except less limited; your imagination substitutes for your keyboard, which means your options are more open than in a computer-based game, where options are limited by the number of buttons and combos on your screen. Storylines can also be much more complex and personal in a pen-and-paper (or PnP) game. That isn't to say one is superior to the other; they're just different, though they have some of the same roots. Still, if you've played a MMORPG, you've got a basic idea of what this is about; just take it a step further.

Each player in a role-playing game controls a single character, just like in a MMORPG. Your character could be a sword-swinging swashbuckler, a pious faith-healer, a nimble, sly rogue, a white-bearded, wizened mage, or just about any other fantastic archetype you can imagine. The statistics listed on your character sheet serve to define his abilities and limitations. You can have your character do anything you like, within those limitations, but you should try and play him as a *character,* that is, he should have a background and consistent personality, just like a character in a book or movie.

There is one player, the Referee, who doesn't just control a single character. The Referee is the final authority on the rules of the game. He controls *everything* in the game that is not a player character (PC), from monsters to non-player characters (NPCs) such as barkeeps, merchants and kings, to the gods and the weather. The Referee is the grand storyteller of the game. He sets the stage, presents challenges and goals for your characters to overcome and achieve, and adjudicates the rules of the game. The Referee/player relationship isn't

adversarial, however; while he portrays your characters' enemies, he also portrays their allies. It's his job to set the stage and help tell the story. He's your best friend and your worst enemy on the road to adventure, glory, and legend.

If you're ready to take on the role of Referee, let your imagination run wild. It would take a long volume unto itself to even begin to touch on the techniques of being a good referee; spinning a good story and letting your players have a big hand in the telling is no small task and for many it takes years to master. Some never do. Some take to it like a fish to water. This booklet makes no claims to be any kind of definitive guide to mastering a game. There are resources out there for that, if you look, but herein we seek to give you the tools to find your own way and style, a tricky and sometimes frustrating, but rewarding path. Here you'll find rules to interpret and adjudicate. Take ideas from your favorite books, movies, or even paintings. Come up with a goal and allies and adversaries for the PCs to meet and overcome, determine an ideal path for them to achieve that goal, and make notes about other paths they might take, for if there's one thing to remember as Referee it's this: *your players will always do the unexpected.* Never force them on a preferred path just because you haven't scripted another. Improvisation is a skill every Referee must learn. Encounters can be transplanted; just because the players take the swamp road instead of the mountains doesn't mean they can't still encounter the troll guardian. It's just that now perhaps he guards the only ford crossing a deep, smelly bog rather than guarding the mountain pass. Be flexible and don't force your characters onto a given path. Likewise, as players, your job is to cooperate and not deliberately try to throw the game out of whack or off the tracks. Sometimes you do what we refer to as "hopping on the plot train" because you understand that's the best thing to do for the game, because this is the way heroes in books and movies do it and even though it seems obvious, it'll probably lead to a rousing good time down the road.

Cooperation and trust between the players and referee are key in an RPG, especially a "rules-lite" one such as this which gives the referee a lot of fiat to interpret and adjudicate the rules. If you keep this in mind, you ought to have a blast.

What is here is intended to present a minimalistic rules-set that grants fast play in a style that is both "old school" and "cinematic." Much like the game that inspired it, *S&S* is divided into three volumes:

Book One: Swordsmen and Spellslingers is the book you're reading now. It details the process by which characters are created. Herein lies all the information you as a player need to get your character worked up and off and running. Don't worry if you see terms that seem unfamiliar or in need of explanation; just note them and in book two, most likely, they'll be explained. For now, let's worry about getting your character down on paper. That way when you hit the rules, you'll have all the figures you need to reference right in front of you.

Book Two: Combat and Confrontation details the rules of play, covering

ability checks and combat systems, as well as advice on how to run a game.

Book Three: Monsters and Magic includes a bestiary and statistics for magical treasure. This one is mostly for the Referee, who will be running the game. More on the roles of Referees and players in book 2.

So, without further ado, let's dive in, shall we? To play this game you will need these booklets, three to five friends, pencils and paper, at least 2 six-sided dice, and all the imagination you can bring.

This should be all you need to play this game, though for those who like to use miniature figures, we'll take that into account in book two.

When you see two numbers with a "d" between them, that means roll a number of dice and add them together. For example, 2d6 means, "roll 2 six-sided dice and add the total." 1d6 means "roll 1 six-sided die and read the total."

ABILITIES

Every character is defined by his or her Abilities, six statistics that define the character's physical, mental, and social capabilities and limitations. The six abilities are: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. In general, abilities are rated from 3-18; the exact method of determination of these abilities is left to the referee's discretion, but random die rolls are recommended to maintain the flavor of play and to curb incredibly high scores. Whether these rolls are simply 3d6, 4d6 keeping the best three scores, or multiple sets of statistics, choosing one set is up to the referee. It is strongly suggested, however, that the referee give careful thought to any system which will result in very high statistics, as such could upset the balance of play herein.

You will note that many abilities are noted as *Prime Requisites* for certain classes. Any member of a class with a 15 or greater in all prime requisites for a class increases all experience awards by 10%. Note that sub-classes such as Paladin and Assassin have multiple Prime Requisites—the Prime Requisite of their parent class as well as their own—and to receive the bonus award, all prime requisites must score 15 or higher.

Ability Checks

There will be times in game when the Referee has a character make a simple ability check to determine the result of some action not otherwise covered by the rules. When making an ability check, 2d6 are rolled, the bonus or penalty on the following table added, and any penalties or bonuses granted

by the Referee applied. If the result of the check is 11 or better, the check succeeds.

ABILITY TABLE 1: CHECK MODIFIERS

Score	Modifier
3-4	-3
5-8	-2
9-10	-1
11-12	NONE
13-15	+1
16-17	+2
18	+3

In addition to the bonuses above, characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc).

Additional modifiers are added based on the difficulty of a given task. For more information on Ability Checks, see *Book Two: Combat and Confrontation.*

Strength

Strength measures physical prowess and raw power. It determines how much he can lift and carry, and ability to force open portals such as opening doors, lifting gates, etc.

ABILITY TABLE 2: STRENGTH

Score	Portals*	Weight
3	0	-100
4	1	-100
5	1	-50
6	1	-50
7-8	1-2	-25
9-11	1-2	NORM
12	1-2	NORM
13-14	1-3	+50
15-16	1-3	+100
17	1-4	+150
18	1-5	+300
19	1-5	+300
20	1-5	+500
21	1-6(1)	+600
22	1-6(1)	+700
23	1-6(1-2)	+900
24	1-6(1-3)	+1000

*Score on 1d6 needed for success. Parenthetical numbers indicate chance to open magically held portals

Strength ability modifiers are applied to a character's chance to hit and damage in melee combat. Strength is the prime requisite for warriors, and only warriors can roll for exceptional Strength if their score reaches 18. It is also a prime requisite for assassins, though assassins gain no special benefit from a high score, other than the obvious experience boost.

Dexterity

Dexterity measures the agility, manual Dexterity, flexibility, and reflexes of a character. It is the prime requisite for thieves and those thieves with an above-average Dexterity, Intelligence, and Strength may opt to become Assassins. Dexterity modifiers are applied to initiative, reaction and ability to hit with missile weapons. Fighters can use Dexterity bonuses to penalize an enemy's ability to hit through quick reaction.

Constitution

Constitution measures the endurance and fortitude of a character as well as his ability to resist and weather damage and the elements. A high Constitution results in bonus hit points as well as a bonus to saves involving disease and physical damage. Note that characters always gain a minimum of 1 hit point per hit die, regardless of any penalties for low Constitution scores.

Intelligence

Intelligence is a measure of a character's education, knowledge and logic. It is the prime requisite for Wizards and Assassins and vital for determination of how many spells a member of that class knows and can learn at each level, the wizard's Intelligence checks to read and comprehend any given spell he discovers while adventuring, and the

maximum level of spell use available. In addition to the table below, wizards may add their Intelligence ability check modifier (p. 12) to any roll to cast or counter a spell.

ABILITY TABLE 3: INTELLIGENCE

Score	Max Spells/Lvl	Max Level
3	2	4
4	3	4
5	3	4
6	4	4
7-8	4	5
9-11	5	5
12	5	6
13-14	8	7
15-16	10	8
17	10	8
18	All	9

Wisdom

Wisdom is the prime requisite for priests. It represents common sense, wits, willpower, and "street smarts." Where Intelligence represents knowledge gained from study and intellect, Wisdom is a measure of a character's experiences and practical reasoning ability. Intelligence would be used to decipher instructions for a ritual or project, while Wisdom would be used to suss out the solution to a puzzle or answer a riddle. Intelligence is scientific; Wisdom is creative.

While Wisdom does not have a special table, it is heavily used in conjunction with the ability check modifier (p. 12) when puzzling situations occur. For example, a party lost deep in a cavern might see a character with high Wisdom, after sitting for a few moments, note that the air smells fresher down the left passage, indicating that it might lead outside. Also, with the force of the gods behind them, priests may add their Wisdom ability check modifier to any roll made to cast or counter a spell.

Charisma

Charisma is a combination of a character's personal magnetism, presence, and appearance. The higher the Charisma, the more impressive the character is. Whether this manifests as an ominous intimidation or an ethereal beauty is up to the player in question. Likewise, a character with low Charisma could be absolutely beautiful, but with a smarmy or uncomfortable air about them which is just somehow off-putting, or could be a nice guy who is just so ugly that people are repulsed by his appearance. Charisma is a prime requisite for Paladins, who require at least a 17 to qualify for the class.

Charisma comes into play in social situations and in the hiring and maintenance of henchmen and retainers. The Charisma ability check modifier (p. 12) is used when a character interacts with non-player characters, either in situations requiring social graces, negotiation or parley, or when determining the loyalty (morale) of henchmen, hirelings, and retainers.

ABILITY TABLE 4: CHARISMA

Score	Max Hirelings
3-4	1
5-8	2
9-10	3
11-12	4
13-15	5
16-17	6
18	10

RACE AND CLASS

Aside from Abilities, characters in *Spellcraft & Swordplay* have two defining elements: race and class. Players should choose one from each category to create their character. Available races are *Elves, Dwarves, Humans,* and *Halflings.* Available

classes are *Warriors, Thieves, Wizards,* and *Priests.* Each race/class combination gives a unique set of abilities to define an individual character. Note that non-human races are often (thieves excepting) limited in how high they can advance in their given class, but this is offset by the number of special racial abilities they possess and their ability to advance in multiple classes simultaneously.

Aside from Dwarves and Halflings being short (hence their racial name), it is left to the Referee to decide the racial traits of each race, within the limits set by the racial abilities of each. Are elves tall, slender and ethereal creatures of light, or short, mischievous fairies who switch their young for those of humans? Are dwarves simply short humans, or are they a race made of living rock? These questions are up to the Referee to answer as best fits his campaign milieu.

CHARACTER RACES

Humans

The only racial trait of humans is their ability to advance in any class to any level. However, at the Referee's discretion, certain humans may have cultural abilities that provide certain advantages in conflict situations. Historically, for example, Mongols were known for overwhelming bravery and expert horsemanship. Thus, a Mongol character might, at the Referee's discretion, gain a bonus to morale and a bonus on attacks when fighting from horseback. Such benefits are always at the discretion of the Referee, but should be consistent (i.e. if one member of a given culture has special abilities, all members of that culture should have the same).

Humans speak common, their alignment tongue, and one other language of the player's choice per point of Intelligence check modifier.

Dwarves

Dwarves may only progress as warriors or thieves, and are restricted to a maximum advancement of sixth level in the former. They may if they choose advance in both classes simultaneously. The details of pursuing this path are covered under "Characters with multiple classes," later.

In addition, Dwarves save against magic as though they were four levels higher than they are, even if they have reached maximum level. Thus, a sixth level dwarf warrior will still save as a tenth level character. They are the only characters able to wield a +3 magic war hammer at its full potential. They have a 4-in-6 chance to note unusual stonework, stone-based traps, slanting passages, new construction, etc., when underground. Finally, dwarves can see in normal darkness—even near-complete darkness—as well as humans can see in full daylight.

Dwarves speak the languages of gnomes, kobolds, and goblins in addition to their own racial tongue, alignment tongue, and the common tongue of man.

Elves

Elves begin play as warriors, wizards, or thieves, and have two options for multi-classing. Elves can choose to progress in all three classes simultaneously, the details of which are explained later, or they may choose to freely switch back and forth between warrior and wizard. If they choose this path, the elf keeps one experience

total, and may choose at the beginning of every play session whether the character will act as a warrior or wizard that session. Note that the change will affect the elf's hit points, armor usage, weapons, level of experience, and nearly every other aspect of the character, so players opting for this path are best to keep two character sheets reflecting their character's stats as a wizard and as a warrior. Elves acting as wizards in this capacity may still use the weapons and armor of warriors while casting spells, making this an extremely potent combination. Elves are restricted to fourth level in warrior and eighth level in wizard.

Elves are proficient with the short, long, and composite bow no matter what their class, and can perform shot on the run with a bow, unlike other races who must perform their full movement either before or after firing. Elves are so adept at hiding and stealth that they can effectively become invisible at will, but may not attack while so hidden; attacking immediately cancels the effect and opens the elf up to retort by an enemy. Becoming invisible requires half of a movement action and cannot be done while the elf is under direct observation; if an invisible elf does something to draw attention to himself, such as making noise, engaging in sudden movement while being observed, etc, the observer can make a Wisdom ability check to see the elf. In addition, elves note secret passages and doors on a roll of 4 or less on a die when actively searching, and may notice the same on a roll of 2 or less just by passing by one. Finally, elves armed with magical weapons gain combat advantage over enemy creatures. Against goblins, they add a +3 bonus to their attack

roll; against orcs the bonus is +2. They gain +1 against undead, and against warriors and wizards of at least fourth level. These bonuses come into play only when the elf wields a magical weapon, and are in addition to any benefits granted by the weapon. Elves can see in moon- or starlight, or by torch or fire, twice as far as a normal human.

Elves speak the languages of orcs, hobgoblins, and gnolls in addition to Elven, their alignment language, and the common tongue of man.

Halflings

Halflings can progress in either the warrior or thief class, being restricted to fourth level as a warrior. If they so choose, they can advance simultaneously as a warrior and thief; guidelines for doing so are detailed later.

Halflings are brave little souls and make saving throws against fear as though they are four levels higher than their actual level. Halflings can become effectively invisible exactly like elves. In addition, they are known for their deadly ability with slings and hurled rocks; when employing these items they gain a +1 to hit and have an effective range equal to that of a short bow, also employing the "short bow" entry in the attack matrix when engaging in hurled or slung missile fire. All Halflings are proficient with the sling, and can shot on the run with a sling, just as elves can with a bow. Halflings speak the language of elves, the common tongue of man, and their alignment tongue.

REMOVING DEMIHUMAN LEVEL LIMITS

It is possible, at the Referee's discretion, to remove level limits from demihuman PCs. If this is done, human characters should receive an additional experience bonus equal to 5% of all earned XP. Thus, if experience awards for a given adventure equal 1,000, then human characters should earn 1,050 for that adventure. This maintains the attraction of playing human characters while allowing demihumans to advance higher than normal level limits would allow.

CHARACTER CLASSES

Once you've chosen the race for your character, you need to choose a class. The character class determines your character's training and approach to the adventuring life. There are four classes in *Spellcraft & Swordplay*: Warrior, Wizard, Thief, and Priest, and two "elite" sub-classes: Paladin (Warrior) and Assassin (Thief). Each class gives certain abilities and advantages, enabling it to fulfill an important role in an adventuring group.

Elite Paths

Paladin and Assassin represent "elite" paths, which can only be undertaken if the character meets certain specific and strict requirements. Good warriors with a high Charisma, for example, can become Paladins, and neutral thieves with above average Dexterity, Strength, and Intelligence can become assassins. Characters do not "enter" sub-classes; these are rather elite versions of basic classes that can be taken up at character generation, but not after. A third level Good fighter, for example, who gains a magic item that boosts his Charisma to 17 cannot suddenly "become" a Paladin. Followers of elite paths are rare, and for good reason!

Progression for Elite Paths

Due to the additional abilities granted to elite paths, these sub-classes advance more slowly than do members of the base class with which they are associated, requiring 10% more experience per level to advance than their compatriots.

READING THE CLASS ENTRIES

Character classes and their abilities follow below and are listed in a standard fashion:

CLASS

Introductory text describing the nature of the class, prerequisites to enter, etc.

Class Abilities

Special abilities granted to the class, and their functionality in game, including any restrictions upon the class.

ADVANCEMENT TABLE

A table explaining the advancement progression of the class, experience points required for each level, cumulative Hit Dice per level, the number of attacks the character gains at each level, and any special attacks or magic use accumulated. Note that under "Attacks," individual bonuses are "pips" that may be added to any one or more attacks in a progression, to the maximum. Thus, a character listed as having "7+2" attacks gains 7 attacks in a round, and may add +2 to a single one of these attacks, or may add +1 to any two attacks, at the player's discretion.

Similarly, hit dice represent the cumulative total hit dice and pips gained by a character. Thus, a character at fifth level with 5 hit dice advancing to 6th level, with a listing of "6+2," would not roll 6 dice plus two pips to add to his total, but would roll one die, adding two pips to the total, so that his cumulative total hit dice to date were 6+2. Likewise, an entry of "7+3" which at next level reads "7+5" would see the character adding only 2 pips to his current hit point total.

WARRIOR

The warrior is a classic man-at-arms. Every great fantasy swordsman, from Robert E. Howard's barbarian hero to Tolkien's great returned King are warriors. The legendary King Arthur and the knights of Charlemagne are other examples. The primary ability of the warrior is that they are capable of using all weapons and armor, the only class able to do so. They also gain more hit dice than other characters and have a more advantageous attack progression. Of all the classes, warriors alone can use their Strength and Dexterity to their fullest potential when in combat. They can employ any weapon and wear any armor.

Warrior Abilities:

Exceptional Strength: Warriors with an 18 Strength may roll an additional d6-1 (yes, a zero result is possible), adding the result to their Strength score to determine *exceptional* Strength, thus increasing their bonus to hit and damage in combat, and boost their weight allowance and chance to break open doors.

Combat Reflexes: Warriors with a Dexterity of 15 or greater automatically reduce their opponents' chance to hit in combat, imposing a penalty on enemy hits of -1 per point of Dexterity above 14.

Slaughter: When fighting creatures with 1 Hit Die or less, the warrior gains 1 bonus attack per level he possesses. Thus, a fourth level warrior facing a group of four goblins—1 hit die creatures—will gain four extra attacks against the goblins, plus four attacks for being a fourth level warrior (see Advancement Table 1: Warrior); he will make *eight* strikes against the goblins!

Weapon Mastery: Every warrior has one type of weapon or combat style in which he is specialized. Choose a weapon or style of combat (such as two-weapon or mounted); for every four levels of experience, add +1 to hit and damage with that weapon or when employing that style. Note that for styles such as two-weapon fighting, penalties still apply, though Weapon Master bonuses can help to offset and overcome them.

Iron Constitution: Warriors add +2 to all Constitution-based saves.

Paladin (Elite Path)

The paladin is a special sub-class of warrior that represents the paragon of knighthood, a true champion of divine Good. Paladins advance on the same advancement table as warriors and gain all the abilities of the warrior class, as well as additional abilities.

To be a paladin, a warrior must be Good in alignment and possess a Strength score of 14 and Charisma score of at least 17, both being prime requisites. If a paladin ever engages in chaotic behavior or sees his Charisma reduced below 17, he immediately

loses paladinhood and may never regain it, advancing thereafter as a normal warrior.

Additional abilities granted to a member of the Paladin class are as follows:

Healing Touch: A paladin's touch can heal up to two points of damage per level of the paladin, per day, and curing disease once per day for every five levels the paladin has gained. At the Referee's discretion, curing of diseases may not extend to magical afflictions such as lycanthropy.

Immunity to Affliction: Paladins are not subject to natural disease, and add +2 to all saving throw rolls.

Detect and Dispel Evil: Paladins may always detect supernatural evil within 60 feet of their current position. In addition, a Paladin may dispel supernatural evil, requiring the creature to immediately roll a saving throw or be banished.

Holy Sword: Paladins carrying a holy weapon of any type save against magic as dwarves. Dwarf paladins carrying holy weapons add an extra two levels to their normal saves against magic.

Holy Mount: A paladin may obtain a horse which is highly gifted in intellect and utterly loyal. The horse will understand the Paladin when he speaks to it, and is a heavy war horse with AC 5, 180' movement, and 5+1 Hit Dice. If separated the horse and rider will always know where one another are, and the paladin can send out a mental "Call" to his horse, which will move towards him as fast as possible. A paladin who loses his

horse may not gain another for ten years, and a character who loses his paladinhood will find the horse immediately hostile; the creature will immediately abandon the character, and if pressed will fight until able to flee.

Restrictions: Paladins swear oaths of chastity, piety, and poverty. They endeavor at all times to keep pure and regal in appearance and stature, and may never possess magical items beyond a suit of armor, a shield, and up to four weapons. They may never keep any treasure save that needed to maintain themselves and any hirelings or henchmen they retain, gifting the remainder to charitable or religious institutions.

Ranger (Elite Path)

The Ranger is a tracker, hunter, wilderness guide, and border fighter. Men and women of this path not only know how to survive, but thrive in the wilds where civilized men and women fear to tread. They tend to be aloof,

gruff, and caustic, preferring nature to cities and towns. Still, their skills as guides, survivalists, and combat against the wild humanoid creatures of the forests are in high demand. Further, every border fighter and hunter knows the value of a loyal friend in the unforgiving wilds, so while their trust is slow, once a Ranger calls someone friend, that bond is near unbreakable.

To enter this class, a character must be human, Elf, or Halfling and have a minimum Dexterity, Strength, and Wisdom of 15. The Ranger has no Prime Requisite for purposes of gaining bonus experience, though for all other intents and purposes, Dexterity, Strength, and Wisdom are considered Prime Requisites.

Rangers can be of any alignment, but due to their strong sense of honor they tend towards good and neutral (both balance and unaligned). Evil Rangers are rare and mercilessly hunted by those Rangers of a more goodly and balance-oriented mindset, though they do exist and make for dangerous and deadly foes.

Rangers can wear padded, leather, studded, chain, or scale armor, though when wearing the latter two they suffer a 20% (-2) penalty to their ability to move silently. They may use long and short swords, long and short bows, slings, daggers and knives, hand axes and staves. As fighters, they gain all the benefits of that class, including weapon mastery.

In addition to the normal abilities for being a fighter, the Ranger has several special abilities geared towards life in the wilderness and on the borderlands of civilization.

Animal Husbandry: Rangers can make a Wisdom check to identify animal life and determine any information they wish regarding an animal, including (but not limited to) whether it is edible, hostile, benign, or has detrimental effects such as poisoned spines, as well as the general health of the creature (and potentially all of the area's fauna based on this animal). In addition, with a Charisma Check, the Ranger can approach or calm an otherwise aggressive or wild animal. The exact effects of this ability are at the discretion of the Referee, but generally with wild animals, Rangers can keep them from attacking for a

time (long enough to slowly back out of the animal's immediate area). With trained aggressive animals, the Ranger can often convince the animal he is a friend.

Tracking: A Ranger's stock in trade is the ability to track animals, foes, and any other quarry through the rough terrain of the wilderness. Indeed, their skill is so attuned that they can often detect and deduce from the most minute evidence the details of an encounter. Like most tasks in *S&S,* the amount of detail gleaned from tracking, and the difficulty to do so, are largely at the discretion of the Referee. Usually a tracking roll is a Wisdom check, with bonuses and penalties applied as outlined in the difficulty table on p. 80. Wet, muddy terrain with a great deal of foliage, for example, would constitute a Basic attempt, as there is ample opportunity for signs, while hard, rocky terrain that is free of dust and debris would constitute a Heroic task. Tracking for a Ranger should *never* be Unimaginable unless in a town or city, as their abilities are so honed as to be almost mystical in nature. Rangers are able to track enemies under conditions that are impossible for other characters—even those with wilderness backgrounds.

Wild Stealth: When in the wilderness, or outdoors in a setting no larger than a hamlet or small village, a Ranger can become effectively invisible just like an elf or Halfling, and can move silently with a 90% success rate (or +5 on a Dexterity check if using the 2d6 unified option).

While within the bounds of civilization, indoors or in constructed underground labyrinths such as dwarven undercities, castle dungeons or the like, a Ranger gains a Stealth ability exactly like the Thief's.

While in natural underground settings such as cave complexes, Rangers may become invisible and move silently as though they were out of doors.

Keen Senses: Rangers can see in starlight, candlelight, by torch or fire as well as can elves, and gain a +1 bonus to all Perception-related Ability Checks.

Wild Avenger: Rangers have learned to combat those humanoid creatures that are enemies of the wild, including orcs, goblins, hobgoblins, trolls, and giants. Against such creatures, Rangers gain +1 to hit and a damage bonus equal to their level of experience. This bonus is in addition to any other bonuses to hit and damage the Ranger has, such as those imparted by weapon specialization.

ADVANCEMENT TABLE 1: WARRIOR

Level	Hit Dice	Attacks	XP Needed
1	1+3	1+1	0
2	2+3	2+2	2000
3	3+3	3+2	4000
4	4+3	4+3	8000
5	5+5	5+4	16000
6	6+5	6+4	32000
7	7+5	7+4	65000
8	8+5	7+5	125000
9	9+7	7+6	250000
10	10+7	8+6	500000

WIZARD

High-level wizards are probably the most powerful characters in the game, but the trade-off is that they begin play relatively weak and feeble. Wizards have a difficult road to walk, but if they succeed the reward is power undreamed of by other mortals. Theirs is the province of arcane magic, weaving the magic energies of the world together to produce incredible supernatural effects. Tolkien's seminal gray wizard and Merlin of Arthurian fame are prime examples of wizards in fiction, as are the creepy sisters in *Macbeth* or the wicked step mother of various "Cinderella" and "Snow White" tales.

In addition to casting arcane spells, wizards can employ any sort of magic item except for weapons and armor, these being restricted to daggers, staves and slings. Even in the mundane, wizards can only employ daggers, staves and slings as weapons. They may not wear armor of any sort, as bulky plates and padding impede the range of movement necessary for the complex rituals of spellcasting, and may never use shields of any sort, as spellcasting requires their hands to be free (though wizards who wield a staff often work it into their gestures). Their purview is the mystic, not the martial.

Wizard Abilities

Read Magic: Wizards can read the arcane script used to create scrolls, wards, and runes, and which is used in the writing of spellbooks. Only wizards (and higher level Thieves) can read this writing.

Arcane Spells: Wizards maintain a spell book full of the arcane formulae

by which they make their way in the world. From this book a wizard is capable of holding the magical energy of a certain number of spells, determined by level, in his mind for discharge whenever he needs them. Every morning, the wizard must spend one hour studying his spell book or the magical energy begins to fade and he forgets. As a general rule, any morning that the wizard does not study, he loses one die worth of spell levels from memory, with higher level spells vanishing before lower level ones.

Spells are organized by complexity, or spell level, which is different than character level. To cast a spell, a wizard rolls 2d6, adding his Intelligence ability check modifier, and attempts to equal or better a casting threshold based upon the complexity of the spell (See Wizard Table 1: Spell Casting).

Three results are possible:

1. If the spell casting roll achieves a result of "Immediate", the spell goes off immediately, at full effect, as intended.
2. If the spell casting roll achieves a result of "Delayed," the spell will go off one round after casting is complete.
3. If the spell casting roll fails (rolls lower than the target for a delayed result), the spell fizzles and is erased from memory. The spell cannot be used again until the wizard engages in his daily spell book studies the following morning. Note that even if a wizard is guaranteed success, such as a tenth level wizard casting a first level spell, an unmodified "natural" result of 2 ("snake eyes")

on the spellcasting roll still results in the spell being forgotten, though in this case it will function normally before being erased.

Wizards begin play with 4 spells of first level in their book. These spells can be determined randomly from the list on p. 39, or can be chosen by the player and/or Referee. Thereafter, at levels 2, 4, 6, 8, and 10, the player adds from 1-3 (d6: 1-2=1, 3-4=2, 5-6=3) new spells of any level that he can cast to his book. Other spells must be found or bought through adventuring.

For more on spell casting, including counter spells, see Book 2.

Magic Item Creation: Wizards can scribe scrolls, brew potions, and enchant items, though doing so is costly in money and time.

Scribing scrolls costs 100 gold pieces and 1 day per spell level. Scrolls are single-use versions of spells that require no casting roll; the wizard

simply reads the scroll and the spell activates, the magic consuming the scroll in the process. A wizard may not scribe a scroll for a spell he cannot cast; however, it is possible to attempt to read a higher level scroll. Doing so requires the caster make a successful Intelligence check with a penalty equal to the level of the spell on the scroll. Thus, if a first level caster with Intelligence 18 attempts to read a fourth level spell scroll, he must roll 2d6, adding 1 for level and 3 for his check bonus, and a penalty of -4 for the spell level. If he succeeds, the spell works as normal. If he fails, the scroll is destroyed and the spell does not work.

Any spell that the wizard can cast or can have cast by a Priest can be imbued into a potion at a cost of 100 gold pieces and 1 week per level of the spell in materials and brewing. This is in addition to any cost another spell caster may charge for casting a spell not accessible to the brewer.

Permanent items require an item of fine quality, costing at least five times the value of a normal item of its type (i.e. a magic long sword requires a finely crafted weapon costing at least 50 gp), plus 500 gold pieces per +1 bonus (with a minimum of +1), plus 100 gold pieces per level of the spell or effect being imbued (Referee's discretion if no specific spell is referenced), plus 600 gold for the sixth-level "Enchant Item" spell. The overall time investment is one week per 100 gold pieces of the total cost. These costs are in addition to costs associated with other casters or helpers; if a third-level wizard seeks to create a magic sword, for example, he will need to find a wizard capable of casting "Enchant Item" for him, and

the service will certainly come at a premium.

Creating a "charged" item has all the same requirements as a permanent item, but the monetary costs are reduced by 25%, the end result being an item with 25 charges; each use of a power removes one charge, and when all charges are exhausted, the item becomes a mundane item, never to be re-enchanted.

Intellect Fortress: Wizards add +2 to all saving throws based on Intelligence or Charisma.

Necromancer (Elite Path)

Necromancers are a dark breed, Wizards who have a knack for dealing with the dead. These black sorcerers deal in the darkest magic, and practice arcane arts that can impart great power, but at a great price. Necromancy, in most civilized societies, is feared, despised, and outlawed, often carrying a penalty of death by burning. Yet still these men and women seek a path of darkness and death, drawn to the morbid and macabre like a moth to the flame.

Not all Necromancers are evil, though there are none of a Good alignment. Trafficking with the energies of the Negative Material Plane is an inherently dehumanizing and corrupting act. Even those sorcerers who begin with an endeavor to use these dark powers for the benefit of all end up somewhat less than human. Those with indomitable will can hang on to some semblance of morality, but often this is a rational and coldly logical decision, a code that they know

they are supposed to follow, rather than one they feel is proper. Thus, non-Evil Necromancers tend to follow the path of Neutrality, be it Balance or Unaligned.

Only humans may become Necromancers of non-evil alignment. Evil Elves may also look to this path. To enter this Path, a character must have an Intelligence of 17, a Constitution of 15, and a Charisma and Wisdom of 13. Necromancers use the same weapons and armor list as all Wizards, but may also wield the scythe and sickle, as can Druids (on the weapon type vs. AC chart on p. 94, sickles attack as hand axes and scythes as morning stars, though the latter requires two hands to wield).

In addition to normal Wizard abilities, Necromancers have the following special powers:

Bane of the Dead: Necromancers can affect undead exactly as can evil Priests (p. 27) and can choose when using the power whether to cause them to flee or subjugate them, but must choose before attempting the ability. If the Necromancer chooses to subjugate a creature and the result of the power would normally destroy the undead, the Necromancer can choose to bind the creature to service for one month. Otherwise, subjugation of an undead creature lasts for one day per level of the Necromancer, at which point the caster must again use Bane of the Dead to bind the creature.

Enhanced Undead: When a Necromancer uses a spell to create an undead creature (such as with animate dead, create undead, or create greater undead), all undead creatures created gain a +4 bonus to Strength and Dexterity-related saves, +2 to hit and melee damage, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the Necromancer can create or control, and does not apply to the Necromancer's skeletal minion (see below).

Skeletal Minion: At 3rd-level, the Necromancer can perform a ritual to call an undead minion (a normal skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp. This creature is a loyal servant that follows the Necromancer's commands and accompanies her on adventures if

desired. If the skeletal minion is destroyed, the Necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

When gained, the skeleton is typical, but it gains power as the Necromancer gains levels. The skeleton has a number of Hit Dice equal to the Necromancer's class level, minus two. Add one-half the Necromancer's class level to the skeleton's natural armor bonus. Add one-third of the Necromancer's class level to the skeleton's Strength and Dexterity-based saves, and half this score to the skeleton's melee damage.

Spell casting: Necromancers cast spells exactly as do Wizards. However, they have their own spell list and may not choose spells from the normal Wizard list.

Undead Apotheosis: As a Necromancer progresses in levels, she gains some of the qualities that typify undead creatures. At 4th level, the Necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease.

This bonus increases to +3 at 8th level. At 7th level, the Necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain. At 10th level, the Necromancer gains resistance to normal damage; he cannot be hit by non-magical weapons, save those made of cold iron or silver.

This power is not without its drawbacks. At 4th level, the Necromancer sees Dexterity and Constitution each reduced by 2. At 6th level, the Necromancer suffers -2 to Charisma. At 8th level the Necromancer's skin becomes dry, gray, and leathery and he begins to emit a faint smell of decay. At 10th level, he suffers another -1 loss to Dexterity, Constitution, and Charisma. All ability losses are permanent but do not result in the loss of this Path's special abilities. Loss of hit points from Constitution drain is cumulative for all acquired Hit Dice (thus, a Necromancer with 15 Con by 10th level sees his Con score reduced to 12; his Con bonus drops from +2 to +1 and he would subsequently lose 10 hit points as a result—1 for each level up to 10).

WIZARD TABLE 1: SPELL CASTING

Spell Level	Wizard level (Immediate/Delayed)									
	1	2	3	4	5	6	7	8	9	10
1	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2	2
2	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2
3	-	-	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3
4	-	-	-	-	-	11/9	10/8	9/7	8/7	7/5
5	-	-	-	-	-	-	-	11/9	10/8	9/7
6	-	-	-	-	-	-	-	-	-	11/9

ADVANCEMENT TABLE 2: WIZARDS

Level	Hit Dice	Attacks	Spells Memorized by Level 1 2 3 4 5 6	XP Needed
1	1-1*	1-1	1	0
2	1	1	1 1	2500
3	1+2	1+1	2 1	5000
4	2+2	2+1	2 2 1	10000
5	2+4	2+2	3 2 2	20000
6	3+4	3+2	3 3 2 1	40000
7	3+6	3+3	4 3 3 1	80000
8	4+6	4+3	4 4 3 2 1	150000
9	4+8	4+4	5 4 4 2 1	300000
10	5+8	5+4	5 5 4 3 2 1	550000

*Minimum 1 hit point

PRIEST

In some ways, priests are a combination of the previous two classes. They have better martial ability and more access to weapons and armor than do wizards, though not nearly as good as warriors, and they can perform feats of magic, though not nearly on the same plane as wizards, and of a different sort. Priests are warrior-Priests who wander the land battling heathens in the name of their god. They disdain bloodshed, so they may only use bashing and non-bladed weapons, often preferring hammers or maces, and may wear leather, padded, studded, scale, or chain armor. They may use shields.

Many priests follow a specific deity or pantheon, and if your campaign milieu has gods, priest characters should choose a specific deity or pantheon to worship. Alternately, if the Referee permits, priests can serve the greater cause of "Good," "Neutrality (Balance)," or "Evil." These causes are explained later. There are no unaligned priests.

Priest Abilities

Divine Spells: Similar to wizards, priests have the ability to cast spells. Spell casting for priests is done exactly the same as wizards, using the numbers on Wizard Table 1: Spell Casting (p. 25), but priests cast spells as though they were one level lower than they actually are (i.e. a second level priest casts as though he were a first level wizard) and cast spells from their own list. Rather than Intelligence, priests add their Wisdom ability check modifier to the spell casting roll.

Priests do not keep spell books; rather, every morning they must spend one hour in prayer and supplication, asking their god or the cause which they champion to grant them certain powers to aid them in the course of the day. The number of spells granted are shown on Character Advancement Table 3: Priests, and can be chosen from all spells able to be cast by the priest. Just as with wizards, however, if a priest fails his spell casting check or rolls snake eyes, he forgets the spell for the remainder of the day, though if

2 is the requisite target the spell may still work one last time.

Healing Touch: As a paladin, but priests may heal 3 points of damage per level, per day and cannot cure diseases.

Bane of the Dead: Once per day per every two levels of experience, a Priest can cause any undead of equal or lesser hit dice to immediately make a morale check (see book two) when confronted, or flee. This morale check suffers a penalty equal to one plus one third the Priest's level (rounded down). Thus, a third level priest imparts a -2 penalty to morale checks. Certain evil priests may cause subjugation in undead who fail this morale check, rather than causing them to flee. This is the only time non-intelligent undead such as zombies or skeletons must perform a morale check. Any undead

creature more than four hit dice below the Priest's level who fail their morale check are instantly destroyed. At the Referee's discretion, intelligent undead such as vampires and wights may not flee; rather, they may suffer -2 to all attacks, saves, and ability checks while in the Priest's presence.

Divine Conviction: Priests add +2 to all saves based on Wisdom.

Druid (Elite Path)

Going far beyond being simple clerics of nature deities, Druids are those Priests who are so devoted to the natural world and its gods that they develop an unbreakable mystical link to the land around them. They are healers, defenders of the natural world, and avengers of nature against those who would destroy it. In small wilderness communities, Druids often act as teachers, historians, and keepers of the law. Like Rangers, Druids tend to prefer the wild, natural world to the civilized, but as lawgivers and teachers they tend to be a bit more social in nature. Rangers and Druids are often found together, as the two have similar outlooks on nature.

To become a Druid, a character must be a human, Elf, or Halfling and have Wisdom, Intelligence, and Charisma scores of at least 14. As lawgivers and protectors of nature, Druids must be Neutral (Unaligned or Balance) in alignment; justice is blind and unbiased, and nature exists in a delicate balance. Druids that step out of the Neutral alignment forever lose their special abilities and become normal Priests, albeit likely of nature

deities. Druids may wear padded, leather, or studded armor and can wield short bows, slings, staves, wooden clubs and maces, hand axes, knives, sickles, and scythes (On the weapon type vs. AC chart on p. 94, sickles attack as hand axes and scythes as morning stars, though the latter requires two hands to wield).

Druids have most of the abilities of clerics. This includes healing touch (though see "herbalism," below), and casting spells, but they have their own spell list (p. 68). Druids cannot affect undead. The cleric's Bane of the Dead ability, which often causes undead to flee without being destroyed, is anathema to the Druid, who will always seek to destroy such abominations.

Druids gain special abilities as detailed below.

Animal Empathy: Druids can identify any normal animal just as a ranger. They can also communicate on a basic level with normal animals through communication of primal emotions. While complex information cannot be exchanged, the animal can warn of danger, or be asked to seek and retrieve an item within its understanding.

In addition to communication, the druid can make a Charisma check (see "Seduction, Interviewing, and Interrogation," p. 81) to avoid hostility by a wild animal. The animal's effective Wisdom bonus will be equivalent to ½ of its hit dice (rounded down).

If the animal is domestic, the animal will automatically behave in a friendly manner towards a Druid. The only exceptions are animals specifically trained to attack, ill (as in rabid), or magically controlled. In such cases, the Druid may affect the animal exactly as a cleric affects undead.

Herbalism: The "Healing Touch" power of Druids is not a laying on of hands as with clerics and Paladins, but is accomplished through the use of medicinal poultices, natural moss and salves. To maintain a stockpile of these vital items, the Druid must spend at least one hour every day gathering roots, plants, bark, and fungi. She must then brew, mix, or mash her recipes. For each day she does not

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gather materials, the Druid loses 3 points' worth of healing (cumulative). Thus, if a second level Druid does not gather and mix ingredients for salves for two days, she cannot perform a healing touch, as she has lost all 6 points' worth of healing. Druids can, however, heal diseases as Paladins using their herbalism.

Finally, Druids can make a Wisdom check to identify plant life and determine any information they wish regarding plant life, including (but not limited to) whether it is edible, useful, or has detrimental effects, as well as the general health of the plant (and potentially all of the area's flora).

Lore: As keepers of law and history, Druids are veritable repositories of unusual information. Whenever a question arises regarding philosophy, legal matters, local history, or nature, the Druid may make an Intelligence Check with a difficulty set by the rarity of the knowledge to provide an answer.

Transformation: Druids can, a limited number of times per day, transform themselves into a natural animal exactly as described in the Wizard's *Polymorph Self* spell. At first through third levels, the Druid may transform itself into any small animal once per day. At third through sixth levels, the Druid may transform itself into a small animal twice per day, or into any medium animal once per day. At seventh through ninth levels, the Druid may affect a transformation into any small animal three times per day, any medium animal twice per day, or any large animal once per day. At tenth level and up, the Druid may transform itself into any small animal twice per day *and* any medium animal once per day *and* any large animal once per day. Each transformation lasts for one hour, and in no case may a Druid transform into an animal with more hit dice than his own level.

Wild Stealth: This functions exactly as the Ranger ability at the same name, but Druids do not gain this ability until fifth level. Treat a fifth level Druid as first level for purposes of using this ability, and Druids may not use the ability in civilized areas.

ADVANCEMENT TABLE 3: PRIESTS

Level	Hit Dice	Attacks	Spells Granted by Level 1 2 3 4 5	XP Needed
1	1	1	NIL	0
2	2	1+1	1	2000
3	3	2+1	1 1	4000
4	3+2	3+1	2 1	8000
5	4	3+2	2 2 1	16000
6	5	4+2	3 2 2	32000
7	6	5+2	3 3 2 1	65000
8	6+4	5+3	4 3 3 1	125000
9	7	6+3	4 4 3 2 1	250000
10	8	7+3	5 4 4 2 1	500000

Also known as rogues, burglars, and "practitioners of the dexterous arts," thieves are knives in the dark, sneaky men and women who hide in shadows, strike unseen, and vanish again. They are also eminently useful to any adventuring party for their abilities to climb sheer surfaces, move silently, remove traps, and perform certain feats of manual Dexterity and legerdemain often not appreciated by the town guard (they pick pockets). Most thieves are of neutral (unaligned) or evil persuasion, but there do exist those who use their talents for the good of all. Any race may advance to any level as a thief.

Thieves don't have the hit dice of warriors or priests, though they are slightly better than wizards in that respect. They wear light armor (leather or padded) and do not utilize shields. They may only use one-handed weapons such as daggers, swords, and small clubs, but may employ light crossbows, short bows, and slings. Of magical weapons, they may only use magical daggers and swords.

Thief Abilities

Most thief abilities use standard ability checks to determine success. These checks gain special class-based bonuses. In addition, certain races have racial bonuses to certain abilities. These numbers are located on Thief Table I: Racial Bonuses and Advancement Table 4: Thieves (p. 35). Thieves should add their appropriate ability bonus to their base chance of success on skills. The associated ability for each skill is listed in the skill description, below. Thus, a first level dwarf thief with a Dexterity of 17 will have a Remove Traps bonus of +3 (Dex) + 2 (Dwarf) + 1 (1st level) = +6. See p. 34 for more information on racial and level advancement bonuses. As with any Ability Check, snake eyes always fails, and a roll of box cars always succeeds.

When checking for success, the Referee should grant a bonus of +1 for every 3 levels above the opponent the thief is, or a penalty of -1 for every 2 levels below the opponent the thief is. Thus, when a first level thief tries to disarm a trap set by a third level thief, he suffers -1 to his skill. When a fourth-level thief tries to sneak up on a first level character, he gains +1 to his stealth skill. If the opponents consist of multiple characters (ie. a trap set by two thieves), penalties or bonuses are cumulative. Thus, a fifth level thief trying to disarm a trap set by a seventh and ninth level thief, he suffers -1 for the seventh level and -2 for the ninth, for a total penalty of -3. If the trap was set by a second and seventh level thief, there is no penalty or bonus, as the -1 from the seventh level is offset by the +1 from the second level.

Open Locks (Dexterity): Thieves are expert locksmiths, and given time and the right tools can bypass almost any secured enclosure. They use a Dexterity check to determine success, and failure indicates that the lock is simply beyond the thief's current level of expertise. He can try again next level...or someone can just bust it off.

Trap Smith (Intelligence to Find, Dexterity to Remove): A thief can attempt to disarm mechanical traps and bypass magical traps when detected (use rules for detecting secret

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doors for detecting traps). If the thief fails his roll to remove or bypass a trap by more than 3, he will instead set off the trap, suffering full consequences for doing so.

Pick Pockets (Dexterity): This represents the thief's chance to pilfer an item unnoticed. For each level of the mark above 5, reduce the thief's base chance of success by 1; if the attempt would have succeeded but only fails due to the experience of the mark, the thief has been caught! Likewise, any time a thief fails his roll to pick pockets by more than 4, the mark may make a Wisdom ability check to notice the attempt.

Stealth (Dexterity): This represents the thief's ability to move without sound, and to hide in shadows, remaining unseen. This ability is important to elves and Halflings; though these races can automatically hide, they do not automatically move silently, and making noise can foil their invisibility just as readily as attacking.

Perception (Intelligence or Wisdom): Thieves have a better chance of hearing noise and noticing things that are out of the ordinary than do other creatures. They may attempt to listen through doors where other creatures would have problems, and are adept at finding hidden compartments and secret doors, and at noticing potential or impending threats.

Cant: Thieves have a special lingo, a sort of "street speak" that identifies them to each other and allows them to speak in code about thieving activities. This cant is not a full language, and is restricted only to speaking about activities of a less-than-savory nature.

Expert Linguist (Intelligence): Beginning at 3rd level, thieves are capable of deciphering most documents and writings, including maps, curses, wards, etc., so long as the languages are mundane and not magical in nature, and gain a +5 to do so. At 10th level, thieves may attempt to read magic (same bonus), enabling them to utilize spell scrolls of arcane (wizardly) persuasion. However, if the spell is 4th level of complexity or higher, there is a chance that the spell will backfire, causing the reverse of what is intended. If the roll to read the scroll results in snake eyes, the spell back fires. For each level above 4th, the chances of failure increase by one (i.e. a 5th level spell fails on snake eyes or "natural 3," and 6th level spells fail on a natural result of 2-4).

Climb (Strength): Thieves can attempt to climb any sheer surface, from a cliff face to a building. At first level, the thief gains +5 to climb; every odd level after the first (levels 3, 5, 7, etc.) increases this bonus by +1. Other factors (grease, ice, use of climbing gear, etc.) may also affect this ability at the Referee's discretion.

Vital Strike: By striking when unnoticed or from behind, the thief can target vital areas, increasing his chance for a hit and dealing extra damage. If the thief is unnoticed (see "Stealth") or behind a target, as when flanking (see "Combat," chapter 3), he adds +3 to his "to Hit" roll, and if successful increases his damage multiplier by one for every four levels attained. Thus, at levels 1-4 he does double damage, levels 4-8 triple damage, and levels 8-10 (12) quadruple damage.

Uncanny Dodge: Thieves add +2 to all Dexterity-based saving throws.

Assassin (Elite Path)

The Assassin is the "elite" path of the thieving profession; Assassins are trained to blend in with their marks, and are trained in the art of cold-blooded, pre-meditated killing. Assassins cannot afford alliances, so to be an assassin, a character must be neutral (unaligned) or neutral (balance); the latter are difficult to play, as these men seek to kill powerful champions of both good and evil to ensure that neither gains an upper hand in the world.

Aside from the requirement towards neutrality, to become an assassin a character must have Strength, Dexterity, and Intelligence of at least 14; all of these are Prime Requisites for assassins. Unlike the paladin, if an assassin ever becomes good or evil, he does not lose the abilities he has already acquired, as these are learned skills, not supernatural powers; however, he loses access to training for these skills and can never again improve them beyond their current level, and thereafter advances only in standard thief skills.

Assassin Abilities

Disguise (Intelligence): Assassins can alter their appearance and demeanor to impersonate members of other classes, social strata, even of other genders and races in order to blend in and get close to their target. At first level, an assassin has a +3 bonus to successfully operate in disguise. This chance decreases by -2 for imitating another race, and -1 for imitating the opposite sex, modifiers cumulative; the chance increases by +1 at each even level (ie. levels 2, 4, 6, etc.). In addition, the assassin gains a +1 bonus per point of Intelligence and Wisdom ability penalty held by the viewer.

Thus, an assassin attempting to pass a viewer with Intelligence 10 (-1) and Wisdom 7 (-2) gains a +3 bonus (in addition to standard ability check bonuses). If the assassin is attempting to impersonate a different race and sex, he would also have a -3 penalty, which would result in no modifier beyond normal ability bonuses.

Other penalties may be imposed for such efforts as impersonating specific people or attempting to act in a capacity about which the assassin knows absolutely nothing (such as a peasant pretending to be a king); these are at the Referee's discretion.

Languages: Assassins speak the thieves' cant, plus a special dialect of the cant specific to the assassin's trade. Also, an assassin with Intelligence of 16 speaks either the Good or Evil alignment language in addition to his own Neutral. If his Intelligence score is 18, he speaks all alignment languages.

Poison: Assassins can learn to brew and utilize poison, both in battle and in

secret. However, poison-coated weapons always leave a dark, viscous fluid coating the blade, and there is a 3-in-6 chance each round that any opponent who can see the assassin will note the poison and attack ferociously, gaining +4 to hit and damage.

Any non-assassin attempting to use poison risks accidentally dosing themselves due to lack of training, and must make a successful Wisdom ability check to avoid suffering the effects of the poison.

Generally speaking, poisons deal extra dice of damage for a number of turns if the victim fails a Constitution-based saving throw; see thief table 2 (p. 35) for classifications of poison.

Generally speaking, brewing poison has a material cost of 100 gp per die of damage and die of duration (pips are 25 GP), and requires 1 week per die of damage and turn or portion thereof to brew. Class 0 poison cuts costs by 50%. This process yields 5 doses of poison. Purchasing poison from an alchemist sees all costs at least double.

For most poisons, the victim can save every turn until the poison runs its course, until he succeeds at a save, thus ending the poison's effect, or until death occurs.

Assassinate: The core ability of the assassin class, the power to deliver an instantly deadly blow. In order to use this ability, the assassin must observe his target for at least three rounds, during which time he may defend himself, but not attack. At any time after the end of these three rounds, he may attempt an assassination by making an attack as normal, at +3 to hit, and if he hits, instead of rolling normal damage, the victim must make a Constitution-based saving throw to avoid instant death. This saving throw suffers a -1 penalty, plus an additional -1 per two levels above the victim that the assassin is, or gains a +1 bonus per two levels above the assassin that the victim is.

For example, a first-level assassin attempts to assassinate a third-level target; the victim makes a saving throw at a +1 bonus, as he is two levels above the assassin. If, however, the assassin is third level and the target first, the target suffers a -2 penalty, as he is two levels below the assassin and suffers -1, plus an additional -1 for the two level difference. If the assassin and the target are both first level, the target's save is simply at -1.

If the saving throw succeeds, normal damage is delivered and the assassination attempt has failed (no re-attempt possible; now the assassin is in deep and has to fight his way out).

Players should always note that this ability is not intended as a magic fix to killing the major villain of the campaign; the Referee is always permitted to grant villains what in literature is known as "plot immunity" until a "dramatically appropriate" moment occurs. By the same token, Referees should not continually rob assassin characters of the ability to use their primary attack form, and absolutely should allow dramatically appropriate moments for death blows to be delivered to major enemies. Indeed, the Referee should always inform an assassin character's player when plot immunity is in effect, so the character doesn't waste his

assassination attempt before his moment arrives. Adjudicating this ability requires trust and careful consideration by both players and Referees, so as not to unbalance the game.

Generally speaking, assassins charge 100 GP per level of the assassin and victim, up to victims of equal status, plus expenses. Thus, a sixth level assassin paid to kill a sixth level target would be paid 1200 GP plus expenses for the service. Attempting to kill figures above the assassin's level doubles the fee. Thus, a sixth level assassin trying to kill a seventh level character would be (1300 x 2 = 2600) GP.

Restrictions: All assassins must belong to an assassin's guild, and to work outside of their guild's territory must gain permission from the local guild; this usually requires a petition to the guildmaster and a tithe equal to at least 25% of the assassin's fee for any job performed. Assassins may belong to guilds in several cities. Attempting to perform assassinations without the consent of the local guild is generally fatal, as the entire guild will hunt and execute interlopers, under the assumption that they are trying to move in on the guild's territory. Contacting a guild requires the assassin to make an Intelligence ability check and listen in for others using the cant in the right locations; this will allow the assassin to locate guild members. From there, it's up to the Referee and player to role play the contact and deals.

THIEF TABLE 1: RACIAL BONUSES

Type	Open Locks	Remove Traps	Pick Pockets	Stealth	Perception
Dwarf	+2	+1	-1	-1	+2
Elf	NIL	NIL	+1	+1	+2
Halfling	+1	+1	+1	+2	+1

THIEF TABLE 2: POISON

Poison Class	Damage/Turn	Turns	Cost	Time
0	3d6*	1d6	200 GP	4 weeks
1	1d6	1	125 GP	2 weeks
2	1d6	1d6	200 GP	2 weeks
3	2d6	1d6	300 GP	3 weeks
4	3d6	2d6	500 GP	5 weeks

*Damage is temporary/subdual and results in unconsciousness

ADVANCEMENT TABLE 4: THIEF

Level	Hit Dice	Attacks	Locks	Traps	Pilfer	Stealth	Perception	XP Required
1	1	1	+2	+1	+3	+2	+2	0
2	2	1+1	+2	+2	+3	+3	+2	1500
3	2+2	2+1	+3	+3	+4	+4	+2	3000
4	3	2+2	+3	+4	+4	+5	+3	6000
5	4	3+2	+4	+4	+5	+5	+3	10000
6	4+4	3+3	+4	+5	+5	+6	+3	20000
7	5	4+3	+5	+5	+6	+6	+4	40000
8	6	4+4	+5	+6	+6	+7	+4	80000
9	6+6	5+4	+6	+6	+7	+7	+4	150000
10	7	5+5	+6	+7	+7	+8	+5	300000

MULTI-CLASSED CHARACTERS

The various non-human races have the ability to advance in multiple classes simultaneously. This decision must be made at character creation and cannot be added later. Should a character opt for this path, the character gains all abilities of both classes, averaging attack progression and saves (see book 2: Rules). At first level, the character tallies hit dice for all classes, then takes the average of all results as his total.

The player must always keep two experience tallies, splitting all experience evenly between two classes. Whenever one class gains enough experience to gain a level, all abilities are re-averaged according to the new increase. The only exception is hit dice: after the initial average, any time any class gains a level, a full hit die is granted. Even after a character reaches maximum level in a class, he must still split experience evenly, though he can no longer advance in that class. This results in diminishing returns as the character continues to advance, as scores are still averaged with those of the "topped out" class.

The general rule of thumb in all areas except for gaining hit dice (hit points) is, when in doubt, average scores of both classes.

Characters with two classes use the most favorable weapons and armor, and have access to the most favorable magic items of all their classes. The result is a character that is a true combination of classes, with abilities outstripping single-classed characters, but who advances exponentially slower and in the end is subject to a law of diminishing returns in comparison to a character with a single class.

Elves can choose, rather than multi-classing, to switch classes between warrior and wizard each session; details for how this is accomplished are listed under the Elf race.

ALIGNMENT

Next, choose an alignment for your character: his philosophical and moral outlook. There are four alignments: Good, Neutral (Balance), Neutral (Unaligned), and Evil.

Good characters champion freedom from tyranny, respect others, and hold a deep reverence for life. Good characters believe in justice, that the punishment should suit the crime but never be excessive, and that even people who have committed despicable acts deserve a second chance, if they show a genuine desire to reform. This doesn't make them naive. It just means they fight to make the world a better place, where all people will be equal and happy. "Good" implies altruism, respect for life, and a concern for dignity. Good characters make personal sacrifices to help others.

Evil characters are selfish, lustful, greedy, and immoral. They put personal interests first, and only respect those they believe could pose a threat. Evil characters will make punishments extreme. If stealing a loaf of bread gets your whole family publically executed, you'll be less likely to steal bread. "Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

Neutral (Unaligned) characters represent the majority of people in the world. Unaligned people try to act for the good of everyone, and even may believe they're good people. But selfishness gets the better of us all more often than not, and unaligned characters are more likely to put themselves first and aid others when there's at least some small benefit (or at least no real danger) to themselves. These people are neither good nor evil, though some lean more towards one extreme than the other.

Neutral (Balance) is probably the most difficult alignment to play. These characters believe that the entire universe hinges upon the delicate balance between good and evil, and will go to great lengths to maintain that balance, even if it means killing a paragon of goodness so that his growing empire doesn't become corrupt and tip the balance. These characters tend to view themselves as guardians of the cosmos and can be full of arrogance and hubris as a result, turning on friends and allies the moment they sense the balance shifting.

Alignment Tongues: Each alignment has a special lingo, similar to thieves' cant, which allows members of a like

philosophy to communicate and discuss issues pertaining to their ethos and world view. No member of any alignment will ever teach their alignment language to one of another alignment, and will react with great hostility to one who does so, or who flaunts the tongue in mixed company.

SPELL LISTS AND DESCRIPTIONS

Elite Path Spell Lists

As with all rules in *Spellcraft & Swordplay,* these are at the discretion and adjudication of the Referee, who is free to add any spells from the existing lists which he feels are appropriate to those listed here. The author recommends caution, however, to avoid making Druids and Necromancers more powerful than they already are in the face of standard Priests and Wizards. For the most part, the power of the Druid and Necromancer is in his standard abilities rather than the spells he can cast, where the Wizard's power is in his spell book and the Priest's power is largely in the magic he wields at the behest of the gods.

Ranged and Melee Attack Spells

Some spells require a "ray attack." This attack is resolved as though the Wizard were attacking with a long bow (long bow range determining the spell's range unless otherwise noted), but proficient (no non-proficiency penalties are suffered). It ignores any armor worn, always attacking as though the subject were unarmored (AC 1), but suffers a penalty equal to the target's Dexterity bonus.

Some spells require a "melee spell attack." This attack is resolved as an unarmed melee attack, ignoring armor worn (AC1) and suffering a penalty equal to target's Dexterity bonus.

Melee Spell Attacks are adjusted by the caster's Dexterity Ability Check Modifier, while Ray Attacks are adjusted by the caster's Intelligence Ability Check Modifier.

Finally, Ray Attacks and Melee Spell Attacks are made after and in addition to the standard spellcasting roll. Thus, a character casting *Disintegrate* must first roll to cast the spell as standard, and then make a ray attack to strike his opponent with the spell energy.

Temporary Hit Points

Some spells grant temporary hit points. These are explained in Book Two (p. 95).

Standard Spellcasters and Elite Spells (Optional)

Spells in italics are unique to the Path in question and described under the Elite Path's section. Other spells are as described on the indicated page.

At the Referee's option, all Elite Path spells in this volume can be added to the spell lists of Priests and Wizards, albeit at one level higher than they appear on their respective Elite list, and *switched*—a second level new Druid spell is available to Wizards (not Priests)

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as a third level spell, while a third level new Necromancer spell is available at fourth level to Priests (not Wizards). It also means that Fifth and Sixth level Necromancer spells are *not* available to Priests, whose spell list only goes to fifth level. To balance this out, Fifth level Druid spells should not be available as sixth level Wizard spells. These top-level spells are exclusive to the Elite Paths they represent.

The sole exception to this is *Dismissal* (p. 61)*,* which should be allowed to Clerics at level 5 and Wizards at level 6.

An explanation is in order. Why are Druid spells available to Wizards, and Necromancer spells to Priests? The reason for this is simple: while Druids draw their magical power from nature, and Necromancers from ancient, dark, blood rituals, the *effects they achieve* are generally the purview of the opposite parent class. That is to say, while the source of necromantic powers is similar to the arcane formulae used by Wizards, the effects Necromancers achieve deal with the body, with life, death, destruction, and restoration—abilities normally the domain of clerics. Similarly, while Druidic power is drawn from the gods of nature, a divine focus like that of Priests, Druids deal with summoning and the elements—normally the domain of Wizards.

Finally, the Referee should exercise discretion in which Necromancer spells are granted to Priests of good deities. Spells such as Black Tentacles, Enervation, or even Inflict Light Wounds may draw on power from the Negative Energy plane that powers evil creatures and undead, and as such may not be granted by good deities. Players are encouraged to work with their Referee on this issue.

Adding these new spells to the base Wizard and Priest spell lists will increase the utility of the Wizard and Priest, keeping them viable in the face of the Elite Paths, which still gain their special abilities, and gain these special spells at a lower level than their parent counterparts. The tradeoff is utility for focus.

WIZARDS

Level One
1. Charm Person
2. Dancing Lights
3. Detect Magic
4. Hold Portal
5. Light
6. Magic Missile
7. Detect Evil
8. Read Languages
9. Sleep

Level Two
1. Continual Flame
2. Detect Invisible
3. ESP
4. Invisibility
5. Knock
6. Levitate
7. Locate Object
8. Phantasmal Image
9. Protection from Evil
10. Wizard Lock

Level Three
1. Clairaudience
2. Clairvoyance
3. Dispel Magic
4. Fire Ball
5. Fly
6. Haste
7. Hold Person
8. Infravision
9. Invisibility, 10' Radius
10. Lightning Bolt
11. Protection from Evil, 10' Radius
12. Protection from Normal Missiles
13. Slow
14. Water Breathing

Level Four
1. Arcane Eye
2. Cause Fear
3. Confusion
4. Cone of Cold
5. Charm Monster
6. Dimension Door
7. Forest Legion
8. Hallucinatory Terrain
9. Plant Growth
10. Polymorph Others
11. Polymorph Self
12. Remove Curse
13. Wall of Fire
14. Wall of Ice

Level Five
1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Higher Plane
6. Feeblemind
7. Hold Monster
8. Magic Jar
9. Pass-Wall
10. Telekinesis
11. Teleport
12. Transmute rock to mud
13. Wall of Iron
14. Wall of Stone

Level Six
1. Anti-Magic Shell
2. Circle of Death
3. Control Weather
4. Disintegrate
5. Enchant Item
6. Geas
7. Invisible Stalker
8. Lower Water
9. Move Earth
10. Part Water
11. Projected Image
12. Reincarnate
13. Stone to Flesh

LEVEL 1

Charm Person: This charm makes a medium-size or smaller humanoid regard the caster as a trusted friend and ally. If the target is being threatened or attacked by the caster or the caster's allies, however, it receives a +5 bonus to its saving throw. The spell does not enable the character to control the charmed creature as if it were an automaton, but the subject does perceive the caster's words and actions in the most favorable way. Any act by the caster or the caster's apparent allies that threatens the

charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands. The subject may make a Charisma-based saving throw to negate the effects. This spell lasts for one hour per level of the caster.

Dancing Lights: Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the caster's line of sight. A creature that interacts with a dancing light gets a Wisdom-based saving throw to recognize it is an illusion.

Detect Magic: the caster can detect the presence of magical auras in anything the caster observes. The Strength of the magic detected will be revealed as lingering, faint, moderate, strong or overwhelming. Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras, although the Referee may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal

weaker auras. The Referee may require an Intelligence check to do so. The spell lasts for only one turn.

Hold Portal: This spell magically bars a door, gate, window, shutter of wood, metal or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic can negate the hold portal, and portals held shut by this spell can still be forced or battered down by strong opponents. The spell lasts for one hour per level of the caster.

Light: This spell causes an object to shed light, clearly illuminating the area around it as much as a torch, albeit with clear, white light. Although the effect is immobile, it can be cast on a movable object. Light taken into an area of magical darkness does not function. The spell lasts for one turn per level of the caster.

Magic Missile: This spell conjures a bolt of magical energy that automatically strikes its target, dealing 1d6-1 damage (minimum 1 point). For every four levels of the caster, another missile fires (a fourth level caster fires two missiles, an eighth level caster three, etc.), though all missiles fire simultaneously and strike the same target.

Detect Evil: The caster can sense the presence of supernatural evil within a 60 foot radius, as well as how relatively powerful the source of the evil is (minimal, slight, moderate, great, obscene). The spell notes the general

direction, but not the exact location or distance of the evil. This spell will detect undead, but not evil characters of lesser than eighth level (and those of eighth to tenth level will generally register as "slight.") The spell lasts for one turn per level of the caster.

Read Languages: This spell allows the caster to read any and all mundane languages, modern or ancient. It lasts for 10 minutes per level of the caster.

Sleep: Creatures within range and within a 30' diameter circle that are capable of sleep will fall into a comatose slumber, with weaker ones being felled prior to stronger ones. The spell will affect 2d6 HD of creatures. For creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. The spell is centered on a location determined by the caster. Sleeping creatures are helpless. Slapping or wounding will awaken affected creatures, but normal noise does not. Sleep does not affect unconscious creatures, constructs or undead creatures. The spell lasts for 1 turn per level of the caster, and creatures are entitled to a saving throw using their Wisdom ability modifier (if applicable) to resist.

LEVEL 2

Continual Flame: A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden, but not smothered or quenched. The spell is permanent.

ESP: The caster can detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. On the 1st Round, the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). On the 2nd Round, detects the number of thinking minds and the Intelligence score of each. This spell does not determine the location of the thinking minds if the caster can't see the creatures whose thoughts he is detecting. On the 3rd Round, detect the surface thoughts of any mind in the area. A target's saving throw with Wisdom ability check modifier prevents reading its thoughts, and the spell must be cast again to have another chance. Creatures of animal Intelligence (Int 1 or 2) have simple, instinctual thoughts that can be picked up.

Each round, you can turn to detect thoughts in a new area. 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. This spell lasts for 1 round per level so long as the caster concentrates.

Detect Invisible: The caster can see invisible creatures. This spell does not reveal creatures simply hidden, such as thieves using their stealth abilities or Elves or Halflings using their racial

ability. The spell lasts for 1 round per level of the caster.

Invisibility: The target (and all of his or her gear) vanishes from all forms of natural sight, including special visions. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope. The spell ends if the subject attacks or behaves in a hostile manner towards any creature, but otherwise lasts until cancelled by the caster or until the subject makes a saving throw with Intelligence ability check modifier.

Knock: This spell opens stuck or locked doors, even magically held ones. It slides bolts and lifts latches. It opens secret doors, as well as locked or trick-opening boxes or chests, and also loosens shackles or chains that have been employed to hold closures shut. Knocked doors do not relock themselves once opened. Knock cannot raise portcullises or similar impediments, nor can it undo or untangle knots. Each spell can undo up to two means of preventing egress through a portal. If used to open a magically locked closure, knock does not remove the spell but simply inhibits its functioning for 10 minutes.

Levitate: Allows the caster to float up or down through the air at a luxurious pace, moving no more than 20 feet up or down per round. Alternatively, the caster may levitate another creature or object weighing no more than 100 lbs. per level, although an unwilling creature is entitled to a saving throw. Levitation does not enable horizontal movement, although a levitating character could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed). This spell lasts 1 turn per caster level.

Locate Object: Enables the caster to sense the direction of a well-known or clearly visualized object, including apparel, jewelry, furniture, tools, weapons or even such mundane implements as a ladder. The spell may be used to search for general items such as a stairway, a sword or a jewel, in which case the spell locates the nearest such object within its range, or the spell may be used to find a specific item, such as a particular piece of jewelry. A unique object (such as Gideon Thorne's gold-plated quill) may not be located unless the caster has observed that particular item firsthand. The spell is blocked by lead, fooled by polymorphing, and cannot detect creatures.

Phantasmal Image: This spell creates a visual illusion of an object, creature or force, as visualized by the caster in a 40 foot cube, + 10 feet per level. It cannot create sound, smell or tactile illusions. Creatures who view the illusion believe it, and can suffer damage from illusions. Hit point damage is suffered from damage to the mind/psyche. While concentrating, the caster can move the image within the range. The illusion disappears if an opponent makes a saving throw with Intelligence ability score modifier.

Protection from Evil: This spell creates a magical barrier around the subject at

a distance of 1 foot offering protection against evil creatures. It does not defend against evil characters of less than 8 levels/Hit Dice, but will defend against powerful characters, undead and other supernatural evils.

The barrier moves with the subject and grants a +2 bonus to AC and +1 to saving throws against evil creatures. The spell prevents bodily contact: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature. Magic resistance can allow a summoned or conjured creature to overcome this protection and touch the warded creature by making a save. Otherwise, no save is allowed. The spell lasts for one hour.

Wizard Lock: Magically locks a door, chest, or portal. The caster can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Halves the chance to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.)

LEVEL 3

Clairaudience: Clairaudience enables the character to concentrate upon some locale and hear almost as if the character were there. Distance is not a factor, but the locale must be a place familiar to the character. The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically silenced, the character hears nothing. Lead sheeting or magical protection blocks the spell, and the caster senses that the spell is so blocked. The spell can be dispelled, and it functions only on the plane of existence the character is occupying. This spell lasts for 1 turn per level.

Clairvoyance: As clairaudience, except visual. If the chosen locale is magically darkened, the character cannot see. If it is naturally pitch black, the character can see in a 10 foot radius around the center of the spell's effect.

Dispel Magic: This spell ends ongoing spells and spell-like effects that have been cast on a creature or object, temporarily suppresses the magical abilities of a magic item or counters another spellcaster's spell within an area 30 feet x 30 feet x 30 feet. The caster must make a successful ability check against each spell, effect, object or creature in the area of effect to succeed. The chance of success is the difference between caster levels. In addition, if the spell is higher level than the wizard can cast, he gains a penalty equal to half the level of the spell itself. Thus, a 4th level wizard attempting to dispel a fourth-level spell cast by a 9th level Wizard has a -5 to his ability check to dismiss the effect for the difference between caster levels, plus -2 (half of 4) because he cannot yet cast 4th level spells. A 6th level wizard attempting the same would have a -3 chance of success (9-6=3) and no penalty for the spell level as he has third-level spells in his repertoire..

Some spells, at the Referee's judgment, can't be defeated by dispel magic. The effects of spells with

instantaneous duration can't be dispelled, because the magic effect is already over before dispel magic can take effect.

Fire Ball: The caster sends a small ball of fire hurtling through the air to detonate, causing 1d6 damage per caster level to all creatures and objects within the area. It ignites combustibles, damages objects and melts anything with a low melting point such as bronze, copper, silver, lead or gold. The explosion creates almost no pressure. It effects a 40 foot diameter sphere and has a range of 250'. Creatures in the blast radius may make a saving throw with their Dexterity Ability Check Modifier for half damage.

Fly: This spell empowers the caster to fly at up to 90 feet per round. The character can ascend at 45 feet per round, or dive at 180 feet per round. This flight feels as natural as walking, enabling the character to fight or cast spells quite normally, though the character cannot bear aloft more weight than a normal maximum load. It lasts for 1 turn per level.

Haste: Haste doubles the affected creature's movement rate and number of attacks per round. Neither spell casting nor other actions are accelerated. A creature affected by haste ages one year, and assumes the risk of permanent bodily damage from the strain of the spell. At the end of the spell's duration, an affected creature must make a successful saving throw or lose 1 hit point permanently. This spell lasts for one round per level.

Hold Person: This spell holds a single medium-sized or less humanoid target rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions. The spell lasts for 1 round per level, and the target may make a saving throw with Wisdom ability check modifier to resist.

Invisibility, 10' Radius: Functions exactly as the second level spell *Invisibility,* but creates a "globe" 20' in diameter, centered upon the caster or upon any one person designated by the caster. The globe moves with that person, and any who remain within it are invisible, subject to the normal limitations against hostile action. The duration of this spell is 1 turn per caster level.

Lightning Bolt: From his fingertips, staff, dagger, or even his eyes, the caster unleashes a bolt of lightning that deals 1d6 points of damage per caster level. The bolt is 10 feet wide x 60 feet long. It strikes creatures and objects along its sinuous path and even a couple of feet to either side, igniting combustibles, sundering wooden doors and melting metals with a low melting point, such as lead, gold, copper, silver or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the bolt continues beyond the barrier to the extent of its range. If the bolt does not break through or is deflected, it rebounds toward the caster to the full length of the bolt or until it strikes another barrier and rebounds again.

Nightvision: Enables the caster or recipient to see in normal darkness as though it were daylight, and doubles the range of visibility granted by light sources such as torches, lanterns, and campfires, in the dark. Note that true,

pitch darkness like that found deep underground cannot be seen through with this spell. Duration: 1 hour per caster level.

Protection from Evil, 10' Radius: Functions exactly like the second level spell *Protection from Evil,* but extends in a 20' diameter with the caster at its center. Duration is two hours.

Protection from Normal Missiles: The warded creature gains resistance to ranged weapons. The subject gains the ability to absorb up to 10 points of damage per level of the spellcaster without harm. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Slow: Slow is the exact opposite of *Haste,* though it does not restore age lost to that spell, nor grant longevity to recipients. Targets can make a save with their Constitution save bonus to resist.

Water Breathing: Grants the ability to breathe in water as a fish for 1 hour per level of the caster.

LEVEL 4

Arcane Eye: The caster creates an invisible magical *eye* that sends the caster visual information. The arcane *eye* travels at 120 feet per round. Solid barriers prevent the passage of an arcane *eye*, although it can pass through a space as small as one inch in diameter. The caster must concentrate to use the *eye*. If the caster does not concentrate, the *eye* becomes inert until the caster again concentrates. The *eye* lasts for 1 turn per level of the caster.

Cause Fear: Panic and terror race through the hearts of the creatures affected by this spell if they fail a Charisma-based saving throw, causing them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects all enemies of the caster in a 25 foot x 25 foot area.

Cone of Cold: A cone of extreme cold shoots from the caster's hand, mouth, or other focus of the caster's choosing (so long as the caster chooses a part of his own body, or an item he is currently holding) affecting an area 50 feet long that is five feet wide at the point of origin and 15 feet wide at its farthest point, causing 1d6 points of damage, plus 1d6 per caster level. All within the cone's path may make a Dexterity-based save to halve the damage dealt.

Confusion: This spell causes creatures in an area 50 feet x 50 feet and up to 150 feet away (within sight) to behave randomly, as indicated on the table below. Except on a result of one, roll each round to see what the subject does. Wandering creatures leave the scene as if disinterested. Any confused creature who is attacked automatically attacks its attackers on its next turn.

2d6	Behavior
2	Wander away for 1 turn (unless prevented)
3-5	Attempt mundane task, like cooking, for 1 round
6-8	Do nothing for 1 round
9-10	Try to locate lost items for 1 round
11	Attack nearest creature for 1 round
12	Act normally for 1 round

This spell lasts for 1 round per level of the caster. Victims can make a saving throw with their Wisdom ability check modifier to resist the effects.

Charm Monster: Exactly as Charm Person, but affects any creature. Creatures can make a saving throw with their Wisdom ability check modifier to resist. Multiple animals of less than three hit dice can be affected; up to 3d6 hit dice worth of animals. This spell doesn't grant the ability to speak or communicate with charmed subjects. Lasts one hour per level of the spell caster.

Dimension Door: The target instantly transports from its current location to any other spot within 350 feet chosen by the caster. The character always arrives at exactly the spot desired whether by simply visualizing the area or by stating direction. After using this spell, the character can't take any other actions until the next round. If the character arrives in a place that is already occupied by a solid body, the character becomes trapped in the astral plane. All that the caster wears and carries is teleported, up to 500 pounds. If used on an unwilling target, the target can make a save with Dexterity Ability Check Modifier to escape.

Forest Legion: This spell will instantly transform up to five human-sized targets per caster level up to 250 feet away into trees for the duration of the spell. Unwilling victims can resist by making a save with Wisdom ability check modifier to escape. The spell lasts for 1 turn per caster level, or until dismissed (at will) by the caster. Transformed men can see and hear as normal, but will not in any way register

to any form of detection as other than normal trees.

Hallucinatory Terrain: The caster makes natural terrain up to 150 feet away look, sound and smell like some other sort of natural terrain. Structures, equipment and creatures within the area are not hidden or changed in appearance. The illusion persists until dispelled or disbelieved by an intelligent creature. It effects a 10 foot x 10 foot area per level of the caster. Disbelief occurs if an observer makes a save with Intelligence ability check modifier.

Plant Growth: This spell causes normal vegetation in a 100' radius within 250 feet to become thick and overgrown. The plants intertwine to form a thicket or jungle that creatures must hack or force a way through. Speed is reduced to ½ normal rate. The area must have brush and trees in it for this spell to take effect, and the new growth is permanent unless destroyed or dispelled. The caster may designate areas within the area that are not affected.

Polymorph Others: The caster causes another creature to assume the body, abilities and potentially the consciousness of another form of another creature. An unwilling target gets a save with Wisdom ability check modifier to resist the spell. Additionally, a creature polymorphed into the form of another risks assuming the consciousness of the new form. For every 12 hours spent in the new form, the creature must succeed at a save with Wisdom ability check modifier or become a member of the species in question in both form and consciousness, forgetting everything associated with the prior

form, including friends, family, experiences and training. If the magic is cancelled by the caster or somehow dispelled, the target regains its former memories and personality.

Size can be no larger than twice the creature's normal height. The caster has control over minor physical qualities and significant physical qualities (he can choose the appearance of the new form). Upon changing back to an original form, the polymorphed creature regains 1d4 hit points. If slain, the creature reverts to his or her original form, but remains dead. This spell is permanent.

Polymorph Self: Similar to *Polymorph Others,* but with a duration of 1 turn per level of the caster. The polymorphed caster acquires the physical and natural abilities of the new form while retaining his or her own mental abilities and limitations. Physical and natural abilities include the natural size, armor class, natural weapon attack types and damage and similar physical qualities such as mundane movement capabilities (like flying or swimming), and vision capabilities. Physical and natural abilities do not include magical flight and other magical forms of travel, spell-like abilities, or supernatural abilities, at the discretion of the Referee.

Remove Curse: This spell allows the caster to remove the effects of a curse from an object or creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove it and get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

Wall of Fire: a blazing curtain or ring of shimmering fire springs into existence at the caster's command. The is an immobile fiery wall, 20 ft. tall and 60 ft. long, or a ring of fire surrounding the caster, 30 feet in diameter and 20 feet high. The wall deals 1d6 damage per round to all creatures within ten feet, on the side away from the caster, and 2d6 to undead. In addition, the wall deals 2d6+1 point per caster level of fire damage to any creature entering or passing through the wall. If the caster evokes the wall so that it appears where creatures are already present, each creature takes damage as if passing through the wall. Each creature can make a successful save with Dexterity Ability Check Modifier to escape, but will take damage from heat as normal. For being within 10 feet. The wall lasts 1 round per caster level, or as long as the caster concentrates on maintaining it. The wall can be attacked and cancelled by cold spells and damage. If any 5 foot length of the wall takes 20 points of cold damage or more in 1 round, that length goes out.

Wall of Ice: Similar to Wall of Fire, this spell creates a wall or "igloo" of ice, which deals 1d6 cold damage to any creature that touches or comes within 5 feet of it, and double that to creatures associated with fire (such as fire elementals). Breaking through the frigid wall requires 20 points of damage per five foot section, and passing through deals 2d6+1 point per caster level of cold damage. The wall lasts 1 round per caster level, or as long as the caster concentrates on maintaining it.

LEVEL 5

Animal Growth: The caster causes up to a maximum of eight animals in a 25 square foot area within 150 feet to grow to twice their normal size. The animal's HD doubles, increasing the animal's attack and saving throws accordingly. The increase in size increases the damage the animal delivers by one die. When the spell ends, the animal's HP return to normal, and all damage taken while enlarged is divided by 2. This spell lasts for 1 turn per level of the caster.

Animate Dead: This spell raises from the dead 1d6 corpses per level of the caster above 8. These corpses function exactly as normal zombies or skeletons (p. 154, 157) and follow the caster's commands. The spell is permanent until cancelled by the caster or the undead are destroyed.

Cloudkill: A bank of yellowish-green poisonous fog billows out from the point the caster designates and affects a 30 foot diameter area, obscuring all sight beyond 5 feet. The fog's vapors kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make saving throws with Constitution save bonus, or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 2d6 points of poison damage each round while in the cloud. Holding one's breath doesn't help. The cloudkill moves away from the caster at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in one round.

Conjure Elemental: A portal to an elemental plane of the caster's choice (air, earth, fire or water) is torn open with this spell, drawing a 12 HD elemental to the caster's service. Once the elemental appears, it serves the caster for the duration of the spell. The elemental explicitly obeys and never attacks the caster, even if someone else manages to usurp or gain control over the elemental. The caster does not need to maintain control over the elemental, and can dismiss it at any time. This spell lasts for 1 turn per level of the caster.

Contact Higher Plane: The caster projects his mind to another plane of existence in hopes of receiving advice and information from powers that reside there. The powers reply in a language the character understands, or by telepathy, but they often resent such contact and as a result give brief answers. The Referee will answers questions with yes, no, maybe, never,

Plane	Questions	Save	Know (1d6)	Truth (1d6)	Insanity (1d6, as listed)
Elemental	3	norm	1	2	none
Astral	5	-1	2	3	1, 1 week
Outer (Demigod)	6	-3	3	3	2, 1 week
Outer (Lesser god)	9	-5	4	4	2, 1d6 wks
Outer (Greater god)	12	-7	5	5	5 2d6 wks

unclear, irrelevant or some other one-word answer. The caster must make a saving throw with Intelligence ability check modifier and penalized as per the table below to maintain the spell for each question asked. Failure indicates a chance for insanity as on the table. The caster may contact any plane he wishes, knowing that higher planes carry with them a better chance of a true and correct answer, but more of a chance of insanity from a failed save. Referees should adjudicate insanity as they see fit, but generally it results in the spell caster being incapacitated for the duration of the affliction. This spell is usable only once per week.

Feeblemind: This spell drains the target's higher intellect, reasoning and even base cunning, reducing the target to an Intelligence below that of even some animals. Still, even at such low Intelligence, the spell's target instinctively recognizes friends, and can follow them and protect them in a very primitive manner. The unfortunate victim remains in this state until a successful dispel magic is used. Victims may save to escape the effects with Intelligence ability check modifier. This spell is especially vicious against wizards, who save at -4 and if they fail lose all benefits of the wizard class until the effects are dispelled.

Hold Monster: Functions exactly like *Hold Person,* but works on any creature. Victims can save using Wisdom ability check modifier, if applicable.

Magic Jar: The caster places his own soul into a gem of at least 1000gp in value (the magic jar), leaving the caster's original body is, as near as anyone can tell, dead. The caster then attempts to take control of a nearby body within 10 feet per caster level, forcing the target's soul into the magic jar. Attempting to possess a body is an attack, and 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 at a save with Charisma ability check modifier. Failure leaves the caster's life force in the magic jar, and no further attempts are possible against the same target.

If successful, the caster keeps his or her Intelligence, Wisdom, Charisma, level, class and class abilities, alignment, and mental abilities while the host body retains its Strength, Dexterity, Constitution, hit points, natural abilities and extraordinary abilities such as water breathing or regeneration.

The caster may move back to the jar, returning the trapped soul to its body, at any time; and may thereafter attempt to possess another body. The spell ends when the caster chooses to return to the caster's own body (leaving the receptacle empty). If the host body is slain, the caster returns to the magic jar, and the life force of the host departs (that is, it is dead). If the spell ends while the caster is in the magic jar or another body, the caster returns to his body. The soul in the magic jar returns to its body (or dies if its body is dead). Destroying the receptacle ends the spell. A magic jar may also be dispelled by casting a dispel magic (or greater) spell on either the receptacle or the host. If the jar is more than 150 feet away from the caster's body when the spell ends for any reason, the caster dies.

Passwall: The caster creates through a wall within 50 feet a temporary passage that is 5 feet wide, 8 feet tall and 10 feet deep. Several passwall spells can form a continuing passage to breach very thick walls when one spell is insufficient. When passwall ends, creatures within the passage are ejected to the nearest corridor or other exit. This spell lasts for 1 hour per caster level.

Telekinesis: By concentrating, the caster can move an object or creature weighing 25 pounds per level of the caster by mental command. Telekinesis can move a creature or object weighing up to 25 pounds per caster level up to 20 feet per round to a maximum range of 100 feet. A creature can negate the effect against itself with a successful save at -4, applying Charisma ability check modifier, and against an object it possesses with a successful save applying Strength ability check modifier.

The spell lasts up to 1 round per caster level, but it ends if the caster ceases concentrating.

Alternatively, if the caster chooses, the spell energy can be expended in a single round. The caster can hurl, with massive force, one object or creature (within range toward any target also within range). The caster can hurl up to a total weight of 25 pounds per caster level. To hit a target with a hurled item, caster must succeed at a ranged attack roll. Weapons hurled by the spell cause 2d6 damage and attack on the "short bow" matrix. Other objects cause 2d6 points of damage per 25 pounds of weight and should be treated as catapult fire. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed a save with Charisma ability check modifier to negate the effect. If a creature is hurled against a solid surface, it takes 3d6 damage.

Teleport: This spell instantly transports the caster, and a certain amount of additional weight, to any designated destination on the same plane of existence. The caster can transport himself, gear, and willing creatures to a total weight of 50 pounds per caster level. The character must have some clear idea of the location and layout of the destination; the clearer the mental image, the more likely the teleportation works. With no certain knowledge of the destination, there is a chance of a fatal mishap (roll 2d6; 2-8 indicates mishap). For situations where the character has a good description or has seen the place once, the chance of failure is only 2-4, with a result of 3 or 4 meaning a fall of 2d6X10 feet, suffering damage equal to 1d6 per 10 feet fallen. A result of 2 results in death as the caster materializes inside a solid object or falls hundreds of feet. If the character is intimately familiar with the area, failure only occurs on a result of 2, indicating a fall of 3d6 feet. The spell is instantaneous.

Transmute rock to mud: This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical or enchanted stone is not affected. The depth of the mud created cannot exceed 10 feet deep and thirty inches long and wide. Creatures unable to levitate, fly or otherwise free themselves from the mud will sink and potentially asphyxiate. If the spell 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 5d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at saves with Dexterity Ability Check Modifier.

Wall of Iron: The caster causes an anchored, vertical iron wall to spring into being. The wall cannot be conjured to occupy the same space as a creature or another object. The wall inserts itself into the surroundings, anchoring itself if possible. The wall must always form a flat plane, though the caster can shape its edges to fit available space. Like any iron wall, this wall is subject to rust, perforation and other natural phenomena.

The wall is 1 inch thick per four caster levels, and up to 5 feet x 5 feet per caster level. The caster can double the wall's area by halving its thickness. Each 5 foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached.

Wall of Stone: This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is 1 inch thick per four caster levels, and up to 5 feet x 5 feet per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create the wall in almost any shape. The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or to form a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements and so forth by likewise reducing the area.

Each 5 foot square area of the wall has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful saves with Dexterity Ability Check Modifier.

LEVEL 6

Anti-Magic Shell: This spell creates a mobile, 20 ft. diameter, sphere of shimmering transparent energy around the caster that is impervious to most magical effects, including spells, spell-like abilities and supernatural abilities. An antimagic shell suppresses any spell or magical effect used within, brought into or cast into the area, but does not dispel it. Time spent within an antimagic shell counts against the suppressed spell's duration. Likewise, the shell prevents the functioning of any magic items or spells within its confines. The shell prevents the entrance of summoned or conjured creatures and incorporeal undead; normal creatures can enter the area, as

can normal missiles. Unless they are summoned, golems and other magical constructs, elementals, outsiders, and corporeal undead may enter in an antimagic area, but the antimagic area temporarily nullifies their spell-casting supernatural, spell-like, and other magic abilities. Dispel magic does not affect an antimagic shell. This spell lasts for 1 round per level of the caster.

Control Weather: The caster changes the weather in the local area, 2 miles x 2 miles centered on caster. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The caster can only call forth weather appropriate to the climate and season of the area, but can almost always change the direction of the wind and control its intensity from calm to strong. The character cannot control the specific applications of the weather. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as the caster left it for the duration (4d6 hours), or until the character designates a new kind of weather, which fully manifests 10 minutes later. Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Circle of Death: A circle of death snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d6 HD worth of living creatures per caster level (maximum 10d6). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 8 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Disintegrate: A thin green ray springs from the caster's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The Wizard must make a ranged spell attack to hit, and the ray affects one creature or up to a 10-foot cube of nonliving matter (thus, the spell disintegrates only part of any very large object or structure). The ray affects even magical matter, or energy of a magical nature, but not a globe of invulnerability or an antimagic field. A creature or object that makes a successful save with Charisma ability check modifier is only partially affected, taking 5d6 points of damage instead of disintegrating. Only one creature or object can be affected, and the ray is not blocked by normal barriers.

Enchant Item: This spell prepares an object to accept magical power. The item must be continually held during the casting. During this time, the caster may not be interrupted, and must always be within 1' of the item being enchanted. At the end of the spell, the caster will make a saving throw based on Intelligence versus magic (the wizard is saving for the item); if he succeeds the spell is completed and, in the case of weapons or armor, the item now has a +1 enchantment. Further castings of this spell, taking 1d6 days each, can increase this base enchantment by +1 per successive casting.

Once the spell is finished, the wizard may begin to place magic into the

item, the spell to actually grant power the item must be cast within 24 hours or the process starts all over. Again, during casting the item must be held and must always be within 1' of him during rest. This procedure holds true for any additional spells, and each successive casting must be begun within 1 day of the last.

No magic placed on or into an item is permanent unless this spell is used a second time as a finishing touch, and this always runs a risk of draining a point of Constitution from the magic-user casting the spell (Constitution check with a -1 penalty per level of the spell cast into the item; failure results in loss of Constitution).

Other guidelines for the creation of magic items are found under the Wizard character class on p. 21.

Geas: The caster places a magical command on the spell's target to carry out some quest or service, or to refrain from some activity or course of action. If the geased individual fails to do as instructed, they sicken and most likely die, losing 1 point of Strength and suffering a 1 penalty to all saving throws for every day during which the quest is not undertaken. If a creature ignores a quest for 5 days in a row, they must make a Constitution save or sicken. A sickened character moves at half normal speed, suffers -4 penalty on Constitution and Dexterity, heals no damage naturally, and cannot benefit from magical healing. All of these effects end 1 day after the character deliberately attempts to resume the quest. The caster of the geas may release the effected creature from it at any time. This spell cannot force a creature to commit suicide or put itself in the path of certain death,

nor does it function on a creature that cannot understand the caster.

Invisible Stalker: This spell summons an invisible stalker to the service of the wizard. The invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers are detailed on p. 149.

Lower Water: This spell causes any volume of water to immediately lose 50% of its volume. In the case of tanks, artificial pools, glasses, buckets, or other sources of water without a feeding source, this loss is permanent. In rivers, lakes, streams, wells, or other areas with a source of replenishment, the loss lasts for 1 turn per level of the caster before refilling naturally.

Move Earth: This spell moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, etc. Rock formations cannot be collapsed or moved. The area to be affected determines the casting time. For every 10 foot x 10 foot area, casting takes 3 minutes. The maximum area, 800 feet by 800 feet, takes 4 hours to move. The earth moved cannot exceed10 feet.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, the earth reacting with glacierlike 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.

Part Water: This spell creates a part in water of up to one foot deep per level of the caster. The part is ten feet wide and up to ten feet long per level of the caster. The spell lasts one turn for every two levels of the caster, or until dismissed by the caster.

Projected Image: Upon casting this spell, the caster weaves a shadow duplicate of himself. The image is intangible, but looks, sounds and smells like the caster. The shadow mimics the caster's actions (including speech) unless the caster concentrates on making the duplicate act differently. The caster can use the duplicate's senses, and during the caster's turn in a round, the caster can switch from seeing through its eyes to seeing normally, or back again. Any spell the caster casts originates from the shadow instead of from the caster. The caster must maintain a line of sight to the shadow at all times. If the caster's line of sight is obstructed, the spell ends.

Reincarnate: With this spell, the caster brings back a dead creature in another body, provided that the death occurred no more than 1 week before the casting of the spell. The magic of the spell creates an entirely new, young adult body for the soul to inhabit from the natural elements at hand. This process requires 1 hour to complete. The reincarnated subject recalls most of their former life and retains the

Intelligence, Wisdom, Charisma scores, and hit points from their former existence. Strength, Dexterity and Constitution scores depend on the new body. The attributes of animal forms are typical for the species, but the player should roll new physical attributes if reincarnated as a player character race. The ability to speak is not guaranteed. The character retains his class, but it's possible for the new form to impede use of class abilities or even advancement in a class. Moreover, the character's level is reduced by 1; if the character was 1st level, then the new form's Constitution is reduced by 1.

The form should be determined by random roll of 2d6. On a result of 10-12 the body will be of the same gender and race as the original. If the result is 6-10, the body is of a different player character race, determined randomly by a roll of 1d6 with equal options for the three races, and even results representing male, and odd results representing female. If the result is 2-5, the Referee should randomly determine a monster or animal body for the character.

Stone to Flesh: This spell restores a petrified creature to normal, requiring the subject make a Constitution ability check with a bonus equal to +1 per three levels to survive the process. The spell also can convert a mass of stone up to 30 cubic feet into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available (i.e an animated statue would essentially become a Frankenstein monster, but a statue would become a corpse).

NECROMANCERS

Spells marked with an asterisk (*) indicate those which function exactly as those on the indicated page number, but allow a choice. For example, Protection from Good or Evil functions exactly as Protection from Evil, but the Necromancer may choose when casting to have it function against Good *or* Evil creatures (but not both).

Level 1
1. Bane
2. Chill Ray
3. Deathwatch
4. Detect Magic (40)
5. Detect Undead
6. Detect Evil (40)
7. Disrupt Undead
8. Inflict Light Wounds
9. Protection from Undead

Level 2
1. Cause Fear (45)
2. Continual Flame (41)
3. Death Knell
4. Desecrate
5. Hold Person (44)
6. Lesser Restoration
7. Protection from Good or Evil (42)*
8. Phantasmal Image (43)
9. Remove Paralysis

Level 3
1. Animate Dead (48)
2. Contagion
3. Curse
4. Dispel Magic (43)
5. Lightning Bolt (44)
6. Protection from Good or Evil, 10' Radius (45)*
7. Protection from Undead, 10' Radius
8. Protection from Normal Missiles (45)
9. Speak with Dead
10. Unholy Blight

Level 4
1. Black Tentacles
2. Daylight
3. Death Ward
4. Dimensional Anchor
5. Enervation
6. Hold Undead
7. Inflict Serious Wounds
8. Phantasmal Killer
9. Restoration
10. Vampiric Touch

Level 5
1. Blight
2. Cloudkill
3. Contact Higher Plane (48)
4. Create Undead
5. Dismissal
6. Harm (See Heal, p. 66)
7. Magic Jar (49)
8. Shadow Armor

Level 6
1. Anti-life Shell
2. Blasphemy
3. Circle of Death (53)
4. Freezing Sphere
5. Raise Dead (67)
6. Slay Living
7. Undeath to Death

LEVEL 1

Bane: Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Chill Ray: A ray of blue energy erupts forth from the caster, which disrupts the life force of living creatures. Each ray channels negative energy that deals 2d6 points of damage. The affected creature may make a Strength-based save for half damage.

The Wizard gains one ray per level and must make a Ray Attack to hit. Undead creatures take no damage, but must make a successful Wisdom-based saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

Deathwatch: Using the foul sight granted by the powers of unlife, the Wizard can determine the condition of creatures near death within a 30-foot line of sight. The Wizard instantly knows whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). Deathwatch lasts for ten minutes per level and sees through any spell or ability that allows creatures to feign death.

Detect Undead: The Necromancer can detect the aura that surrounds undead creatures up to 60 feet away within a direct line of sight. The amount of information revealed depends on how long he studies a particular area. In the first pass the Wizard can detect the presence of undead auras. In the second pass the Wizard senses the number of undead auras in the area and the Strength of the strongest undead aura present. In the third pass the Strength and location of each undead aura are revealed. If an aura is outside the caster's line of sight, then he discerns its general direction.

Aura Strength and Lingering: The Strength of an undead aura is determined by the HD of the undead creature. This aura will linger after its original source leaves or is destroyed. Creatures of 1 or fewer HD give off a faint aura which lingers for 1 round, while 2-4 HD creatures give off a moderate aura that lingers for 1d6 rounds, 5-10 a strong aura that remains for 1d6x10 rounds, and over 10 HD the aura is so overwhelming it will stun good aligned Wizards for 2d6 passes ("Time," p. 79). The aura of such powerful creatures remains for 1d6 days. In general, only creatures of 5+ HD can be detected through walls (provided that they would be in line of sight if the wall weren't there). The spell lasts for 1 round per level of the caster.

Disrupt Undead: A ray of searing light erupts from the Wizard's finger, dealing 1d6+1 damage to an undead creature. This spell requires a Ray Attack or a Melee Spell Attack (if the Necromancer can touch his opponent) to strike.

Inflict Light Wounds: The opposite of *Cure Light Wounds,* this spell inflicts 1d6+1 damage on any living creature touched.   Alternately, it will heal 1d6+1 damage to any undead touched.   Wizards must make a successful Melee Spell Attack to use this spell, ignoring armor (treat target as AC1) but suffering a penalty equal to the Dexterity bonus of the target.

Protection from Undead: This spell functions identically to the Wizard spell *Protection from Evil* (p. 42), but works against undead rather than evil creatures. Intelligent undead are allowed a Wisdom-based save to negate the effects of the spell.

LEVEL 2

Death Knell: The Wizard draws forth the ebbing life force of a creature and uses it to fuel her own power. Upon casting this spell, the caster touches a living creature that has 0 or fewer hit points (Assuming the Referee is using the "negative Constitution" option; see *Damage,* p. 95). If the subject fails its saving throw, it dies, and the caster gains 1d6+1 temporary hit points and a +2 bonus to Strength. Additionally, the caster's effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the drained creature. If the Referee is not using the negative Constitution option, for purposes of this spell, any creature that falls in combat is subject to this spell for 1d6 rounds after its hit points reach zero.

Desecrate: This spell imbues an area with negative energy. Priests using Bane of the Dead in this area suffer a -3 penalty, and every undead creature entering a desecrated area gains a +1 bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit point per HD. Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to an evil deity or higher power, the modifiers and effects of this spell are doubled.

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power that is not evil, the spell instead curses the area, cutting off its connection with the associated deity or power. In this case the spell does not grant the bonuses and penalties relating to undead, as given above unless cast a second time.

Lesser Restoration: Lesser restoration dispels any magical effects reducing or imposing penalties to one of the subject's ability scores and cures 1d6-1 (minimum 1) points of damage. It also eliminates any fatigue suffered by the character. Note that it does not cure diseases, but can instantly alleviate the symptoms of those diseases, if the symptoms include ability score loss. This unto itself may allow the subject (at the Referee's option) to fight off the effects of the disease via a new saving throw, if applicable.

Remove Paralysis: The caster frees one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one

creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

LEVEL 3

Contagion: This spell afflicts the subject with a *disease* of the caster's choice. This disease has no incubation period and strikes immediately. The target gets a Constitution-based save to resist the spell, though the more powerful the disease, the easier it is to save. The target gets a bonus to his saving throw equal to the disease's Severity Rating. See "Diseases" (p. 110) for more information.

Curse: The opposite of *Bless,* this spell fills enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. The spell lasts for 1 round per level of the caster, and affects all enemies in a 50 foot square.

Protection from Undead, 10' Radius: Exactly as *Protection from Undead* (p. 57), save that it protects everyone within a 10' radius of the caster.

Speak with Dead: The caster grants the semblance of life and intellect to a corpse, allowing it to answer one question per two caster levels asked by the caster, which it would've known in life. The spell lasts for 1 round per caster level, at which point the corpse "dies" again, even if all questions have not been asked. The corpse speaks only the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from the caster's, the corpse gets a Wisdom-based save to resist the spell as if it were alive. The corpse must have an intact tongue and vocal cords, and is not the person; only knowledge left in the brain can be communicated. This spell may be used but once per week on any given corpse, which will not remember being questioned after it dies again. The spell has no effect on undead.

Unholy Blight: A cold, cloying miasma of greasy darkness issues forth to smite your foes. This black cloud deals 1d6 damage per caster level to all good creatures in its 20-foot radius (including the caster, if applicable), and causing them to be sickened, suffering a -2 penalty to all attacks, saves and checks for 1d6-1 (minimum 1) rounds. It deals half-damage to neutral (balance) creatures, who are also sickened for half the duration, while neutral (unaligned) creatures suffer half damage and are not sickened.

LEVEL 4

Black Tentacles: This spell conjures a field of rubbery black tentacles that fill a 20-foot radius for 1 minute per level of the caster. The inky, waving

tendrils spring forth from whatever surface is underfoot—the earth, floor, even water. They bash, grasp and entwine creatures in the area, holding and crushing them with great Strength. Every creature within the area of the spell that is successfully attacked (see *grappling,* p. 91) must make a Strength-or Dexterity-based save against the tentacles or suffer 1d6+4 damage. A new save to escape is allowed every round. Treat the tentacles as 6-HD creatures. The tentacles are immune to all types of damage save fire and acid, which deal normal damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes. Any creature that enters the area of the spell is immediately attacked by the tentacles, including the caster and her allies. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Daylight: An object touched by the caster sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light; similarly, creatures that are damaged or destroyed by bright light are harmed by this spell, if within the 60' full daylight radius. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight counters or dispels any darkness spell

of equal or lower level, such as darkness. The spell lasts for 1 turn per level of the caster.

Death Ward: For one round per level of the caster, the subject is immune to all necromancy, death, or negative energy spells. This includes all spells cast by members of the Necromancer Elite Path, even if such spells mimic standard Wizard or Cleric spells. It also includes spells such as raise dead, and renders the subject immune to energy drain attacks for the duration (but does not restore already lost levels). The spell can be cast upon a dead body to prevent it being raised. Unwilling subjects may attempt a Wisdom-based save to resist the effects of this spell.

Dimensional Anchor: This spell causes a green ray to spring from the caster's outstretched hand which "locks" the target in its current dimension. The caster must make a ranged attack to hit the target as though using a long bow; this attack ignores AC from armor, but suffers a penalty equal to the target's Dexterity bonus. Any creature or object struck is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include dimension door, pass wall, teleport, tree stride, and similar spells or spell-like abilities. The spell also prevents the use of summoning spells for the duration of the spell, and prevents summoned creatures from disappearing at the end of a

summoning spell. A dimensional anchor does not block extradimensional perception or attack forms. This spell lasts for one round per level of the caster.

Enervation: Upon uttering this spell, a black ray of crackling negative energy issues forth from the caster, which suppresses the life force of any living creature it strikes. The caster must make a ranged attack to hit the target as though using a long bow; this attack ignores AC from armor, but suffers a penalty equal to the target's Dexterity bonus. If the attack succeeds, the subject is temporarily drained of 1d3 (d6/2) levels. If this reduces the target to below zero levels, it dies. The creature is subject to all the effects of Energy Drain as detailed on p. 128, save that creatures who die from this spell can be raised after the duration ends. Assuming the target survives, it regains lost levels after a number of hours equal to the Necromancer's caster level (maximum 10 hours). An undead creature struck by the ray gains 1d6 5 temporary hit points for 1 hour.

Hold Undead: This spell functions exactly as the Wizard spell, *Hold Person,* on p. 44, save that it affects only undead creatures. In addition, only *intelligent* undead creatures gain a Wisdom save to resist. Simple undead such as skeletons and zombies are automatically held by this spell.

Inflict Serious Wounds: This spell is the opposite of *Cure Serious Wounds,* and functions as the *Inflict Light Wounds* spell on p. 56, save that it deals 2d6+2 damage to the living or heals as much to undead.

Phantasmal Killer: When this spell is cast, the Necromancer calls forth from the negative plane of shadow a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the target's subconscious fears and worst nightmares into a tangible (to the victim) state. Only the spell's subject can see the phantasmal killer. The caster sees only a vague shape. The target first gets a Wisdom-based save to recognize the image as unreal. If that save fails, the phantasm viciously attacks the subject, and the subject must succeed on a Constitution-based save or die from fear. Even if the Con save is successful, the subject takes 3d6 points of damage. A Death Ward spell renders this spell ineffective.

Restoration: This spell functions like Lesser Restoration (p. 57), except that it also immediately restores 1d3 (d6/2) levels lost from level drain if the time since the creature lost the levels is equal to or less than one day per caster level. A character who has levels restored by restoration gains exactly the minimum number of experience points necessary to restore him or her to the restored level. This spell doesn't restore levels lost due to *Raise Dead* (p. 68).

Vampiric Touch: Upon making a successful Melee Spell Attack, the caster deals 1d6 damage per every two caster levels to his foe and gains the same amount to his own hit point pool. These hit points first heal any damage the caster has suffered; remaining hit points are gained as "temporary" hit points over and above the caster's base, which are spent before any other hit points and go away after an hour.

LEVEL 5

Blight: The caster causes a single plant of any size to wither and die. An affected plant creature takes 1d6 points of damage per level of the caster (maximum 15d6) and may attempt a Constitution-based saving throw for half damage. To accomplish this, the Necromancer must make a Ray Attack or Melee Spell Attack, as appropriate, against the plant creature. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

Create Undead: A much more potent spell than animate dead, this evil spell allows the creation of ghouls, ghasts and mummies. The type or types of undead the Necromancer can create is based on caster level: Casters of 8th level create ghouls, while casters of 9th level can create ghasts, and casters of 10th level can create mummies. The caster may create less powerful undead than her level would allow if she chooses. Created undead are not automatically under the control of their animator, and must be subdued using the Necromancer's Bane of the Dead ability. This spell must be cast at night.

Dismissal: This spell forces an extraplanar creature (including undead) back to its proper plane, if it fails a Wisdom save with a penalty (or bonus) equal to the difference between the caster's level and the creature's Hit Dice. Thus, if a 10th level caster uses this spell against a 5 HD creature, the creature saves at -5, whereas if an 8th level caster uses this spell against a 10th level creature, the creature saves at +2. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the creature to a plane other than its own. Non-corporeal undead affected by this spell are considered to have "Negative Plane of Shadow" as their home plane; corporeal dead which fail to save against this spell are destroyed as the negative force animating them is banished.

Shadow Armor: By means of this spell, the caster envelops the warded creature in a suit of shadowy armor pulled from the negative shadow plane. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient an Armor Class of 3, exactly as though he were wearing leather armor. This shadowy armor improves by one type for every three caster levels, to the normal maximum of AC 8. The subject can see through the armor as if it did not exist and is also afforded

darkvision with a range of 60 feet. In addition, he gains the ability to hide in shadows as though he were a third-level Thief (or if already a Thief, hides as though he were three levels higher than he currently is). The armor does not affect Thief skills, nor is it affected by a character's "allowed armor" list, as it is made of shadow and thus weightless and noiseless. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of armor of darkness also gain +4 to morale checks to resist Bane of the Dead. The armor does not augment currently worn armor for purposes of determining AC. Thus, if a character is wearing plate armor and is the recipient of this spell (which at caster level 8 provides an AC of 5 as chain mail), his plate armor would still provide primary protection as it provides a better AC. He would still, however, gain darkvision, saving throw bonuses, and the obfuscation of his features as normal. Good-aligned characters who are subject to this spell lose 1d3 levels for the entire duration of the spell; if this drops them below zero, the spell ends and they fall unconscious for one hour. A successful Wisdom-based save will negate the effects of the spell.

LEVEL 6

Anti-life Shell: This spell summons a mobile, hemispherical energy field,10 feet in diameter, that prevents the entrance of most types of living creatures and lasts for 1 turn per level of the caster. The effect is centered upon the caster, moves with him, and hedges out all living creatures, but not constructs, elementals, outsiders, or undead. The spell may be used only defensively, not aggressively. Forcing the barrier against creatures that the spell keeps at bay collapses the barrier.

Blasphemy: The spell caster raises his voice and utters a phrase of incomprehensible, base *wrongness,* which has a devastating effect on any non-evil creature hearing and understanding his words. The exact effects of the spell are dependent upon the difference between the hit dice or levels of the victims and the level of the caster. Those equal to the caster's level are stunned for 1 round. Those that are one to four levels below the caster are weakened, their Strength score reduced by 2d6 for 1d6+2 rounds, and are stunned for 1 round. Those of 5 to 9 levels below the caster are paralyzed for 2d6 rounds, after which they are weakened and stunned as above. Victims that are 10 or more levels or hit dice below the caster are instantly killed. A Wisdom-based saving throw halves these effects (negating any 1-round stun effects entirely). Creatures whose levels or hit dice exceed the caster's are unaffected by this spell.

Freezing Sphere: This spell is identical to the Wizard Spell *Fireball* (p. 44), save that it conjures a sphere of explosive cold, some say drawn from the energies of death itself. If the freezing sphere strikes a body of

water, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level (maximum 1,500 square feet). Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free requires a full round and a Heroic Strength check (p. 80).

Slay Living: The caster makes a Melee Spell Attack. If successful, the target is instantly slain, unless it makes a successful Constitution-based save, in which case it suffers 3d6 points of damage, plus 1 point per level of the caster.

Undeath to Death: Exactly as Circle of Death (see above), save that it destroys only undead creatures rather than living creatures.

PRIESTS

Level One	Level Two	Level Three
1. Cure Light Wounds	1. Bless	1. Cause Fear (46)
2. Detect Evil (41)	2. Find Traps	2. Continual Flame (42)
3. Detect Magic (41)	3. Hold Person (45)	3. Cure Disease
4. Light (41)	4. Speak with Animals	4. Locate Object (43)
5. Protection from Evil (43)		5. Remove Blindness/ Deafness
6. Purify Food & Water		6. Remove Curse (48)

Level Four		Level Five
1. Cure Serious Wounds		1. Commune
2. Create Water		2. Create Food
3. Neutralize Poison		3. Dispel Evil
4. Protection from Evil, 10' Radius (46)		4. Finger of Death
5. Speak with Plants		5. Geas (54)
6. Staves to Snakes		6. Heal
		7. Insect Plague
		8. Raise Dead

LEVEL 1

Cure Light Wounds: This spell heals 1d6+1 points of damage to a character touched. Requires a melee spell attack against unwilling targets.

Purify Food & Water: This spell makes up to 1 cubic foot per level of spoiled, rotten, poisonous, or otherwise contaminated food and water suitable for eating and drinking. It does not prevent subsequent 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 nor upon magic potions.

LEVEL 2

Bless: The priest instills his allies with divine aid, adding +1 to attack rolls and saves against fear. Lasts for 1 round per level.

Find Traps: The caster locates any mechanical or magical traps within 30 feet. This spell lasts for 1 round per level.

Speak with Animals: The caster can comprehend and communicate with animals. He may ask questions and receive answers, although the spell doesn't make them any more friendly or cooperative than normal. Further, it doesn't make animals any more intelligent, so answers and comments will be based on the animal's perception. The spell lasts for 1 round per level.

LEVEL 3

Cure Disease: Cures all diseases from which the subject suffers. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this

spell or may be countered only by a caster of a certain level or higher.

Remove Blindness or Deafness: This spell cures either blindness or deafness whether normal or magical in origin in one target. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

The reverse of this spell, *Cause Blindness or Deafness,* causes the creature touched to become blinded or deafened (caster's choice) if he fails a Constitution-based saving throw. Blind characters suffer all the effects of blindness listed on p. 109. A deafened character suffers -4 on initiative, and all spell casting rolls suffer a -3 penalty. Remove blindness or deafness counters and dispels the reverse of the spell.

LEVEL 4

Cure Serious Wounds: This spell cures 2d6+2 points of damage to a wounded character touched by the priest.

Create Water: This spell generates up to 2 gallons per caster level of wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Neutralize Poison: This spell will detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, but the spell does not reverse previously suffered effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell. Alternately, this spell can make a poisonous creature, such as a viper, non-poisonous for the duration. The spell lasts for 1 turn per level.

Speak with Plants: The caster may comprehend and communicate with plants, including both normal plants and plant creatures. The caster can ask questions and receive answers. 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. Further, the same restrictions as to amicability and Intelligence apply as with Speak with Animals. The duration is 1 round per level.

Staves to Snakes: The caster can turn from 3-16 sticks or staves into snakes, with each snake having a 50% chance (1-3 on 1d6) of being poisonous. The snakes will follow the caster's commands. At the end of the duration, any remaining snakes (which have not been utterly destroyed by some method or another) will resume their original form as sticks or staves. The duration is 1 round per level.

LEVEL 5

Commune: The caster contact his deity or agents thereof and ask one "yes or no" 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 lags, discusses the answers, requests clarification, or goes off to do anything else, the spell ends.

Create Food: This spell creates food to sustain three humans for 24 hours. The food is simple fare of the caster's choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and drink spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Dispel Evil: shimmering, white, holy energy surrounds the caster, imparting a -4 to attacks made against the caster by evil creatures. Also, on making a successful melee attack against an evil creature from another plane, the caster can choose to drive that creature back to its home plane. The creature can negate the effects with a successful save using Wisdom ability check modifier (if applicable). This use discharges and ends the spell.

Finally, with a touch the caster can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Finger of Death: The caster points at a single target within 25 feet and utters a curse that slays the target instantly. If the target makes a successful save with Charisma ability check modifier (if applicable), it instead suffers 3d6 damage +1 point per level of the caster.

Heal: This powerful curative enables the caster to wipe away disease and injury. It completely cures all hit point damage, all diseases, blindness, deafness and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It nullifies a feeblemind spell. It cures mental disorders caused by nature, spell, or injury to the brain. Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores. If used against an undead creature, heal acts as its reverse, harm. Harm drains the target of all but 4 hit points and causes disease in the subject (see remove disease). If used against an undead creature, harm acts like heal.

Insect Plague: This spell summons a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). the locust swarms may share the area of other creatures. Each swarm attacks any creatures occupying its area, obscuring vision and dealing 1d6 damage per round per swarm. The swarms are stationary

after being summoned, and won't pursue creatures that flee. The swarms remain in the area for 1 full day after summoned, and may cause the normal damage to crops and land that a natural locust plague would cause. This spell only works outdoors above ground.

Raise Dead: This spell restores life to a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work. The subject of the spell loses one level or Hit Die. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance (1-3 on 1d6) of losing any given spell upon being raised, in addition to losing spells for losing a level.

Normal poison and disease are cured in the raising, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, it does not restore missing parts. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. The spell cannot bring back a creature that has died of old age. Characters brought back by this spell must spend two weeks in bed recuperating, or the spell will be undone and they will die once more.

DRUIDS

Level 1
1. Detect Snares & Pits
2. Detect Magic ([?])
3. Faerie Fire
4. Locate Animals
5. Locate Plants
6. Predict Weather
7. Purify Water ([?], but only water, not food)

Level 2
1. Animal Summoning 1
2. Create Water ([?])
3. Heat Metal
4. Obscurement
5. Produce Flame
6. Speak with Animals ([?])
7. Warp Wood

Level 3
1. Animal Summoning 2
2. Call Lightning
3. Hold Animal
4. Neutralize Poison ([?])
5. Plant Growth ([?])
6. Protection from Fire
7. Pyrotechnics
8. Staves to Snakes ([?])
9. Water Breathing ([?])

Level 4
1. Animal Summoning 3
2. Control Temperature, 10' Radius
3. Dispel Magic ([?])
4. Hallucinatory Terrain ([?])
5. Insect Plague ([?])
6. Plant Door
7. Produce Fire
8. Protection from Lightning
9. Speak with Plants ([?])

Level 5
1. Animal Growth ([?])
2. Animal Summoning 4
3. Anti-Animal Shell
4. Control Winds
5. Feeblemind ([?])
6. Firestorm
7. Pass Plant
8. Transmute Rock to Mud ([?])
9. Wall of Fire ([?])

Detect Snares & Pits: This spell detects simple pits, deadfalls, and snares, as well as mechanical traps constructed of natural materials, but not complex traps or trapdoors. It does detect certain natural hazards such as quicksand, sinkholes, or unsafe walls of natural rock. However, it does not reveal other potentially dangerous conditions such as slick walkways, at the Referee's discretion. The spell does not detect magic traps, mechanically complex ones, or those already sprung or nonfunctional. The amount of information revealed depends on how long the caster studies a particular 10 foot square area. During the 1st Round, the spell notes the presence or absence of hazards. In the 2nd Round, the number of hazards and the location of each can be determined. If a hazard is outside line of sight, then direction, but not exact location, is divined. Each additional round thereafter reveals the general type and trigger for one particular hazard closely examined by the caster. The spell has a duration of 1 turn per level of the caster.

Faerie Fire: A pale glow surrounds and outlines the subjects, who shed light as candles. This spell negates concealment from non-magical darkness, blur, displacement, invisibility, or similar effects, and grants all opponents +1 to hit the limned target. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. Faerie fire can be blue, green, or violet, according to caster choice when casting. The fire does not emit heat, causing no harm to objects or creatures outlined. The spell lasts for one round per level of the caster. A successful Wisdom-based save by the target negates this spell.

Locate Animals: Using this spell, the caster may locate the nearest normal animal of a known type, provided it is within range. If more than one such creature is within range, the spell locates the nearest creature or group. Thus, it will indicate groups, herds, or flocks, though only a general impression of the size of the group is given. This spell detects only normal animals; it cannot detect humans, demi-humans, humanoids, magical creatures, objects, etc. The spell requires concentration to maintain but will last for 1 turn per level.

Locate Plants: As *Locate Animals,* but locates only a specific normal, natural plant of any given type with which the caster is familiar.

Predict Weather: This spell enables the caster to predict with 95% accuracy the weather within the next twelve hours. The area affected is equal to a 2-mile radius per level of the caster.

Animal Summoning 1: This spell summons any natural animal of the caster's choice with up to two hit dice (or two animals with one hit die each), which appears where the caster designates within twenty feet of his location, and acts immediately, on the caster's turn. It attacks opponents to the best of its ability and defends the caster. If the caster can communicate with the creature, she can direct it not to attack, to attack particular enemies, or to perform other actions. Animals able to be summoned are subject to the same restrictions as those discovered by the Locate Animals spell (i.e. no humans, demihumans, humanoids, etc.) The spell lasts for one round per level of the caster, at which time the creature summoned disappears, returned to the location from which it was originally summoned.

Heat Metal: This spell raises the temperature of metal items, such as weapons and armor, while its reverse, *chill metal*, lowers the temperature. Magical metal items are not affected. The spell affects the equipment of one creature per every two caster levels and the creatures can be no more than 25 feet apart, or it affects 25 pounds of metal per level (not held or worn by a creature). It lasts for 7 rounds. On the first and seventh round, the metal becomes warm or chilly, uncomfortable to touch but deals no damage. During the second and sixth rounds, burning heat or icy coldness causes pain and 1d6-1 damage. In the third, fourth and fifth, the metal is searing hot or freezing cold, causing disabling pain and 1d6+2 damage per round. The disabling pain results in the hands and/or body becoming totally disabled for a number of days equal to the creature's Constitution divided by 4.

Obscurement: This spell hides an object from location by divination (scrying) effects, such as a locate object spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Produce Flame: Upon casting, a flame about the size of a torch, appears in the caster's hand. The flames illuminate as torches do, and will not harm the caster. In all other respects, however, the flame is real and will ignite combustible materials. The flame can be used to attack. The caster can hurl the flame or use it to harm enemies. Successful attacks deal 1d6 per two caster levels. The flame can be thrown up to 50 feet as a Ray Attack, igniting any combustible materials at the point of impact and damaging any creature struck; against creatures in metal armor the caster gains +1 to hit. Touching opponents requires a Melee Spell Attack with the same bonus and damage. The spell ends immediately after an attack.

Warp Wood: The caster causes wood to bend and warp, permanently destroying its straightness, form and Strength. One cubic foot of material per two levels of the caster can be affected by this spell. Boards or planks can be affected. Warped weapons are useless. Magic weapons and wood are not affected. The reverse of this spell, *straighten wood*, reforms to original shape, straightness and Strength any wood that has been warped by this spell or by other means.

LEVEL 3

Animal Summoning 2: As *Animal Summoning 1,* but the caster may summon any combination of animals whose total hit dice do not exceed 4.

Call Lightning: This spell allows the caster to call bolts of lightning from the sky. The caster can call down one bolt every round, for the duration of the spell (one round per caster level). The character need not call a bolt of lightning immediately. Other actions, even spellcasting, can be performed during the spell's duration, with one exception: this spell cannot be cast more than once to "hold" multiple bolts.

Calling a bolt takes the caster's action for that round. A bolt causes 1d6 damage per two caster levels. It strikes in a vertical stroke at whatever target point the character chooses, within the spell's range of 100 feet plus ten feet per caster level. The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10 foot radius of the path or the point where the lightning strikes is affected. If used indoors, this spell draws upon ambient electrical energy, has a duration of "instantaneous," and only a single bolt can be fired at the time of casting. Targets may make a Dexterity-based save against every bolt fired; success means suffering half damage from the bolt.

Hold Animal: Functions as *Hold Person* (p. 44), but functions only on a normal animal (see *Locate Animals*) whose total hit dice do not exceed the caster's level. Thus, a fifth level caster can Hold an animal of up to 5 hit dice.

Protection from Fire: Grants temporary immunity to natural or magical fire and heat. The spell will absorb 12 points per caster level of damage (to a maximum of 120 points at 10th level), it is discharged and ends. The spell has a duration of 1 turn per level, and if it has not absorbed its maximum damage by that time, it ends regardless.

Pyrotechnics: Casting this spell transforms a fire within 150 feet of the caster into either a burst of blinding fireworks or a thick cloud of choking smoke, as chosen by the caster. The fireworks are a flashing, fiery, momentary burst of glowing and colored aerial lights. This effect blinds

creatures within 100 feet of the fire source for 1d6-1 rounds (minimum 1 round; Dexterity-based save negates). Creatures must have line of sight to the fire in order to be affected. Spell resistance can prevent blindness. The smoke cloud is a writhing stream of choking smoke, billowing out from the source. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All forms of natural sight (including special vision) are ineffective in or through the cloud. The spell consumes one fire source, which is immediately extinguished. Magical fires are not affected.

LEVEL 4

Animal Summoning 3: As *Animal Summoning I,* but the total hit dice of summoned creatures may not exceed six.

Control Temperature, 10' Radius: The caster can raise or lower the ambient temperature in the affected area by up to 50 degrees Fahrenheit. The temperature will change at a rate of 10 degrees per round until the maximum alteration is achieved or the caster decides to stop the adjustment. The spell duration is three turns, plus one turn per level of the caster, and the caster may make repeated adjustments and alterations throughout the spell duration.

Plant Door: This spell creates a path through any foliage, no matter how thick, through which the caster can pass freely and unencumbered. Even a solid wall of trees will allow passage. Wood that has been cut and worked such as a wall or rampart, however, will not open. The path created is 3 feet wide, six feet high, and 100 feet long. The spell lasts for three turns, plus one per level of the caster. Only the caster may pass through this Plant Door; he may not take anyone with him. In addition, the caster may choose, if he desires, to remain within a tree opened through the use of this spell. In such a situation, he may remain within the tree as long as he likes (even exceeding the spell duration) and exit whenever he desires—he may view the outside world from inside the tree, just as though looking through a peephole or small window.

Produce Fire: This spell is an enhanced version of *Produce Flame.* Upon casting this spell, flames as bright as a torch appear in the caster's open hand. The flames harm neither the caster nor her equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. The caster can strike an opponent with a Melee Spell Attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, the caster can hurl the flames up to 120 feet as a thrown weapon. When doing so, the caster attacks with a Ray Attack and deals the same damage as with the melee attack. No sooner does the caster hurl the flames than a new set appears in the caster's hand. Each attack the caster makes reduces the remaining duration by 1 round. If

an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell has a duration of 1 round per level and does not function underwater.

Protection from Lightning: Protection from lightning grants temporary immunity to lightning and electricity. Once the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it expires. At the Referee's option, other forms of Protection from Energy may exist, each being a separate spell, or there being only one spell, *Protection from Energy,* which provides protection as above, but against a type of energy (acid, cold, electricity, fire, or sonic) specified upon casting.

LEVEL 5

Animal Summoning 4: as *Animal Summoning I,* but the type of animal summoned may not have hit dice exceeding eight.

Anti-Animal Shell: This spell creates an invisible, 20' diameter mobile barrier that keeps all creatures within protected from attacks by animals or magical beasts. Forcing the barrier against creatures that the spell keeps at bay strains and collapses the field. Intelligent magical beasts (such as dragons) and any magical beast of Giant size or larger may attempt a saving throw to pierce the barrier (ability base at referee's discretion); success indicates the barrier collapses and the spell ends. Otherwise the spell lasts for ten minutes per caster level.

Control Winds: The caster alters wind force in the 40' per level area surrounding him. The caster can make the wind blow in a certain direction or manner, increase its Strength, or decrease its Strength. The new wind direction and Strength persist for ten minutes per level of the caster or until the caster chooses to alter his handiwork, which requires concentration. The caster may create an "eye" of calm air up to 80 feet in diameter at the center of the area if he wishes, and may choose to limit the area to any cylindrical area less than the spell's full limit. For every three caster levels, the caster can increase or decrease wind Strength by one rank. Each round on the caster's turn, a creature in the wind must make a Strength-based save or suffer the effect of being in the windy area. Rank 0 is any condition from no wind to a gusty breeze of up to 20 mph. *Strong winds* (rank 1; 21+ mph) make sailing difficult. *Severe wind* (rank 2; 31+ mph) causes minor ship and building damage. A *wind storm* (rank 3; 51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. *Hurricane force winds* (rank 4; 75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A *tornado* (rank 5; 175+

mph) destroys all nonfortified buildings and often uproots large trees.

Firestorm: When a Firestorm spell is cast, a 20 cubic foot area at a distance of up to 100 ft. plus 10 ft. per level of the caster is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that the caster wishes to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level, though a Dexterity-based save for half damage is allowable.

Tree Stride: The caster gains the ability to enter trees and move from inside one tree to inside another tree. The first and all subsequent trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree (for example), the caster instantly knows the location of all other oak trees within transport range (see below) and may choose whether he wants to pass into one or simply step back out of the current tree. You may choose to pass from one tree to any tree of the appropriate kind within 500 feet plus 100 feet per level of the caster, once per caster level. The spell lasts until the duration expires or the caster exits a tree. Each move between trees counts as a character's full movement for the round (ie. the caster may not move between trees and attack or cast a spell). The caster can, if he wishes, remain within a tree without transporting, but is forced out when the spell ends. If the tree is chopped down or burned, the caster dies if he does not exit before the process is complete.

EQUIPMENT AND ECONOMY

Characters begin with 75 coin with which to buy equipment. Characters do not have to pay for basics: a suit of traveling clothes or robes, cloak, boots, belt and pouches. Additional equipment costs can be extrapolated from what is here. Some Referees may wish a more complex economy (typically copper, silver, gold, and platinum in increments of 10; that is, 10 copper=1 silver, 10 silver=1 gold, etc). In this case, choose the "medium" coin and have all costs here based on that standard. Thus, costs here would be in silver pieces (as would starting coin). Referees can adjust prices for their own economy as they see fit.

BASIC EQUIPMENT AND COSTS
Weapons and Armor

Item	Cost	Item	Cost	Item	Cost
Dagger	1	Pole Arm	7	Sling Stones, 20	5
Hand Axe	2	Halberd	7	Silver Tipped	+10
Mace	5	Lance	4	Leather or Padded Armor	15
Short Sword	5	Short Bow	15	Studded Leather	20
Long Sword	7	Long Bow	40	Chain, Scale Mail, Lorica Segmentata	30
Two-Handed Sword	15	Composite Bow	50	Plate Mail	50
Battle Axe	7	Light Crossbow	15	Shield	10
Morning Star	6	Heavy Crossbow	25	Barding	150
Flail	5	Sling	1		
Spear	3	Arrows/Quarrels, 20	10		

Transportation

Item	Cost
Mule	20
Draft Horse	30
Light Horse	40
Medium War Horse	100
Heavy War Horse	200
Saddle and Tack	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100

Miscellanea

Item	Cost	Item	Cost
Rope, 50'	1	Holy Symbol, silver	25
Pole, 10'	1	Holy water, 1 vial	25
Small Sack	1	Wine, qt., poor	3
Large Sack	1	Wine, qt., avg.	5
Backpack	3	Wine, qt. fine	10
Water/wine skin	1	Iron Rations, wk.	5
6 Torches	1	Meal, bread and porridge	1
Lantern	10	Meal, hearty stew	3
Flask of Oil	1	Meal, good mutton and sides	5
5 stakes & mallet	5	Ale or mead, pt.	1
Mirror	2	Lodgings, basic, 1 night	2
Holy Symbol, wood	2	Lodgings, full accommodation (inc. meals), 1 night	10

Book Two:
Combat and Conflict

INTRODUCTION

Well, here it is: book two. You've made it through character creation; now it's time to learn what all those numbers and terms mean. That's what this booklet is for. It's all rules, from start to finish. Players should definitely read through this book, to have a handle on how the game works, so they can better comprehend what's going on during play, but this book is really for the most part the purview of the Referee.

THE GOLDEN RULE

With that in mind, there's one all-important rule to keep in mind at all times: *The Referee is the final word on any interpretation of the rules in the game.* It is up to the Referee how (or indeed, if) these rules are applied in game, altered, or ignored entirely. Never argue the letter of the rules at the table. If a rules question arises, allow the Referee to make a ruling and move on. Further discussion can always take place away from the table. The rules in *Spellcraft & Swordplay* are deliberately minimalistic, allowing a

lot of room for development, interpretation, and customization. Not every situation will be covered, and it is the author's feeling that attempting to do so turns the game into a glorified board game rather than the game of gritty, epic, or even fairy tale fantasy role playing it is intended to be.

Keeping that in mind, a note to the Referee: always put the game and the enjoyment of your group first. Be consistent at all times in your adjudication of the rules. It wouldn't hurt to keep a notebook in which you track any rulings or interpretations you make, so that you can continually rule the same way and not alter your game entirely from one session to the next. It is not entirely upon you to ensure the group has a good time, but the bulk of the work does lay on your shoulders, who controls every aspect of the game that is not one of the player characters. Refereeing a fantasy game is both an art and a science, to paraphrase Gary Gygax, and with creativity, time, and practice you'll join the ranks of the greats.

THE BASICS

Almost all actions in *S&S* are handled by rolling 2d6, adding bonuses, and trying to equal or get better than a target number. On rare occasions, a

number (1 to 3) d6 may be rolled to check a probability (often for a mishap or miss chance), but these are the exception to the rule.

TIME

The first thing to clarify in our book on rules is how time is distributed in the game, since a great many actions you will undertake, from attacking an enemy to engaging in negotiations to casting spells revolve around time. In general, when discussing time in a

non-vital situation, time is just addressed as we do every day: seconds, minutes, hours, days, weeks, etc. However, when the breakdown of time becomes important, there is game terminology used.

In combat, time is broken up into one-minute passes called *rounds.* Whenever you see the term "Round," it refers to one minute of in-game time. During a round of combat, characters will have the ability to make a number of attacks or actions. Each action will take a number of "passes," each segment being equal to six seconds of time; there are ten passes in a round.

Ten rounds is equal to a *Turn,* which obviously then represents ten minutes. Whenever you see the term "Turn," count tens of minutes in game time.

ABILITY CHECKS

There will be times in game when the Referee has a character make a simple ability check to determine the result of some action not otherwise covered by the rules. When making an ability check, 2d6 are rolled, the bonus or penalty on the Check Modifier table (p. 13) added, and any penalties or bonuses granted by the Referee applied. If the result of the check is 11 or better, the check succeeds.

In general, besides the ability check modifier, characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc).

As a rule of thumb, if the task is so easy and mundane that a character of a given class and level should be able to do it without any trouble, don't roll. Only roll for critical, important, and difficult tasks. The Referee will grant bonuses or penalize actions based on their difficulty as follows:

When in doubt as to how to handle any given situation, go with an ability check. If the situation requires a contest between two people, have both roll ability checks, with the higher result winning. These are called *contested tests.* For example, if two people are having an arm-wrestling competition, the Referee can call for both to make a strength check. Both characters would roll 2d6, adding their strength ability check modifier and +1 for every three class levels possessed. The highest result wins the contest; however, if neither result equals 11, the contest is deadlocked and continues on.

Table: Difficulty Modifiers

Condition	Modifier
Basic	+6
Easy	+4
Simple	+2
Moderate	No modifier
Difficult	-2
Very Difficult	-4
Heroic	-6
Amazing	-8
Unbelievable	-10
Unimaginable	-12

In this case, the Referee might rule that the class bonus is not appropriate for wizards or clerics, who don't train in strength, if he so desires. The Referee might also decide that the contest is decided by the best of three contested rolls. In any case, ability check rolls are an easy and intuitive way to handle most situations in game. So remember: when in doubt, fall back on the ability check.

Exceptional Strength

For characters with exceptional strength, the ability check modifier increases accordingly: for strength 19-20 the modifier is +3; for strength 21-22 the modifier is +4; for strength 23 the modifier is +5.

Specific Ability Checks

Perception: Perception refers to any ability check involving the senses—sight, touch, hearing, smell, etc. Perception should be used when hearing noises, catching unusual odors, feeling for levers in the dark, and searching for secret passages and hidden doors. A perception ability check is always made using the better of Intelligence or Wisdom; characters with high intelligence tend to study things more carefully, paying careful attention to their surroundings and deliberately seeking things that seem out of place. Characters with high wisdom, on the other hand, tend to just have a naturally keen set of senses, and pick up on things instinctively. Players should role play this as appropriate, and Referees should impart information slightly differently as well; exactly how this is handled is up to the individual player and referee, but in general, a character with high intelligence is more of the "Everybody quiet! Listen!" type, whereas the high wisdom character is, "Something's not right, here. Did you hear that?"

Elves, Dwarves, Thieves, and Perception: Hearing noise and searching for secret doors are both standard Perception checks. Thieves add their race and/or class bonus as well as their ability modifier.

Searching for secret doors is done with a Perception check as well. Elves and dwarves (the latter assuming the hidden opening is constructed from stonework) get an automatic 1d6 roll to notice the door/compartment when they pass, as described under those races. The thief ability to find and remove traps also applies to secret doors, and thus allows thieves to add their class bonus when searching. For elf and dwarf thieves, their racial ability supersedes the thief ability; they use their racial ability first, to notice a secret door/hidden compartment or passage as they pass. If that fails, they can then make a standard check as a thief to find secret doors or traps if they choose to search.

Balance and Reflexes: A dexterity check is used any time a character's balance or reflexes come into play; for example, a character might have a chance to slip and fall off the edge of a cliff, or need to reach out quickly to stop another character from falling. At the Referee's option, Thieves (who are trained in feats of dexterity) can gain a +2 to reflex or balance-based checks.

Interrogation, Interviewing and Seduction: any time a character seeks to interrogate, interview for the purposes of gathering information, seduce, or engage in any sort of diplomacy or intimidation, a Charisma

check is used, this opposed by the target's Wisdom. If the target is indifferent to the character when the interrogation begins, the checks are both unmodified. If the target is of a fearful, suggestive, or extremely friendly disposition, the character gains +2 to her charisma check and the target suffers -2 to his Wisdom check. If the target is of a generally amicable disposition, the character gains +2 to the Charisma check. If the target is suspicious or otherwise distrustful, the target gains +2 to his Wisdom check. If the target is outright hostile, the target gains +2 to his Wisdom check and the character suffers -2 to her Charisma check.

Saving Throws

Many attack forms require the player to make a *saving throw* for his character. A saving throw is an ability check which represents the character's ability to avoid dangerous or deadly situations. Saving throws will always add ability bonuses based on the type of save. The Fire Ball spell, for example, allows a character a saving throw with their dexterity adjustment to take only half damage. An unmodified ("natural") roll of 2 always fails, and a natural roll of 12 always succeeds. Each class gains a special class-based bonus to certain saving throws, as listed under the class description in Book One. Wizards, for example, gain +2 to all Intelligence based saves, and Warriors gain +2 to all Constitution-based saves.

Morale

Morale is the ability to keep on going in the face of adversity. Whenever a situation occurs that could cause a character or monster to surrender or break and run, that character or creature must make a morale check.

Making a morale check simply means making a Wisdom Ability Check. Certain situations, attacks, and special abilities may modify the check, for the positive or negative, at the Referee's discretion using the table on p. 81. In addition, each race gains a racial bonus to morale, as follows:

Race	Morale
Human	+2
Elf	+4
Dwarf	+5
Halfling	+6

Morale checks for monsters use the ability check guidelines given on p. 134. The situation that inspired the morale check will generally dictate the results of a failed check; i.e. if an overwhelming force demands surrender, a failed morale check will likely result in surrender. If the party were faced, on the other hand, by a horde of slobbering, maddened berserkers out to destroy everything in their path, a failed morale check might result in the release of bodily waste, and in rapid flight from the situation.

Background Skills (Optional)

Generally speaking, characters are differentiated only by their different ability scores and class/race combinations. Some Referees and players may desire a bit more customization in their games. If desired, characters can be given up to three Background Skills. Roll a d6: 1-2 means the character gets one skill, 3-4, the character gets two skills, and 5-6 grants three. Skills can be chosen or rolled randomly from the following chart (roll 3d6), ignoring duplicate results except where a choice is allowed (i.e. a character can have two or three different types of entertainer

background, or can be both an herbalist and a chirurgeon).

A list of typical backgrounds follows. These are suited for a "generic" fantasy game, though the Referee can feel free to add, subtract, or entirely alter this list to suit her game as she sees fit. Exactly what can be done with these background skills is largely up to the Referee and players, but in general, any time a player can justify the use of a skill in game, he may add +1 to his character's ability check for every three levels of experience the character has. Thus, a character at levels 1-3 adds +1, levels 4-6 +2, etc.

3d6	Skill
3	Bowyer/Fletcher
4	Blacksmith
5	Entertainer (Choose a type)
6	Leatherworker
7	Cobbler or Tailer (Choose one)
8	Rat Catcher
9	Healer/Herbalist or Chirurgeon (choose one)
10	Historian
11	Astronomer/Astrologist
12	Sailor/Fisherman
13	Merchant/Trader
14	Hunter/Trapper/Forester
15	Mason or Carpenter (choose one)
16	Farmer
17	Inn keeper/Brewer
18	Miner

MOVEMENT

Keeping careful track of movement is often not necessary unless you are using miniature figures for more detailed combat. If you are, this section will be of great use. When tracking movement on a tabletop, you can use miniature figures such as those sold in many hobby shops, you can use dice, pennies, even dead bugs if you're that creative and morbid. All you'll need besides markers is some sort of ruler, tape measure, or means to track distances.

In book one, all distances in *S&S* were given in feet. To determine tabletop rates, divide feet by five. The resulting figure is the number of inches on tabletop scale for range, movement, etc.

Base Movement Rates

Base movement rates per round for player character races are as follows. Other creatures' movement rates are listed under individual monster entries in Book 3.

Humans and **Elves** wearing light or no armor (no heavier than padded or leather) move at 60 feet (12") per round. If wearing medium armor (up to chain), they move at 45 feet (9"), and if wearing plate armor, humans move at 30 feet (6").

Dwarves wearing no or light armor move at 45 feet (9") per round. If wearing medium armor their movement rate is 35 feet (7"), and if wearing plate, movement is reduced to 25 feet (5").

Halflings wearing no armor move at 45 feet (9") per round. If wearing light armor movement rate is 35 feet (7"), and if wearing medium armor movement is 25 feet (5"). If a Halfling decides to don heavy plate armor, his movement will be a mere 15 feet (3"). Halflings don't have the strength and endurance of dwarves in such bulky gear.

In a combat situation, characters may move up to half of their maximum movement score and still attack.

Generally, if a character moves more than half of their maximum movement, they may not attack. The exceptions to this are elves and Halflings with specific ranged weapons, and those characters performing a *Charge* maneuver.

Effects of Terrain and Environment

Debris, rough ground: A great deal of debris, such as piles of garbage, strewn rocks, etc., slows movement through the area by 50%.

Hills: Movement uphill is at 50% of normal rate (25% if fatigued); Movement downhill is at 150% normal rate.

Marsh and bog land or Heavy Precipitation: Movement at 50%, all fatigue conditions worsened by half, rounded down (i.e. combat every round can cause fatigue). The same effects apply to heavy rain, snow, sleet, or hail, or even a sand storm in the desert.

Rivers and Streams: If more than waist deep, no combat possible. Wearing armor lighter than leather will cause the wearer to sink like a stone and drown within constitution score in minutes. If less than waist deep, movement is at 50% and all combat and physical actions at -2.

Tactical Considerations

When in a combat situation, no character may freely move past an opponent. Any time a character comes within 1" of a medium-sized opponent, 2" of a large, huge, or giant-sized opponent, or 3" of a colossal or immense opponent, he must stop movement immediately and be drawn into combat. This is referred to as the creature's "reach" or "threatened space."

No character engaged in melee combat may employ ranged weapons.

No wizard or priest engaged in melee combat may employ spells of any type except those which function as touch-based attacks.

Fly-by, Distraction, and Fleeing (Optional)

At its core, the tactical movement system herein is fairly basic, but it can result in characters flying all over the map, attacking willy-nilly with any sort of weapon or spell. These rules, if implemented, will increase the complexity of the rules somewhat, but will curb that issue. They expand the options above for movement past enemies and use of ranged weapons and spells while in melee.

If a character would otherwise be forced into combat for passing too close to an opponent, but chooses to continue movement instead of stopping to engage the enemy, the character suffers one immediate attack from the enemy past whom he is moving, *unless that enemy is already in melee with another opponent*. This attack is in addition to the enemy's normal attack routines.

To avoid over-complexity and combats that drag on for hours, characters should generally be assumed to take the most direct route to an enemy in combat, though for measuring routes that "bob and weave," so to speak, it is recommended that a flexible tape measure, such as that used by tailors, is employed. Alternately, a piece of string or ribbon can be used to plot the exact course, and then that string or

ribbon measured against the character's movement allowance.

For example, Juliette the Rogue attempts to run past a giant wolverine (a large-sized creature) to get to his orc controller further on. Her path brings her within 2" of the beast, who is not yet engaged, but she opts not to stop and engage it. The wolverine makes one free claw swipe at her as she passes. The Referee rolls for the attack and fortunately for Juliette, the wolverine misses. If, later on the same round, Juliette's companion Erik the Knave decides to engage the wolverine, the creature still gets all of its normal attacks.

Likewise, any character who chooses to abandon combat, either to move to another target or to flee battle, is subject to a single attack from the opponent from whom he flees, unless he does *nothing else but move up to ½ his total movement this round* (a "fighting withdrawal").

In addition, at the Referee's discretion, any time a character in melee combat does anything that would reasonably distract him from fighting his opponent—including attempting to use ranged weapons or cast spells—his opponent gains a free extra attack on him.

Likewise, characters can deliver opportunistic attacks when opponents meet the conditions outlined above. In no circumstance can any character, monster or Non-player character (NPC) make more than a single bonus attack for opportunistic circumstances against a specific opponent in a single round.

Aerial Movement

At some point, the characters may by hook or by crook gain mounts that can travel through the air. If this occurs, certain aspects are needed to track when tactical movement takes place in three dimensions.

In general, aerial creatures move just as land-based creatures do, using their fly speed in inches. However, airborne creatures cannot turn on a dime as can land-based creatures. This means that, to some degree, facing is important when tracking aerial movement. In general, tiny or small creatures can turn on a dime, just as land-based creatures can. These critters can make a full 180-degree spin with one inch of movement. Medium-sized (man-sized) creatures can turn 90 degrees with one inch of movement. Large-sized creatures (pegasi, griffons) can turn 45 degrees. Giant- or larger-sized creatures can only turn 15 degrees per inch of movement. Creatures must always fly in the direction in which they are facing.

For example, a dragon attempting to make a 180-degree turn will need to turn 15 degrees, then fly diagonally 1 inch for another 15 degree turn, then diagonally again (albeit more steeply) for another 15 degrees....moving forward and diagonally six inches (90 degrees) before it can begin to complete its turn in the other direction (which will require another six 15-degree, 1" shifts). This results in a wide arc of flight, but large sized creatures tend to be quite clumsy in their flight. Fortunately, dragons have long necks and can cast spells, breathe, and whip their tail behind them! A man-sized creature, on the other hand, requires a mere two 1"

shifts to achieve a 180-degree turn, and a Pegasus or griffon requires four. It may be useful to have a means to measure angles for this purpose. If no compass or triangle is handy on a regular basis, it may help to draw out a few templates on paper to lay down so that the path of flight may be traced quickly and easily. Templates are of great help in general in miniatures-based tactical movement.

Alternately, a hex grid can be used. These can be found in any good game or hobby shop.

Creatures can climb 1 inch for every inch forward they go. Conversely, they may dive 2 inches per inch forward they go. It is often helpful, in tracking movement, to secure a dowel rod into a 2.5-3" base, with 1" increments marked off. This will allow, via the use of a rubber band or other method, the securing of a figure to the rod at the appropriate height.

While inches lateral represent the same 5' scale as they do on land-based tactical movement, inches vertical represent 25' per inch, so as to keep some sense of the sheer vastness of scale when combat takes place in three dimensions.

Encumbrance

Generally speaking, a normal human, elf, or dwarf can carry up to 750 coin worth of weight before taking penalties. For weight up to 1,000 coin, the character has light encumbrance and suffers a penalty of 15 feet (3") to movement. For up to 1,500 coin the character suffers heavy encumbrance and a penalty of 30 feet (6") to movement. If encumbrance reduces movement to 0, the character is simply too weighed down for adventuring.

Halflings can carry only 500 coin worth of weight, suffering encumbrance for 850 and 1,000 coin, respectively.

Each point of strength ability check modifier adds 100 coin to the total weight in each category.

Armor is generally not figured into encumbrance figures; its encumbrance is already taken into account in the movement rate it provides. Generally speaking, light, one-handed weapons weigh 50 coin; small weapons such as knives weigh 10 coin. A shield weighs 100 coin. A full waterskin is 30 coin, a staff, 50 coin. 50 feet of rope weighs approximately 200 coin. An empty sack or backpack weighs 5 coin. Full small sacks weigh 100 coin, full large sacks weigh 250 coin, and full backpacks weigh 150 coin. Other encumbrance values can be extrapolated from the examples here.

TRAVEL

In a well-run fantasy campaign, it is inevitable that characters will travel throughout the world seeking adventure and fortune. Certainly there will be times that it is important to know how long it takes a party to get somewhere!

Overland Travel

In general, a normal party can cover about 20 miles per day over land on

foot at a leisurely pace (though see "Terrain and Environment," p. 84, unless they decide to push themselves in a forced march. A forced march means moving for longer than the normal eight hours of travel; for each hour beyond the first eight, the party can cover an additional three miles, but each member must begin to make saves against fatigue (see p. 101), with two failed fatigue saves resulting in the character collapsing, exhausted.

Being mounted on horseback increases this distance to 40 miles per day. Pushing the horse has the same effect as a forced march, though the fatigue is on the mount, and could result in permanent damage. Each additional hour that the horse is marched it can cover 5 additional miles, but must begin making saves against fatigue. For each save the horse makes, it suffers a cumulative chance of being permanently lame; roll 2d6. The first save will see the horse lame on a result of 2, the second on 2 or 3, and so forth.

If the horse or team of horses is tied to a cart or wagon, the distance covered in a day will be about 20 miles.

These guidelines assume no difficult terrain. If the party has to endure difficult terrain, assume that each mile of difficult terrain crossed is equal to two miles of travel.

Waterborne Travel

Generally speaking, a small to medium sized rowboat or raft will cover 30 miles in a day, while a merchant sailing ship can carry a party about 60 miles in a day. A warship or longboat can make up to 70 miles every day of travel, and a full-sized galley can travel upwards of 100 miles every day.

One of the greatest risks of travel at sea is the potential for a powerful storm to crop up. Once per week, the Referee should roll 2d6; a result 2 indicates no wind at all (the ship is dead in the water if there aren't oars) and a result of 12 indicates a strong storm has cropped up. Results of 3-4 indicate light winds (ship moves at minimal speeds; reduce daily travel by 50%), results of 5-9 indicate moderate winds (standard travel), and results of 10-11 indicate heavy winds (increase travel by 25% but there is also a 25% chance of sails tearing, masts breaking, etc.)
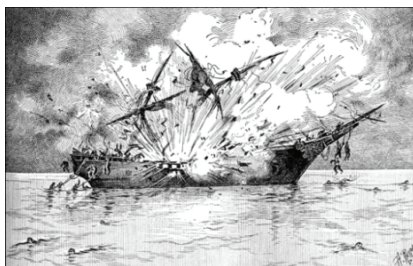
Storms at sea are covered in detail on p. 105, but to keep it simple when just traveling, these dangers carry gale force winds, driving rain, and lightning strikes. If a character is caught on the deck of a ship during a storm and not secured, he must make a strength check every d6 rounds not to be blown over by the winds. This check is at a -2 penalty. Further, periodic dexterity checks (Referee's discretion) are required to maintain footing on the slick decks and pitching ship. Being blown over or knocked to the deck during a storm at sea does 1 die of damage and shifts the character 1d6 inches (5-30 feet) in whatever direction the wind is blowing, which could result in being blown into the sea. These effects can be avoided by lashing oneself to his post, restricting

movement but securing against the damaging winds. Referees should take into account any precautions characters take against the storm and adjudicate bonuses to rolls accordingly.

A storm will last 1d6 turns, during which time there is a small (not cumulative) chance of a lightning strike every turn; a roll of 3 on 3d6 means lighting has struck. Treat a lightning strike as a fireball spell cast by a 5th level wizard, dealing 5d6 damage to a 40 foot radius and potentially setting the ship ablaze (though it is equally possible the driving rain will extinguish the flames).

For more detailed information on sailing vessels, including the hit points of ships and combat rules, see p. 102.

Aerial Travel

If you can get one, a creature that can go by air is the only way to travel; winged creatures can go much faster and farther in a single day than can vessels that travel by land or sea. The catch is, the larger the creature the more passengers it can carry, but the slower and more cumbersome its movement.

All winged creatures have a movement rate for air speed; simply convert this movement rate (feet per round) to feet per hour, multiplying the per round speed by sixty. Generally speaking, as travel is not tactical movement and carries no impediments to move, increase this "per hour" speed by a factor of 10. Dividing by 5,260 will give a speed in miles per hour. Generally speaking an airborne creature can fly 6 hours without stopping while carrying a load (round distances to the nearest factor of 10), then it must rest for at least four hours. A few examples are provided below.

Creature	Fly (ft/in)	Travel/Day
Dragon/Wyvern	100/25	70 miles
Griffon	150/30	100 miles
Hippogriff	175/35	120 miles
Pegasus	250/50	170 miles

COMBAT

Let's face it: the vast majority of fantasy gaming revolves around battles. Swords flashing, spells blazing, killing things and taking their stuff. That's what this type of play is geared towards. At its most basic, the progression of combat in game is as follows:

1. Determine surprise and check initiative
2. Winner attacks
3. Damage and casualties resolved
4. Loser attacks
5. Damage and casualties resolved
6. Repeat

Surprise and Initiative

If there is a chance that one party has surprised another (or that both parties are surprised) each party with the potential for surprise rolls a d6, applying any modifiers the Referee deems appropriate. A result of 1 or 2 indicates surprise. If only one party is surprised, the other party gets one free action (not full round, but action) against the surprised party. That is to say, a fifth level warrior could move in and make a single attack, but not a full 4-attack routine. A wizard can cast a spell on a surprise round, though the spell will not go off until the first regular initiative action of a member of his (or one round later, if the spell is delayed). Thus, a wizard casting a spell on a surprise round should hope he or one of his teammates gains initiative for the regular combat; otherwise, the enemy will attack before his spell takes effect.

If both dice indicate surprise, whichever party has the higher result will gain a surprise pass. Thus, if one party rolls a 1 and the other a 2, the party with the 2 will get to attack.

If the rolls are a tie, then the parties' surprise offsets, and in game the situation is treated as if there were no surprise.

Referees, use common sense, here; if the party sets up an extraordinarily clever ambush and there's no way you can see that their enemies would detect them, the party should automatically gain surprise.

If no surprise or equal surprise exists, the next step is to check initiative. Checking initiative is a matter of everyone rolling a die or dice and adding their Dexterity Reaction Adjustment. It really doesn't matter whether you roll 1d6, 2d6, or even 1d10 (though percentiles aren't recommended), just so long as all involved parties roll the same die. Whoever gets the highest result gets to act first, and initiative progresses in descending order from there.

Referees might do better to roll for opponents in groups. That is to say, if the characters are facing a group of five orcs led by an ogre and a troll, roll one initiative test for all five orcs, one for the ogre, and one for the troll. This just helps keep things organized.

Note that any characters engaging in ranged attacks always attack first, though still in decreasing order of their own initiative.

Attack

Each character, in descending order of initiative, makes one or more attacks as indicated on their level progression chart. To make an attack, roll 2d6, adding your "To Hit" bonus from Strength and any other modifiers you

may have, account for your opponent's dexterity, if the opponent is a Warrior, then consult the combat matrix, cross-referencing your weapon against the armor class of your opponent. If your total equals or exceeds the number listed, you've scored a hit! Note that armor class is based on the general type of armor (even natural armor) possessed or worn by an opponent. Shields improve armor class by one. See Combat Table 1: Armor Type and AC for a complete breakdown of armor types and the armor class they impart.

At the Referee's discretion, characters with multiple attacks may make all attacks at once, or may cycle through their attacks one at a time, with extra attacks coming as a group at the end of the round.

Magical Armor Bonuses: A higher roll is still always better, but higher armor classes can be problematic when one deals with magical enhancements. In general, a magical enhancement to armor functions as a penalty to the attack roll of an enemy, rather than as an actual increase in armor class.

Ranged Weapons Rate of Fire
Ranged attacks are restricted by the weapon's rate of fire, rather than the total attacks of the hero. Slings alone have a rate of fire equal to the hand-to-hand attacks of the character in question. Halflings using slings are especially deadly in this respect, as they treat slings as long bows for range and on the attack matrix. Short, long, and composite bows fire twice every round. Light crossbows fire once per round, and heavy crossbows fire once every other round.

Characters who have achieved 4 melee attacks may increase the rate of fire of a ranged weapon by one every other round or, in the case of heavy crossbows, may attack every round. Characters who have achieved 8 attacks gain an extra shot every round, and in the case of heavy crossbows an extra shot every other round. Thus, a tenth level warrior with eight attacks may fire a bow or light crossbow three times per round, or a heavy crossbow 3 times every two rounds.
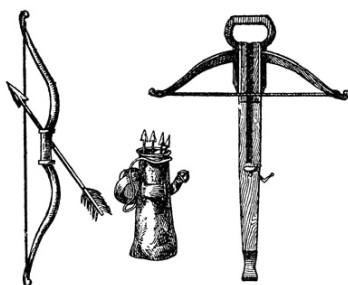
It is advisable for players to keep the matrix for any weapon their character uses written on their character sheet. This way, the player can simply roll 2d6 and reference his own attacks, which saves time in the long run. In general, there's no reason the Referee should feel the need to keep the AC of an enemy secret. In the rare instance that this is the case, however, the Referee will have to reference all attacks until the players work out what AC they are attacking.

Unarmed Combat
Unarmed combat is generally possible only between unarmored opponents. A kick or fist does very little damage against someone clad in any armor heavier than padded. If a character wishes to attempt to punch an armored opponent (assuming the face or other unarmored area is accessible), his "to hit" roll is adjusted by the

opponent's dexterity as though his opponent was a warrior regardless of class. Damage from unarmed attacks is temporary, healing at one point per hour, unless the attacker is wearing metal gauntlets, in which case damage is 'real,' that is, treated like any other weapon damage.

Characters fighting with spiked gauntlets should be treated as wielding knives.

Grappling and Wrestling

Grappling and wrestling are simple to adjudicate, and combine standard combat with Ability Checks.

Grappling: Grappling is attempting to grab hold of your opponent to hold him fast. The attacker rolls an opposed Dexterity check to grab hold of his enemy, accounting for any size modifiers. If the attacker wins the check, he has hold of his opponent. If the defender wins, he escapes. At the Referee's option, the base Success of 11 can be waived in favor of the better of the two rolls in this situation.

Once a successful grapple is achieved, the grappler may immediately deal 1d6 damage plus his Strength bonus to the defender. In addition, the defender is unable to act but to attempt, on his turn, to break the grapple with a Dexterity check or Strength check opposed by the attacker's Strength check. Thereafter, every round the attacker may automatically deal 1d6 damage plus Strength bonus to the attacker, until the attacker breaks free or the attacker releases him.

Wrestling: Though the base grapple rules assume a "bear hug" type hold, the exact circumstances of the grapple are up to the attacker. If he wishes to use a specific submission hold, he may; the game effects are the same, though at the Referee's option certain submission holds may leave the defender's arms free to strike back (albeit at an appropriate penalty), or may allow bonuses to the defender's escape attempts if he uses appropriately described strategies. Changing holds allows the defender an opposed Dexterity check to escape.

The Slam: The grappler may choose to rather violently release a grapple by slamming his opponent to the ground. This maneuver deals 1d6 points of (temporary) damage *per point of Strength bonus* (minimum 2d6) to the victim. The opponent, in this case, gains a Dexterity or Constitution-based

save (whichever is better) for half damage.

Cutting Down on Rolls: If you wish to cut down on die rolls, simply have the attacker make Easy (+4) checks with a penalty equal to the enemy's total bonuses. Thus, a sixth-level character with a Dexterity of 16 attempting to grapple a fourth-level character with a Dexterity of 18 would gain +2 for his Dexterity, +3 for his six levels (remember, characters gain +1 at first level) and +4 for the easy check, but would suffer a penalty of -3 for his opponent's Dexterity modifier and -2 for his four levels. He'd have total of +4 to roll that 11...pretty even odds of success!

NON-PROFICIENT WEAPONS AND ARMOR

Just because a weapon or suit of armor is not on a class's list doesn't mean they can't try to use it. After all, anyone can pick up a sword and swing it, or (provided they're strong enough) draw back a bow and fire. Likewise, anyone can strap on a breast plate. The allowed weapons and armor lists just denote what weapons a class is trained in using.

Anyone attempting to use a weapon not on their trained list suffers a -2 penalty to all attack rolls with that weapon. Likewise, anyone attempting to wear armor not on their list suffers -2 to all ability checks, attacks, and physical actions. In addition, Wizards wearing metal armor suffer -4 to any spell casting rolls (not cumulative with the -2) while thieves wearing armor heavier than studded leather suffer -1 (or -10%) on all thieving skills per point of AC above 4 that the armor provides (this applies to chain or scale armor, which impart a -1/-10% penalty, but not to studded leather), not cumulative with the -2 to other actions.

SHIELDS

At the referee's option, rather than improving AC by one, a shield can impart a -1 penalty to a single opponent's roll to hit. This moves shields more into the realm of a parrying device, and creates more of a difference between, say, chain mail and studded leather and a shield.

If this option is exercised, shields should no longer improve the AC of the user.
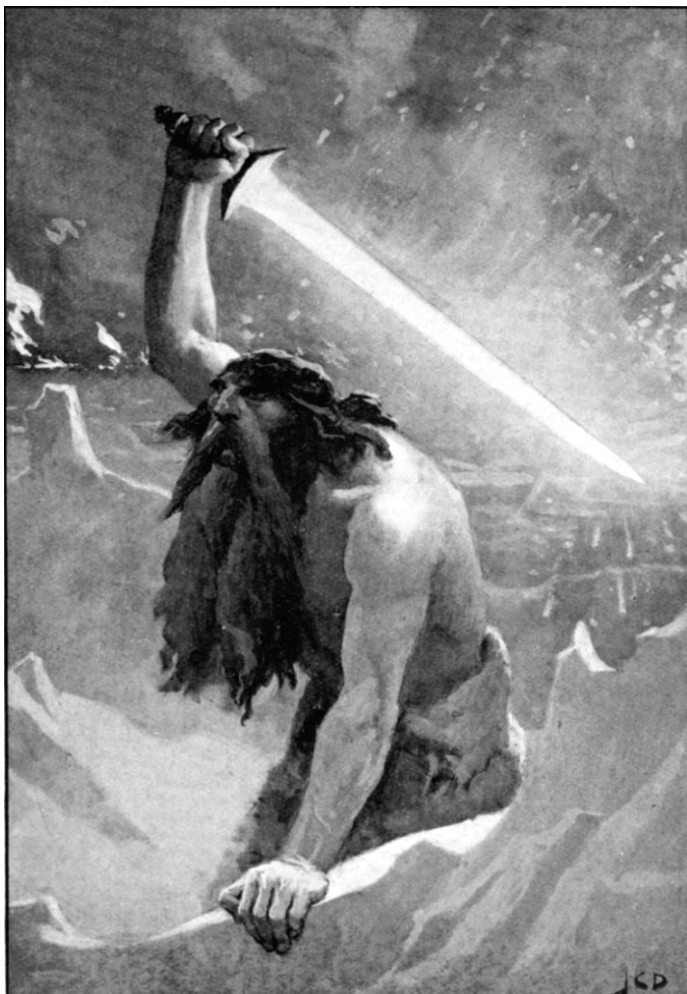
Table 1: Armor Type and AC

Armor Worn	AC
None	1
Padded or Leather	2
Shield Only	3
Padded/Leather + Shield or Studded Leather	4
Chain, Lorica Segmentata, Scale Mail, or Studded + Shield	5
Chain/Lorica Segmentata/Scale + Shield	6
Plate and mail	7
Plate + Shield / Field Plate*	8
Horse Barding	7

*Adding a shield to Field Plate imparts a -1 to enemy attacks.

Table 2: Melee Attack Matrix by Weapon

Weapon	Armor Class*							
	1	2	3	4	5	6	7	8
Battle Axe	9	9	9	9	8	8	10	11
Dagger	7	8	9	9	10	11	13	13
Flail	8	8	8	8	7	8	7	8
Fist or Foot, Human-sized or smaller	7	9	8	-	-	-	-	-
Hand Axe	8	8	9	8	11	11	12	13
Long Sword	8	9	9	10	9	8	11	12
Mace/Club	9	9	9	10	9	9	8	9
Heavy Mace/War Hammer	8	8	8	9	8	8	9	8
Morning Star	7	7	8	8	7	8	9	9
Mounted Lance	6	6	6	6	7	8	9	10
Pole Arm/Halberd**	9	9	9	8	7	7	6	9
Short Sword	7	8	8	9	8	9	10	11
Spear**	9	9	10	10	11	11	12	12
Staff	8	9	9	11	10	10	9	8
Two-Handed Sword	7	7	7	7	6	6	7	8

*Unarmored Horse is AC4.

**Treat as mounted lance against opponents on horseback or set against a charge.

Table 3: Ranged Attack Matrix by Weapon*

Weapon (Ranges)**	Armor Class							
	1	2	3	4	5	6	7	8
Thrown/Sling (STR)***	8/9/0	8/9/0	9/0/1	0/1/2	1/2/-	2/3/-	3/-/-	3/-/-
Spear (Thrown) (STR)***	9/0/1	9/0/1	0/1/2	0/1/2	1/2/-	1/2/-	2/3/-	2/3/-
Short Bow (5/10/15)	6/7/8	6/7/8	6/7/8	7/8/9	8/9/0	9/0/1	1/2/-	1/2/-
Long Bow (7/14/21)	5/6/7	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	0/1/2	1/2/-
Composite Bow (8/16/24)	5/6/7	5/6/7	5/6/7	7/8/9	8/9/0	0/1/2	1/2/-	2/- /-
Lt Crossbow (6/12/18)	5/6/7	6/7/8	6/7/8	7/8/9	8/9/0	0/1/-	1/2/-	2/2/-
Hvy Crossbow (8/16/24)	4/5/6	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	9/0/1	0/1/2

*In Matrix, 0=10, 1=11, 2=12, 3=13. A "-" indicates that there is no chance to damage at that range.

**Range increments are in tens of feet, or in inches if using miniatures on tabletop

***Sling or thrown range is equal to wielder's strength in feet at maximum range, half strength at medium range, and one quarter strength at close range; round down. If using tabletop, convert feet to inches as explained on p. 83, rounding to the nearest full integer. Slings gain a +1 to hit in all cases.

Damage

All hits from normal weapons in *S&S* deal 1d6 damage plus strength bonus and any bonuses from weapon mastery or magic. Larger objects like boulders from catapults, and special attacks like spells deal more damage, but if you're attacking with a regular sword, axe, bow, or club, roll 1d6 for each attack that hit home, and tally the damage total. If the damage exceeds the hit points of your opponent, he is dead and removed from play (literally, if you're using miniatures!) Player characters (and at the Referee's option, important or "named" enemies) can suffer damage up to their constitution score below zero before dying, but when hit points reach zero, the character is unconscious. Hit points below zero indicates the character is "bleeding out" and must make a successful saving throw with constitution bonus *every* round or suffer one additional point of damage from blood loss. This constitution save suffers a penalty equal to half the points below zero the character currently is. A successful save means the bleeding stops and the character is stabilized. A cleric or Paladin using healing magic on a dying character immediately stabilizes the character and restores them to zero hit points. Further magic healing will restore hit points as normal.

Two Handed Weapons: At the Referee's option, wielding a two-handed weapon may allow a character to roll 2 dice for damage, keeping the higher of the two.

Critical Hits: If a player hits with a natural roll of 12 (that is, rolls "boxcars," or 12 unmodified by bonuses), his weapon deals an additional die of damage. Further, if he rolls boxcars on *that* damage score, he may roll a *third* die for damage! Damage stops at this third die, however...it has to stop somewhere, after all!

Temporary Hit Points

Certain spells, effects and conditions may temporarily boost a character's toughness, combat ability, or survivability. This is generally expressed in terms of a pool of temporary hit points. When a character gains temporary hit points, note his current hit point total before temporary hit points are added. This is called the character's *Reversion Total*. When the temporary hit points go away, if the character's hit points are not below his the character's Reversion Total, his hit points return to the reversion total. If the character's hit points are below his reversion total when the temporary hit points go away, the character's hit point total does not drop further. Temporary hit points lost cannot be restored as real hit points can be, even by magic.

For Example: Blackshear the Magnificent currently has 10 hp. Through casting *Vampiric Touch,* he gains 6 temporary hit points. His reversion total is 10, while his current total (with temporary hit points) is 16. If, within the next hour (the spell's duration), Blackshear takes 4 points of damage (leaving him with 12, greater than his reversion total), his temporary hit points vanish and he is returned to 10 hit points. On the other hand, if he suffers 8 points of damage (leaving him with 8, less than his reversion total) his hit point total remains at 8 when temporary hit points vanish.

Example 2: Blackshear gains 6 temporary hit points, as above. He suffers one hit for four points of damage, but a Priest casts *Cure Light Wounds* on him. Since Blackshear has not exhausted his pool of temporary hit points, the spell has no effect. If he had suffered 8 points of damage, and a *Cure Light Wounds* spell was cast upon him that healed 4 points of damage, it instead would only restore 2 points, maxing out at Blackshear's Reversion Total.

Resolution

Once all involved parties have completed their cycle of attacks and calculated damage, roll initiative again and repeat the steps until combat is resolved. A group may retreat from combat at any time by suffering a single "parting shot" from any enemies that currently engage them. Should they survive this parting shot, they are assumed to have successfully fled combat. For adding greater detail to retreat moves, including fighting withdrawals, see "Fly-by, Distraction, and Fleeing (Optional)."

Size Rating and Scale

A creature's size rating matters in combat. Tiny (T) creatures are of the "three apples high" variety, under 3' tall, and must come within ½" of an opponent in combat to hit or draw combat (p. 84). Small (S) creatures are 3-4' in height, but fight normally. Medium (M) creatures are human-sized, from 4' to 7' in height. Large (L) creatures stand from 7-9' in height and draw all creatures within 2" into combat as on p. 84. Huge (H) creatures stand from 9-12' in height and reach 2". Giant (G) creatures stand from 12-15' in height and reach 2". Colossal (C) creatures stand 15-20' in height and reach 3". Finally, immense (I) creatures detail anything larger than 20', and these creatures threaten up to 3" around them in combat. All creatures impart an attack penalty to enemies larger than them, amounting to -1 per size level difference. Thus, an Immense creature suffers -7 to attack a tiny creature and -5 to attack a medium creature. The reverse applies as well, with creatures gaining an attack bonus equal to +1 per size level difference; however, they suffer a damage penalty equal to half their attack bonus, rounded down. So a tiny creature attacking an immense creature gains +7 to hit but -3 to damage (to a minimum of 1 point of damage per successful attack).

Note also that "tall" can also indicate "long." A giant snake, for example, is a large creature; though it does not stand over 7' in height, it does reach that in length.

Siege Weapons

In general, such weapons as ballistae, catapults, and other such engines of destruction don't make a standard attack roll, as their damage applies to an area, rather than a single target. To use a siege weapon, the character must first determine his ideal target and pinpoint a location within the engine's range. Firing the weapon requires an intelligence ability check if the character has some means to determine exact range, wind speed, etc., or a wisdom check if he must gauge it by instinct. Roll 2d6; an 11 or better hits the target as standard. A natural roll of 12 adds an extra die of damage.

A roll of 2-6 indicates the attack has missed entirely and at the referee's discretion can land at any random spot, dealing normal damage to that spot. A roll of 7-10 indicates the attack has over- or undershot the target by 1-3 inches. Roll a d6; 1-3 indicates the attack has undershot by the number of inches shown. A 4-6 indicates the attack has overshot by the number shown minus 3 (thus a roll of 4 means the attack has overshot by 1 inch).

Overshooting a ballista means the shot goes high; damage is not dealt to anything closer than 10 x the die result in feet (or 5 x the result in inches) overshot, at which point damage begins and is dealt up to the normal maximum range. Undershooting simply reduces the path by 10 x the die result in feet (or 5 x the result in inches) undershot.

Weapon	Range (min/max)	Area of Effect	Dmg
Catapult	75/150 ft. (15/30")	2" Diameter	5d6
Trebuchet	150/300 ft. (25/50")	3" Diameter	5d6
Ballista	200 ft. (40")*	1" path*	4d6

*Damage to everything in path up to maximum range, unless hits a solid barrier (ship hull or wall), which stops it.

Spell Casting

The basic procedure for casting spells is detailed in volume one: the wizard or priest rolls 2d6 against a number based on the complexity (level) of the spell he is trying to cast (p. 22, 25). Depending on the result, the spell may go off as planned, be delayed for one round, or fail entirely.

In all circumstances, casting a spell takes at least one full round to accomplish. Regardless of whether a wizard has one attack or four according to his level progression, when casting spells, he may cast a maximum of one per round. Nor may he attack and cast a spell; if he chooses to cast, that is his only action for the round.
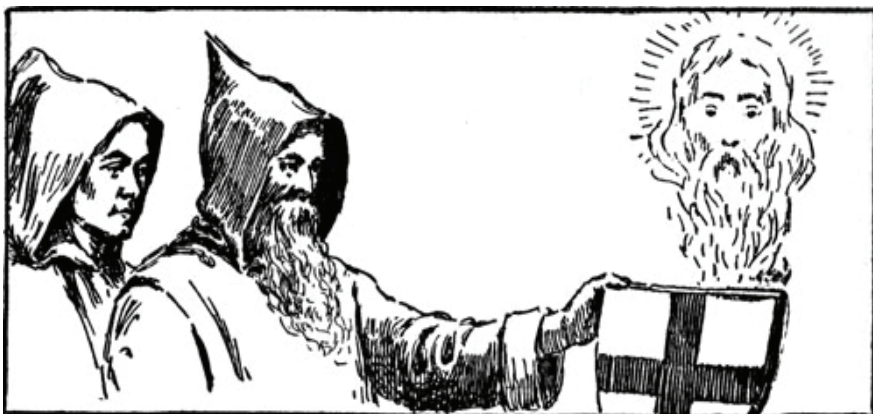
A wizard can, in addition, attempt to counter the spell of another wizard. Doing so uses the entire round, and the wizard can make no other action, including spell casting. To counter a spell, the wizard must first make an intelligence check, to which the Referee secretly applies a penalty equal to the level of the spell being cast. If the wizard succeeds, he is able to identify the specific triggers used in the spell (even if he doesn't himself know the spell in question) and work a counter weave. Both wizards at this point—the caster and the counter—roll opposed intelligence checks. The wizard of lower level applies a penalty equal to the difference between levels (thus if a 6th level wizard and a 4th level wizard are in contest, the 4th level wizard suffers a -2 penalty to his check). The higher result in the opposed check succeeds, determining the winner of the contest. If the spell caster wins, his spell goes off as normal, and the counter-wizard suffers one die of damage. If the counter-wizard wins, the caster has his spell foiled as though he had failed his spell casting check, and suffers one die of damage.

Mounted Combat

Of all classes, only Paladins are trained to fight from horseback and no special conditions apply to this class. Other classes attempting to fight from horseback must make a dexterity check every round, or be unhorsed and possibly stunned (see below). Instead of using their weapon mastery to specialize in a weapon, warriors can opt instead to master mounted combat, which eliminates the need for dexterity checks, *but accordingly will not provide a bonus to hit until fourth level*. See p. 18 for details on warriors and weapon mastery.

Men fighting from horseback add +1 to their attack roll against men not mounted, and men not mounted suffer -1 to attack rolls against mounted men, unless using spears, halberds, or pole arms, in which case the non-mounted men do not suffer the -1 penalty (though the mounted warrior still gains +1). On the second round of combat, the mounted warrior may also spur his steed to attack, using its statistics in volume 3.

A mounted warrior may be unhorsed if his opponent announces his intent before attacking, uses a lance, spear, or pole arm and scores a hit against

AC 8. An unhorsing attempt is the only attack possible in a round, no matter how high in level the attacker is. If the attempt is successful, the rider must make an opposed dexterity check against the result of the attack roll, or be borne to the ground. Such an unhorsed attacker may be stunned. Roll a d6: 1 indicates the attacker is fine with no ill effect. 2 indicates he is prone. 3-4 indicates he is prone and stunned for one round, 5 indicates he is prone and stunned for 2 rounds, and 6 indicates he is prone and stunned for 3 rounds.

Special Actions

Attacking from behind: the character attacking an enemy from behind gains +4 to hit.

Attacking to subdue: A character can, if he so chooses, attempt not to inflict lethal damage when attacking. In general, attacks with bare hands are always non-lethal, but inflict only half the damage of a normal weapon attack (round up). When using blunt weapons, such as maces, staves, or clubs, the player must simply state that his character is dealing non-lethal or "subdual" damage. If using bladed weapons, such as a sword or axe, attempting to deal subdual damage suffers a -2 penalty to all attacks, as these weapons are unwieldy to use in such an unintended fashion (striking with the flat of the blade). If a character reaches zero hit points through any combination of subdual and "real" damage, he falls unconscious. Subdual damage heals automatically at 1 point per hour, and is always the first damage healed through magical means.

Attacking with two weapons: At some point in time, a player will attempt to have his character wield two weapons at the same time, feeling this will give an additional benefit in combat. While attacking with two weapons will provide an extra option, this will come at the expense of accuracy overall. Wielding a second weapon in combat is possible provided that both weapons can be wielded with one hand, and one is a small weapon such as a dagger, hand axe, or short sword. This provides one additional attack per round, but the additional attack suffers a -4 penalty. Further, all other attacks during the round suffer a -2 penalty as the character attempts to coordinate two hands. These penalties can be offset by the Dexterity reaction modifier. Alternately, the character can opt to use the second weapon defensively, by imparting a -2 penalty to his opponent's "to hit" rolls, but suffering -3 to all of his own attacks. Warriors can choose "two weapon combat" as their weapon specialization, allowing specialization bonuses to further offset penalties from two weapon fighting.

Charge: When performing a charge, a character must move at least two inches and must move in a straight line with no obstacles or difficult terrain between them and an opponent, but can move up to their full movement (not just half as standard) and still make a single attack (not their full multiple attacks as normal). However, doing so puts the character off-balance; he gains +3 to hit his opponent, but his opponent gains +3 to hit him back on the next round.

An opponent with a set spear negates a charge maneuver; opponents armed with spears or pole arms can attempt to set spears after a charge move begins, thus catching the charging

party off-guard and forcing him to become impaled on the spears; the two parties make ability checks, with the attacker (charging party) making a dexterity check opposed by the defender's wisdom check. If the attacker wins, the charge succeeds. If the defender wins, the attacker is impaled on set spears, suffering one die of damage per two full inches moved.

Combinations: Characters need not use attacks to attack; they can combine multiple attack actions to gain advantages or achieve other things in combat. The player states what actions his character is attempting; the Referee then breaks it down by attack. The specific bonuses and advantages granted for a successful combination are at the discretion of the Referee, but in general they should be worth the sacrifice of one or more attacks. For example:

PLAYER: "I'm trying a combo. After his half-move, my thief leaps up, pushes off the wall to flip over the orc, coming down behind the villain to plunge his short sword into the villain's back."

REFEREE: "That'll take three actions: one to leap up and push off the wall, one to do the flip, and one to actually attack. Your thief is seventh level, so you've got enough attacks to pull it off and still have one left. You'll need to make me a strength ability check for the leap and a dexterity check for the flip and land. On the up side, you're only wearing leather armor so I won't penalize you for that. These will be opposed; the orc is going to make a wisdom check and, if he succeeds, a dexterity check. Fortunately for you, orcs aren't that sharp; I'm giving him a penalty on his wisdom check. If you win, you'll add an extra +2 to hit, on top of the +4 you already get for attacking from behind, you'll get your back attack damage, and I'll let you make another back attack for your remaining attack, for hitting the orc off-balance where it really hurts."

Flanking: A character is flanking an enemy whenever the enemy is between the character and an ally. The character and ally need not be perfectly opposite one another, but

neither can they be directly adjacent to one another (within 1"). When flanking, each character gains +1 to hit the flanked opponent, and the opponent may only add any Dexterity reaction against one of the flankers. In addition, an opponent wielding a shield may only apply his shield bonus to AC against one of the flanking attackers (treat AC as one less against all others). Thieves may always back stab flanked opponents.

Shot on the Run: Most characters can only move half of their movement and still get off their attacks. This applies to ranged as well as melee combat. Elves and Halflings, however, have the unique ability to complete their move after they fire. Elves can do this when using a short, long, or composite bow. Halflings can do this with a sling. To use this ability, the elf or Halfling simply moves up to half of their full movement, makes ranged attacks, and then completes their movement.

Special Conditions

Concealment: Concealment simply provides additional protection in the form of a miss chance in combat. Determine the degree to which the character is covered on a scale of 1-6, and if the attack is successful, roll an extra d6. Rolling under the concealment rating indicates that the attack misses. Concealment also adds to the base chance of a thief to use his stealth ability to hide.

Cover: Cover works exactly like Concealment, save that an attack which misses due to the cover rating, instead hits the cover. Firing ranged weapons into melee combat thus runs the risk of hitting an ally. Each person beyond the target involved in a melee provides the target with 1 cover, to a maximum of 4 cover.
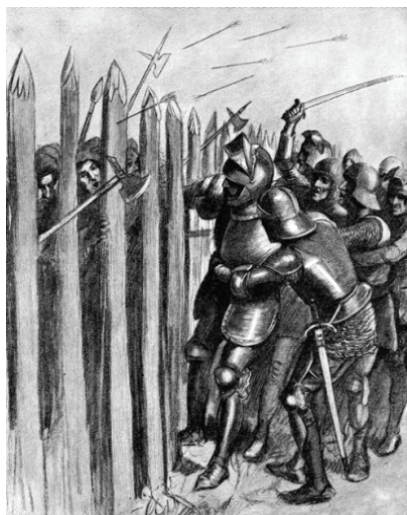
Fatigue: Characters who engage in continuous, heavy activity get tired, which has game effects. Fatigued characters suffer -2 to all attack rolls and ability checks, and opponents gain +2 to attack fatigued characters. Further, every inch moved through difficult terrain counts as two inches.

Fatigue can set in when a character engages in full movement for more than five consecutive turns, or when a character has moved at full movement for two consecutive turns, then engages in melee. Finally, whenever characters engage in melee combat for longer than 3 rounds, they can become fatigued (as can their opponents). Whenever conditions exist that can cause fatigue, all characters must roll a saving throw with constitution save bonus every round the conditions persist to avoid the condition. For each successive round that a new check is made, impart a cumulative -1 penalty to the save. Characters who are already

fatigued and encounter situations that would bring on fatigue again (i.e. a fatigued character engaging in combat for three more consecutive rounds) make another save every round, at a cumulative -2 penalty, or fall unconscious from exhaustion.

Fear: The character afflicted by fear (fails a save) must make a morale check immediately or flee in terror at his full movement rate for 1d6 rounds. If he succeeds he suffers -2 to all attacks and ability checks for 1d6 rounds.

Prone: When attacking a prone opponent, the attacker gains +4 to hit and rolls an extra die of damage on a successful attack. Rising from a prone position requires an action, and fighting from a prone position imparts -4 to attack. Shooting crossbows from a prone position, on the other hand, adds +3 to hit, so long as the crossbow has some sort of brace to steady it.

Stunned: A stunned creature drops everything held, can't take actions, attackers gain a +2 to hit the creature, and it loses its Dexterity Reaction Adjustment.

Healing

Characters may receive magical healing by spell or by the Priest or Paladin's ability to lay on hands, or may heal naturally. A character will heal their level plus their Constitution modifier in points of damage per every full day of rest (which means each day that no adventuring takes place). If a character undergoes normal activity, the healing rate is halved. In any case, a character brought to near death (below zero hit points) must receive magical healing or spend at least 1d6 full days in bed before natural healing begins.

NAVAL COMBAT

Ship-to-ship combat on the high seas is a difficult subject to handle in a role-playing game. Vessels don't move as fast or have the maneuverability of their high-flying aerial counterparts, or even of their land-based ones (such as horses and carts, in a fantasy game).

Add further the fact that naval vessels tend to be far larger than land or sea craft, changing the entire scale of play. The rules herein are intended to allow the Referee to adjudicate naval battles while keeping the fast-play and loose, light rules of *S&S* in place.

SCALE

These rules assume the use of larger sailing vessels; for small rafts and row boats, combat is much the same as land-based combat, save with many Dexterity checks to avoid falling

overboard and a very real risk of the small ship being obliterated and sunk within 1d6 rounds.

Generally speaking, the scale of naval combat, at least until any boarding procedures occur, is vastly larger than that of land-based combat: for ease of play we will assume a scale approximately 20 times that of land-based movement. In naval combat each inch equals 100 feet, rather than 5.

Hit Points of Ships: Small ships, such as 5-10-man row boats, have 5-10 Hit Points (1d6+4); medium ships, such as typical merchant vessels, have 10-15 points (d6+9); Large ships have from 14-24 (2d6+12); and full-sized galleys have from 19-34 (3d6+16). In the case of small ships, loss of all hit points means the ship is obliterated. In the case of medium, large, and full-sized ships, loss of all hit points means the ship is damaged beyond repair and will sink in 2d6 turns.

SHIP SPEED AND CHASES

Surprise and sneaking up are all but impossible on the high seas, where one can see for miles to the horizon, particularly if the vessel has a manned Crow's Nest. Regardless, two ships will see one another long before battle is joined. Certain weather circumstances such as storms, cliffs, or fog banks might mitigate this, but that resides within the purview of the Referee and the environmental conditions she sets for the battle.

Navel chases should consist of one or two dice rolls. If the Referee wants two ships to engage in combat, just make it happen. If, however, you feel the need or desire to adjudicate the chase or track movement of ships on a basis of less-than-daily, the rules in this section should help.

If two ships have the same base vessel type and speed, and the wind conditions are the same (assuming sailing vessels), roll 2d6, adding a bonus equal to the average Dexterity and Strength scores of the crew of each, with the winner gaining ground against the loser. Sailing Backgrounds can be added to the checks. The Referee decides how many checks are necessary for one ship to catch or escape from the other, though no more than three consecutive wins are recommended. This keeps the game moving along.

During the initial chase, time is measured in turns rather than rounds. Each movement check equals ten minutes of game time. Once ships close to combat range, time converts to standard 1-minute rounds.

If using miniatures to track combat, it's often best to handle the initial chase narratively, as the distances on the table will generally be too large to effectively deal with using miniatures. However, if you do choose to track the chase and closing with miniatures, it is suggested that you further increase the scale by 10, thus maintaining the "per inch" rate listed on the table below, but with each inch

representing ten times the per round movement. It is a simple matter, then, to drop the scale of play when battle is joined.

Ships equipped with banks of oars (which most are) can increase their speed. Each Turn, ships with oars can increase or decrease their base speed safely by one category. Attempting to speed up or slow down more than this results in a 2 in 6 chance per category changed of the oars breaking, the resulting backlash inflicting 1d6x5% casualties to the rowing crew.

Regardless of speed, for every 100 feet forward a ship moves, it can make a 45-degree turn.

Per round movement rates (feet per round) for ships with oars, and movement rates per turn for ships with sails are as follows. Parenthetical notations indicate "per inch" movement. These rates are based upon oared movement, which is generally what will be used once combat is joined.

Table: Condition Modifiers to Speed

Result	Modifier (Inches)	Modifier (Feet)	Condition
2-3	-2	-400	Strong Undertow, Reverse winds or strong reverse current, heavy seaweed
4-5	-1	-200	As above, but mild
6-8	None	None	No affecting conditions
9-10	+1	+200	Wind in the sails, mild accompanying current
11	+2	+400	As above, but stronger
12	+3	+600	Severe conditions; gale force wind or heavy obstacles impose a 50% chance of damage to the ship (oars sheared, masts broken, sails destroyed, etc.)

Table: Oared Movement Rates Per Round

Ship Type	Cruise (Base)*	Fast	Run	Full
Merchant	220 (11)	250 (13)	285 (14)	315 (16)
Warship	255 (13)	290 (15)	330 (17)	370 (18)
Galley	365 (18)	420 (21)	475 (24)	530 (27)

*Speeds are halved for moving in reverse

Table: Sailed Movement Per Turn

Ship Type	Base Speed*
Merchant	1100 (6)
Warship	2565 (12)
Galley	3665 (18)

*Parenthetical notations indicate inches

Conditions

It is possible to simulate favorable and unfavorable conditions during a chase. Roll 2d6 and consult the table below, applying modifiers to the ship's speed.

The conditions listed are only suggestions; the Referee, as always, is encouraged to come up with his own descriptions of why the vessel's speed is affected. Other possibilities include entanglement by underwater dwellers such as mermen or sahuagin, whirlpools, sudden storms or uneven oaring.

In addition, for every Turn rowed, the crew suffers from fatigue. This is measured by the crew's Endurance Level. An oaring crew has an Endurance level of 50. For each turn the ship moves at base cruise speed this level drops by 1. Each turn of movement at Fast speed drops it by 2, while Run speed drops it by 3 per turn and Full speed reduces Endurance level by 5 per Turn. Each Turn of rest given to the oaring crew restores 1d6 Endurance points, and a ship's momentum will carry it forward, gradually slowing, for several turns. In general, a ship's speed once rowing stops, will reduce by two levels per turn, bottoming out at 25% of Cruising speed as the ship drifts with the currents, if no anchor is dropped.

Sailing Vessels and Storms

For sailing vessels, the Condition Modifiers to Speed table represents wind conditions. A -2 modifier represents a weak breeze, just above calm waters. A -1 modifier represents a light breeze, no modifier indicates moderate, favorable conditions. A +1 modifier indicates a fresh breeze, a +2 modifier a strong breeze and a +3 modifier gale or storm conditions. If the Referee desires, ships simply traveling can use this table to represent changing conditions throughout the day; it is recommended that no more than one roll every 4 hours be made in this case, to avoid slowing down play.

Storms can be a great danger to ships at sea, and can provide excellent drama for role playing. Adjudicating a storm is simple enough; the storm attacks the ship as a Mounted Lance. The ship's effective AC begins at 5 for a Merchant Ship, 6 for a Warship, or 7 for a Galley. A storm will generally last 2d6 Turns, and will make 1 attack per Turn against the ship from wind, lightning, waves, etc. Each successful attack deals 1d6 points of damage to the ship. If the attack is a lightning strike, there is also a 50% chance that it will set a fire on the ship, dealing 1d6 additional damage per Turn. Barring fuel like high-proof alcohol or tar, however, the heavy winds and rain of storms will extinguish a fire within 1d3 Turns. The Referee should consult the following table for

the target of the storm's attack and effects beyond base damage.

If the crew has warning and sees the storm coming, they can attempt to shore up the ship. Based on their preparations, the Referee will add 1d3 to the ship's AC for attacks against appropriate areas. If, for example, the crew lowers the sails and secures the mast, the Referee will grant a bonus 1d3 to AC for attacks against the mast. If they also "batten down the hatches," the bonus applies to both the mast and the deck.

If bonuses raise the ship's AC above 8, additional points are treated as penalties for the storm to hit. Thus, if a ship's AC is 9, it is treated as AC 8, but the storm suffers -1 to hit.

If the storm is sudden, appearing out of nowhere, the ship suffers 1d3 attacks from the storm before any securing and shoring up of the vessel can be completed.

THE BATTLE IS JOINED

Battle may be joined whenever two ships pass within firing distance of one another, be it for arrows, spells or siege engines such as catapults or ballistae. Generally, whenever two ships come within 1" of each other in chase scale, they will be close enough to switch to battle scale, at least for purposes of using missile attacks.

Table: Storm Effects on Ships

Result	Target	Additional Effects
2-4	Deck	2 in 6 chance of lightning strike (see above for effects)
5-7	Mast	If damage is 4 or more, mast breaks; sailing impossible
8	Crew*	1 unlashed crewman blown overboard for every point of damage**
9-10	Hull	2 in 6 chance of holing (see below)
11	Roll Twice	As effects
12	Roll Three times	As effects

*If the crew are lashed to their posts as part of precautionary measures, they gain the full bonus 1d3 to ship's AC. If not, they use the ship's base AC.

**10% chance of a PC being the target; PCs get a Dexterity based saving throw to avoid being blown overboard; success indicates they simply lose their footing, suffering 1d6 damage from the fall.

Exchanging Fire

The first thing that occurs during ship-to-ship combat is the exchange of missile fire between the two ships as they close. Determine initiative for each crew, and have ships volley missile attacks in appropriate order.

Siege engines will deal damage to a ship as indicated on p. 97, with the ship sinking and/or being damaged beyond repair when its hit points reach zero. In addition, attacks levied upon the deck of a vessel will deal full damage to any crew who happen to be within the area of effect; the Referee should determine this randomly. Spells such as fireball or lightning bolt will damage a ship's hit points and crew as though they were siege engines, though normal missile weapons and spells such as magic missile will not; these must be reserved for attacks upon the enemy crew.
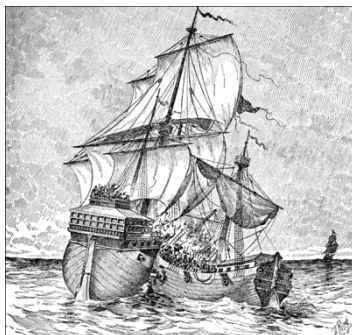
Holing

Ballistae can be used to attempt to *hole* an enemy vessel. This results when the vessel is damaged below the waterline, causing it to take on water (and eventually sink, if not repaired). The roll to hit when trying to hole a vessel suffers a -6 penalty, as the water itself provides some resistance to the bolt, but if successful, the enemy vessel is punctured. A ship that has been holed will sink in 4d6 turns unless patched; each additional hole reduces the number of Turns before sinking by 1d6. Patching a hole requires ten crew 1d6 Turns, and there is a 1-in-6 chance that 1 Turn later the patch will not hold, requiring another d6 Turns to replace.

Ramming Speed!

Although most vessels are not equipped to ram, players will inevitably try it. Ships moving at a minimum of Run speed can endeavor to ram an enemy. This consists of maneuvering your ship to take the least damage from the collision while striking your enemy to deal the most. In order to ram, ships must be at least 10" (roughly 200 feet) apart; otherwise it's not possible to build enough momentum to deal real damage.

Ramming is somewhat different than normal combat, in that it takes place during the movement phase of a ship's round, and contact between the two ships *will* take place. No "to hit" roll is required; however, the crew of the ramming vessel must make a seafaring check; roll 2d6 and add the average Intelligence and Dexterity bonuses of the crew to the check. Any player characters aboard with a sailing background can add +1 to this check per three levels of experience they possess. A result of 11 or better succeeds.

Upon executing a successful ram, the base damage is 1d6, plus an

additional 1d6 per size level larger the ramming ship is. Thus, a Galley ramming a Merchant ship will deal 3d6 points of damage (1d6, plus 2d6 for being two size levels larger). The ramming vessel itself, unless equipped with a ram-prow, will in turn suffer 1d6x10% of damage dealt.

Failing a seafaring check to ram indicates either both ships take full damage from the ram, or the ships come broadside and shear oars, this at the Referee's option.

Shearing off Oars

When two ships pass too close broadside (less than 1"/20 ft.) they will shear off their (and their opponents') oars. This will immediately kill 50% of the oarsmen on that side of the ship, and result in the vessel being dead in the water for 1d3 Turns, after which point its movement is halved.

Withdrawal

After the ram, the attacking vessel must immediately withdraw at 25% of its base speed; no further attacks are possible as the crew un-brace from the ram and the oarsmen pull back. At the Referee's option, another seafaring check can be made by the Oarsmen to avoid becoming entangled with the opposing ship's oars; a result of snake eyes on this check, regardless of bonuses, indicates the oars have been sheared (see above).

A Ram is often followed on the next round by a grappling and boarding maneuver.

Boarding

Eventually, the goal is generally to board and take the enemy vessel rather than sinking it (a sunken ship is far less valuable than adding a captured ship to one's fleet). To do this, the two ships must first be grappled together, after which the two crews engage.

Grappling

Any time two ships come within 1" of each other, they can attempt to grapple. This is done with a Seafaring check by the crew of the ship attempting the grapple, this opposed by the Seafaring check of the defending crew (assuming they don't want to be grappled). If both ships attempt a grapple, it is automatically successful and the vessels are joined.

Engaging

Once the two vessels are grappled, the battle is engaged. At this point, combat between the two crews occurs as normal melee.

Generally speaking, on a clear day outdoors, characters can see clearly up to 250 yards with no problems. Indoors, of course, this is limited by lighting conditions, obscurements such as walls, etc. But when any condition refers to "as well as a normal man can see in daylight," this is the referred statistic. Thus, elves can see in starlight and moonlight for up to 250 yards. Dwarves can see in normal darkness (any condition that is not utter pitch) for up to 250 yards. Such abilities do not cancel out the thief's ability to be stealthy; while the keen eyes of the dwarf can cut through normal blackness, there are still shadowy areas, which are "more black" than the normal darkness, allowing thieves to hide. The Referee can, at his option, penalize thieves' attempts to hide from creatures with enhanced sight, but under no situation should it be overly difficult to do so; otherwise, the class is somewhat castrated.

Blindness, Invisibility and Darkness

While some characters and monsters can see perfectly well without any light at all, characters with normal vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness. These same conditions apply to dealing with an invisible assailant; treat everyone who can't see the invisible creature as though they are blinded in respect to it.

- Blinded creatures lose the ability to deal extra damage due to precision (for example, a thief's back attack).

- Blinded creatures halve movement, and can't run or charge.

- 3-in-6 miss chance in combat; on any successful attack, roll an additional d6 and if the result is 4-6, the hit is successful. Blinded creatures must first pinpoint the location of an opponent in order to attack; if the blinded creature launches an attack without pinpointing, it attacks a random area within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which direction the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

- A blinded creature loses its dexterity modifier in combat and attackers gain +2 to hit the creature (unless they also are blinded).

- A blinded creature takes a -4 penalty dexterity-based checks. A creature blinded by darkness automatically fails any check relying on vision.

- Blinded creatures cannot use gaze attacks and are immune to gaze attacks.

- A blinded creature can make a wisdom check each round in order to locate foes. A successful

check lets a blinded character hear an unseen creature "over there somewhere." This results in a 4-in-6 miss chance until the blinded creature hits (d6 after a successful attack; 5-6 hits), after which the miss chance is the standard 50%.

- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows

the general direction of the foe, but not his location).

- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Light Sources

Light sources will overcome normal darkness. A typical campfire will shed light in a 30 foot radius; a torch will light up to a 20 foot radius; a lantern has a 15 foot radius. Assume that half again the distance beyond provides shadowy illumination, imposing -3 to Wisdom checks to see and -2 to hit targets, and half again that is dim illumination, Imposing -6 to Wisdom checks to see and -4 to hit targets. Bullseye lanterns can be adjusted to emit a 15-foot beam rather than lighting a radius.

DISEASE

For an adventurer, soldier, or even commoner in an ancient world, disease is a far more threatening adversary than any dragon or invader. Throughout history, disease has killed far more people than weapons and violence. Diseases are not respecters of class, alignment, or race, and can strike swiftly, silently, and at any time. They are often also glossed over in role playing games. Indeed, as diseases can complicate and increase the deadliness of a campaign, rules adjudicating them should be considered optional. Herein we explore several diseases common to a fantasy realm, their effects and rules governing their usage in game, in conjunction with the *Contagion* spell and/or on their own.

Effects of Disease

Diseases have various symptoms and are spread through a number of vectors. The characteristics and effects of several typical diseases are explained below.

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Constitution-based saving throw at a penalty dependent upon the individual disease. If he succeeds, the disease has no effect—his immune system has fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Constitution-

based saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Constitution-based saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Most diseases inflict damage directly to a character's ability scores, rather than his hit points. Such ailments are far harder on the character than simple damage. If Strength or Dexterity is reduced to zero, the character is paralyzed. If Intelligence or Charisma is reduced to zero, the character becomes a catatonic mental vegetable. If Wisdom is reduced to zero, the character is robbed of sight, smell, and hearing, and becomes incapable of reason. He is, essentially, a deaf-blind raving lunatic. If a character's Constitution score reaches zero, he is dead.

Diseases whose names are marked with an asterisk (*) are supernatural in nature. The others are natural. Diseases without a listed vector are left to the devious imagination of the Referee to spread.

DISEASE DESCRIPTIONS

These diseases are fantastical in nature, only loosely based upon the types of effects real-world diseases present. Referees should, with some research, be able to use these guidelines to mimic any type of disease or infection they desire.

Blinding Sickness: Spread in tainted water, this disease forces a save at -1 or within 1d3 days the infected is stricken with 1d3 (d6/2) points of Strength loss. Each time the victim takes 2 or more damage to Strength from the disease, he must make another save or be permanently blinded.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks." This disease incubates within 24 hours and requires a save at -1 or the victim suffers 1d6 Wisdom damage.

Demon Fever*: This horrific disease requires a saving throw at -3, or the victim suffers a wasting sickness that deals 1d6 Constitution damage, within 24 hours of infection. When infected, character must succeed on another saving throw or 1 point of damage is permanently drained instead. Permanent drain cannot be restored by Lesser Restoration; a full Restoration spell is required.

Devil Chills*: Spread through injury by certain powerful fiends from the pits of Hell, this disease requires a save at +1 or the victim suffers a horrible sickness marked by night sweats, chills, shivering and weakness. The disease incubates within 1d6-1 (minimum 1) days, and inflicts 1d3+1 damage to Strength. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Spread by rats or injury in filthy surroundings, this wasting ailment is marked by chills, sweats, fever, weakness and lack of coordination. Those who fail a save at +3 are stricken within 1d3 days, suffering 1d3 damage to both Dexterity and Constitution.

Mindfire: An airborne illness, this infection is marked by a feeling of the victim's brain burning in her head. The disease is excruciatingly painful and causes stupor. Those who fail a saving throw at +3 are stricken within 24 hours and suffer 1d6-1 (minimum 1) damage to Intelligence.

Mummy Rot*: Spread through physical attacks by mummies, this disease requires a saving throw at -5 or the victim simply wastes away, suffering 1d6 Constitution damage within 1 day of infection. If the initial save is failed, future successful saving throws do not allow the character to recover; they simply prevent further damage. Only a full Restoration spell can remove ability loss suffered by this disease. At the Referee's option, those who die from Mummy Rot may rise within three days as zombies or even greater forms of undead, depending on the individual character and circumstances.

Red Ache: More of a nuisance than a true disease, this disease spread by injury by a contaminated substance or the transmission of bodily fluids causes the skin to turn red, bloated, and warm to the touch. Victims must make a saving throw with no bonus or penalty, or suffer 1d6 normal damage and 1 point of Dexterity damage within 1d3 days of infection from skin irritation and rashes.

The Shakes: Spread through contact with an infected source, this illness causes involuntary twitches, tremors, and fits. If the victim doesn't make a successful save at +2, he suffers 1d6+2 points of Dexterity damage within 1 day of infection.

Slimy Doom: Victims of this horrific ailment turn into infectious goo from the inside out. The disease is spread through contact with an infected victim or the goo left behind by a victim who has died from this disease. Can cause permanent ability drain. Those infected must succeed at a saving throw with a +1 bonus or suffer 1d6-1 (minimum 1) Constitution damage within 1 day of exposure. When infected, character must succeed on another saving throw or 1 point of damage is permanent drain instead. Permanent drain cannot be restored by Lesser Restoration; a full Restoration spell is required.

HEALING DISEASES

Use of an appropriate Background Skill, such as herbalist or chirurgeon, can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a Wisdom Ability check. The diseased character can use the healer's result in place of his saving throw if the healer's check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Ability loss can also be regained through the Lesser Restoration or Restoration spells. The Cure Disease spell will immediately end the ongoing effects of the ailment, allowing normal healing to progress as standard.

HIRELINGS AND HENCHMEN

It is possible that at some point in time the characters will seek to hire extra help, be it another mage, a priest to raise a friend from the dead, or even a few extra sword arms to help clear a dungeon. This is quite possible, and for the most part should be handled through role playing (the characters must seek out help, perhaps through posting an advert in the same tavern where they acquired their current job, then interview and hire on any potential candidates).

In general, player characters cannot hire help that is of any level higher than three levels below the highest level character in the party. That is to say, if the highest level character in a party is fifth level, the party can hire second level help.

Helpers have a general upkeep cost of 10 coin per day, per level of the helper. They will also likely demand a share of any loot recovered. The morale of any given hireling will be as standard for the race, adjusted by the charisma ability check modifier of the employer. The maximum number of hirelings is dependent upon the charisma of the employer, as detailed on p. 13.

Players roll for their hirelings in combat (and move them, if tactical movement rules are gained) unless a situation arises that would cause the hirelings to potentially rebel, such as a failed morale check, for example, in which case the referee can assume control.

Further, any hirelings a character has gain experience, each hireling gaining share of total XP (thus, every four hirelings gain a share of XP), which reduces the experience gained by the party. The referee should advance the hirelings, as they are effectively NPCs in the employ of the PCs.

AWARDING EXPERIENCE

In order to advance, characters will need to earn experience. Generally, this is accomplished through defeating monsters and overcoming challenges. Each monster has a set XP (experience point) award, listed in its monster entry. Defeating the creature awards this many points to the party, which are divided evenly among the characters. Defeating multiple creatures of a single type, of course, provides multiple experience awards.

For overcoming challenges, the Referee should gauge how difficult the challenge was, and award experience accordingly. An easy challenge, which requires an ability check or two but nothing more, provides XP equal to five times the level of the party plus one (i.e. a first level party would get 10 XP for such a challenge—2 x (party level +1)). An average or moderate challenge, one that uses party resources but isn't particularly dangerous, provides XP equal to ten times the level of the party plus one.

A difficult challenge, one that makes the party feel some real sense of risk, grants XP equal to twenty times the party level plus one, and a deadly challenge, where one or more characters are at risk of losing their lives, or which consumes a great deal of the party's current resources in spells, hit points, or treasure, provides XP equal to fifty times the party level plus one or more.

Experience is never granted for treasure, as treasure is its own reward.

Bonus XP may be awarded for good role playing (50-100 XP per character) or enhancing the play experience for the group (amusing moments or quips, for example, that don't distract from overall game play but heighten the mood of all involved) (10-25 XP per character).

Creation of custom monsters, as well as experience awards for custom creatures, is covered in Book 3.

AFTERWORD

You should now have everything you need to play the game. If you're just planning on being a player, stop here; Volume 3 holds information for the Referee only, and if you read it, some of the wonder in discovery might be lost, as you'll know all the surprises of the monsters you'll face. Isn't it more fun to explore?
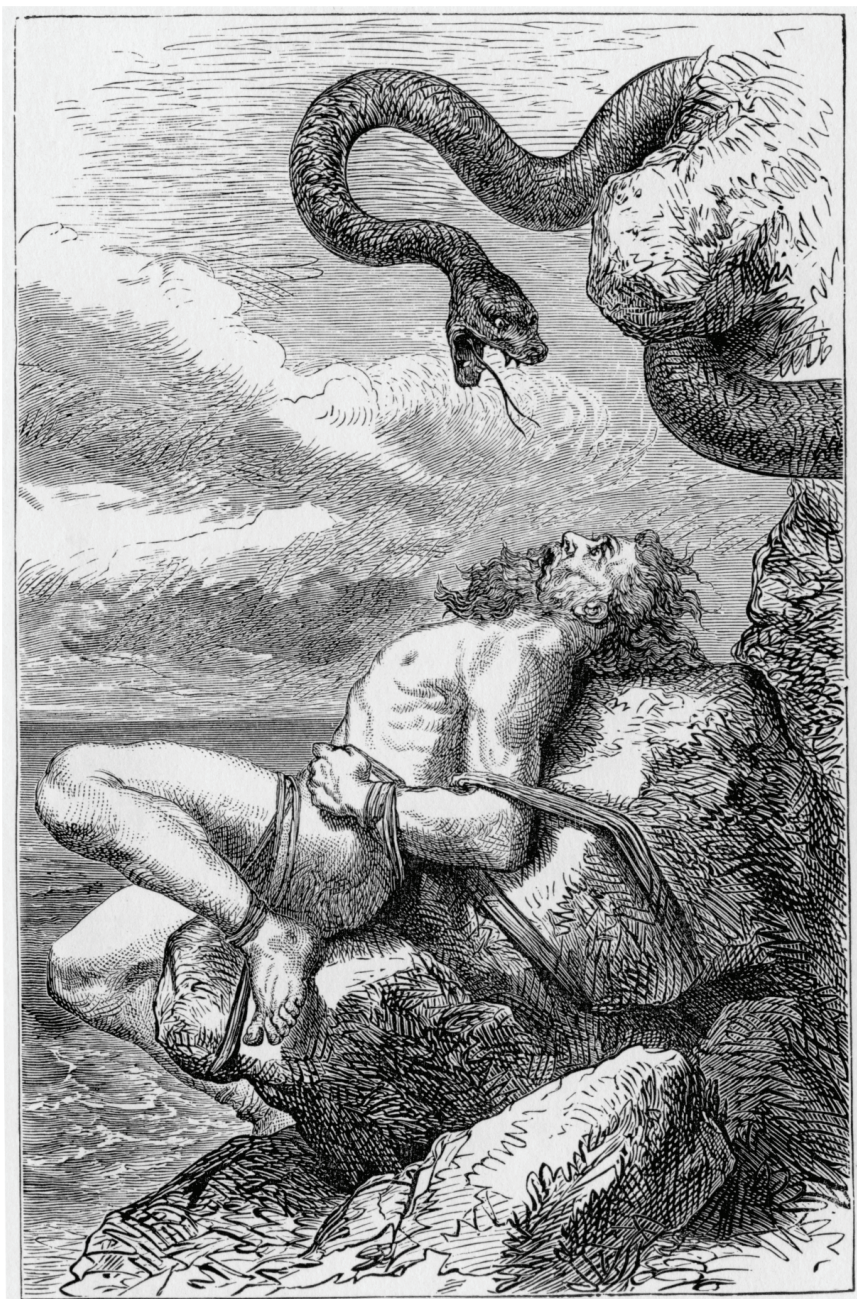
BOOK THREE:
MONSTERS AND MAGIC

MONSTER REFERENCE TABLE

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Ant, Giant	10-100	N(U)	M	7	75'	1 (4 hp)	Bite(dagger)	Climb 25'	Nil	5+1 (9)
Ape, Great	1-16	N(U)	M	2	60'	3 (12 hp)	2 Claw/Bite (3 daggers)	Climb 30', Rend, Nightvision	Nil	30+3 (66)
Basilisk	1	N(U)	M	2 -2	45'	6 (24 hp)	Bite (short sword)	Petrify (Gaze), Darkvision	5	240+6 (384)
Black Pudding	1-2	N(U)	L	1	15'	10 (40 hp)	Special	Engulf (1d6 acid), Immune to Cold, Split	8	1500+10 (1900)
Centaur	1-24	G	L	3	90'	4 (16 hp)	2 hooves (maces) and weapon	Darkvision, Track, Woodland Stride	4	110+4 (174)
Chimera	1-4	E	L	5	70'	9 (36 hp)	2 claws, horn, bite (2 daggers, long sword, short sword)	Breath Weapon (fire 3d 1/day) fly 90' (as dragon), Darkvision	8	1210+9 (1534)
Cockatrice	1-6	N(U)	S	3	45'	5 (20 hp)	Bite (dagger)	Petrify (Bite), Fly 90', Night vision	5	140+5 (240)
Djinn	1	G	L	3 -4	90'	7 (28 hp)	3 Slam (morning star)	Fly 120', Immune Acid, Plane Shift, Air Mastery, Magic, Whirlwind, Darkvision, Telepathy	7	765+7 (161)
Dragon	1	Any	L-I	Var.	Var.	5 to 20	Claws, Bite, Wing, Tail Slap, or Trample	Fly 100', Breath Weapon, Magic, Immunities (see text)	4 to18x10	Var.

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Dryad	1	G	M	3 -3	60'	2 (8 hp)	Weapon	Magic, Tree Dependence, Tree Stride, Wild Empathy, Spell Resistance 0	1	25+2 (41)
Dwarf	1-100	N(U)	M	6	35'	1 (6 hp)	Weapon (dwarves can have multiple hit dice and gain one attack per 3 hit dice).	Darkvision, dwarf traits as per volume 1, combat expertise (orcs and giants), Warrior abilities.	2	7+1 (13) or special if multi HD (see XP table).
Efreet	1	E	L	4 -3	90'	10 (40 hp)	6 Slam (flail, 2d6) or by weapon	Fly 120', Change Size, Heat, Magic, Darkvision, Immune Fire, Fire Mastery, Vulnerable cold, Plane Shift, Telepathy, Mighty	9	2850+10 (3250)
Elemental	1-4	N(B)	S-I	Var.	90'	1-20	Slam	Elemental Move 120' Nightvision, Elemental Mastery, Regeneration, Elemental Blast, Whirlwind	1/7/9	Var.
Elf	2-300	G	M	6 -1	90'	1 (5 hp)	By weapon or spell (Elves can have multiple hit dice--see dwarves)	Nightvision, Elf Traits as per volume 1, Warrior and Wizard abilities.	1	7+1 (12) or Special if Multi-HD (See XP table).

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Gargoyle	1-8	E	M	8	75'	5 (20 hp)	2 claw, bite, gore (2 short sword, dagger, hand axe)	Darkvision, Freeze, fly 90'	5	160+5 (260)
Ghoul	1-24	E	M	2	75'	2 (8 hp)	2 claw, bite (2 hand axes, dagger)	Darkvision, Paralysis	1	30+2 (46)
Giant	1-10	Any	G	Var.	150'	9-17	Slam or by Weapon	Rock Throwing, Magic, Enhanced Senses	7-10	Var.
Gnoll	2-200	E	L	5	90'	2 (9 hp)	Slam (club) or by weapon	Nightvision	1	10+2 (28)
Gnome	4-400	N(B)	S	3 -1	50'	1 (4 hp)	Weapon or spell (Gnomes can have multiple hit dice--see dwarves)	Nightvision, Animal Empathy (Burrowers), Combat Expertise (goblins and kobolds), Enhanced hearing, Magic, Thief Abilities	1	7+1 (11) or Special if Multi-HD (See XP table).
Goblin	2-400	E	S	3	45'	1 (3 hp)	Weapon	Darkvision, Thief Abilities	1	5+1 (8)
Gorgon	1	N(U)	L	8	70'	8 (36 hp)	Gore (axe, 2d6) and Trample (4 morning stars, requires charge).	Breath Weapon (Gas/special/4 per day), Darkvision, Petrify (breath)	7	810+8 (1098)
Green Slime	1-6	N(U)	Any	1	2.5'	4 (16 hp)	None	Engulf (2d6 acid), Vulnerable fire, cold, acid, electricity, immune normal weapons (full)	Nil	120+4 (184)

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Griffon	1-12	N(U)	L	4 -2	90'	7 (31 hp)	4 claw and bite (4 short swords and dagger)	Fly 150', Nightvision	5	270+7 (487)
Halfling	2-600	G	S	2 -3	45'	1 (4 hp)	By weapon (Halflings can have multiple hit dice--see dwarves)	Nightvision, Halfling Traits as per volume 1, Thief abilities.	1	7+1 or Special if Multi-HD (See XP table).
Hippogriff	1-4	N(U)	L	3 -3	95'	3 (13 hp)	2 claws, bite (2 daggers, hand axe)	Fly 175', Nightvision	2	30+3 (69)
Hobgoblin	4-200	E	M	5	90'	1+5 (9 hp)	By Weapon	Darkvision	1	7+1 (15)
Horse, Heavy	1-20	N(U)	L	4	100'	4 (16 hp)	2 hooves (flails)	Nil	Nil	40+4 (104)
Horse, Light	1-30	N(U)	L	4	120'	2 (10 hp)	2 hooves (maces)	Nil	Nil	10+2 (30)
Horse, Med.	1-30	N(U)	L	4	110'	3 (14 hp)	2 hooves (morning stars)	Nil	Nil	20+3 (62)
Human	4-400	N(U)	M	Var.	90'	1 (6 hp)	By Weapon (Humans can have multiple hit dice--see dwarves)	Human traits as per volume 1.	Var.	5+1 or Special if Multi-HD (See XP table).
Hydra	1	E	H-I	5-8	45'	3 to 9	5 to 9 Bite (long swords)	Darkvision, Swim 25', Regenerate 2, Breath Weapon (2 on 2d6	5-9	420+5, 630+6, 765+7, 1145+8, or 1700+9

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Hydra (Cont)								chance; fire or frost/1d6 per head/1 per day)		
Invisible Stalker	1	E	L	7	90'	8 (32 hp)	4 Slam (flails, 2d6)	Darkvision, Invisible, Tracking 3, Spell Resistance 3	6	540+8 (796)
Kobold	4-400	E	S	3	45'	1 (4 hp)	Bite (dagger) or by weapon	Darkvision, Light Sensitivity	1	5+1 (9)
Lycan-thrope, Werewolf	3-18	E	M	4 -3	100'	4 (18 hp)	2 Bites (short swords)	Lycanthropy, Animal Empathy (Canines), Trip, Alternate Form, Night Vision, Pack Mentality	4	120+4 (90)
Manticore	1-4	E	L	5	75'	6 (27 hp)	2 claw, bite, tail spike (2 short swords, hand axe, long sword)	Twilight Vision, Spike launch (tail; 24)	5	360+6 (522)
Medusa	1	E	M	2 -3	90'	6 (24 hp)	By Weapon or snakes (dagger)	Petrify (gaze), Poison (snakes, 2)	3	450+6 (594)
Minotaur	1-8	N(B)	L	5	75'	7 (31 hp)	5 By weapon or Gore and Bite (short sword and dagger)	Mighty, Darkvision, Critical Charge, Track 2, Immune Confusion, Direction Sense	5	360+7 (577)
Mule	1-10	N(U)	M	2	70'	2+1 (8 hp)	Bite (Hand axe, 1d6-1)	Nil	Nil	10+2 (26)
Mummy	1-4	E	M	4 -5	45'	10 (40 hp)	Slam (morning star, 2d6, see	Fear, Paralysis (failed fear save, 1d6 rounds),	7	720+7 (1000)

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Mummy (cont)							special)	Rot (slam), vulnerable Raise Dead (restores to life)		
Nixie	2-24	N(B)	T	3 -2	30'	1-2 (2 hp)	Dagger or Spear	Swim 60', Magic, Nightvision, Spell Resistance 0, Breathe Water	1	15+1 (17)
Ogre	1-6	E	H	5	90'	4+5 (23 hp)	Slams (morning stars, 2d6) or by weapon	Darkvision, 4th level Warrior Abilities	3	40+4 (136)
Orc	2-400	E	M	4	45'	1 (5 hp)	Weapon	Darkvision, Light Sensitivity	1	5+1 (10)
Pegasus	1-10	G	L	4	130'	5 (20 hp)	2 hooves and bite (2 flails and hand axe)	Fly 250', Nightvision	3	60+4 (140)
Pixie	4-24	G	T	3 -3	45'	1-1 (3 hp)	Dagger or Short Bow	Fly 90', Magic, Nightvision, Invisible (improved), Sleep (arrow), Forget (arrow)	1	35+1 (38)
Purple Worm	1	N(U)	G	8	45'	15 (67 hp)	Bite (Two-Handed Sword, 3d6), Sting (long sword)	Burrow 45', Swim 30', Swallow Whole, Poison 4	10	5700+15 (6705)
Roc	1-4	N(U)	C	4 -4	30'	18 (171 hp)	6 claws, 3 Bite (6 spears and 3 short swords)	Fly 160', Nightvision	9	3900+18 (6978)

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Sea Monster (Kraken)	1	E	I	8	n/a	17 (166 hp)	8 tentacles, bite (flails, 2-handed sword 4d6)	Swim 120', Constrict (2 tentacle hits 2d6), Magic, Darkvision, Ink Cloud	11	11700+17 (14522)
Skeleton	1-10	E	M	3	45'	1+2 (6 hp)	Weapon	Resist edged/ pointed weapons ½	1	10+1 (16)
Snake, Giant	1-100	N(U)	L	2	45'	3 (12 hp)	Bite (dagger)	Constrict or Poison (2 or 3)	Nil	15+2 (39)
Spectre	1-6	E	M	4 -2	90'	7+10 (38 hp)	Touch (dagger, 2d6, special)	Incorporeal, Energy Drain (touch), Spawn (energy drain), Darkvision, Light Sensitivity (Total), Fear	7	660+7 (926)
Treant	1-20	G	G	8	120'	9 (41 hp)	4 Slam (4 flails/ 2d6 ea.)	Freeze, Animate Trees, Trample, Night Vision, Vulnerable Fire	6	585+7 (872)
Troll	1-8	E	H	6	90'	6 (24 hp)	2 claw and bite (2 hand axe and dagger) or by weapon	Rend, Darkvision, Vulnerable fire/acid, regenerate 2	5	360+6 (504)
Unicorn	1-8	G	L	4 -6	120'	5+5 (25 hp)	2 Hooves (2 clubs) or horn (long sword)	Night Vision, Save as 11 HD creature, Magic, Animal Empathy (Wild), Immune (Poison, Charm, and Compulsion).	5	220+4 (320)

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Vampire	1-4	E	M	6	90'	10 (36 hp)	2 Claw (2 short swords) plus bite (requires both claws to hit; see special)	Fly 40', Climb 40', Blood Drain (bite), Animal Empathy (Improved; Rats, bats, wolves), Dominate, Spawn (Blood or Energy drain), Energy Drain (bite), Alternate Form (bat, wolf, incorporeal gas, improved), Resist electricity, Immune mundane weapons, Vulnerable sun, fire, holy water (treat as 2d6 acid)	8	1885+8 (2173)
Wight	2-20	E	M	5	90'	5 (20 hp)	2 Slam (morning stars)	Darkvision, Energy Drain (slam), Spawn	5	120+4 (200)
Worg	2-12	N(U)	L	4	100'	4 (16 hp)	2 claws and bite (2 short swords, battle axe)	Darkvision, Enhanced Scent, Track	3	60+4 (124)
Wraith	1-4	E	M	5	60'	5 (20 hp)	Touch (Dagger, special)	Incorporeal, Energy Drain (touch), Spawn (energy drain), Darkvision, Light Sensitivity (Total), Fear	5	280+5 (380)

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Wyvern	1-6	E	L or H	7	60'	7 (25 hp)	4 claw and bite (4 long sword, battle axe) or tail swipe sting (flail and special)	Fly 100', Darkvision, Immune sleep and paralysis, poison 3 (tail sting), paralysis (tail sting)	6	540+7 (735)
Zombie	3-18	E	M	2	40'	2 (8 hp)	Slam (club)	Immune sleep, charm, paralysis, compulsion, Resist bludgeoning weapons	1	15+1 (23)

HOW TO READ THE TABLE

Monster: The name of the monster.

 # Appear: The numerical range of monsters encountered. A monster with a list of 2-400, for example, can be encountered in pairs, or an entire community will generally have up to 400 members.

AL: The creature's alignment tendency. Note that there are always exceptions to the rule, and it is possible, however unlikely, to **AC:** The creature's armor class. See p. 89-97. If a creature has an armor class with a penalty listed after it, this represents the penalty to an enemy's attack roll to hit the creature. Thus, AC 4 -3 means the creature has an AC of 4, and the attacker subtracts three from all rolls to hit it. This penalty refers to other defenses besides artificial and natural armor, such as the creature's reaction adjustment.

Move: The number of feet per round the creature can move. In combat, creatures can move half their total movement and still make an attack. See Volume 2.

HD: The number of hit dice a monster has. Roughly equivalent to its level of experience, were it a player character. Monsters always make saving throws as Warriors, using their Hit Dice to reference the level at which they save. Thus, a 2 HD creature saves as a second level Warrior. For creatures over 10 HD, simply intuit the progression past tenth level. An 11

encounter a creature that does not behave as per the tendencies of its race, such as a good orc. Alignments are Good (G), Evil (E), Neutral Unaligned (N(U)), and Neutral Balance (N(B)) and detailed in Volume 1.

SZ: The creature's size rating: Tiny (T), Small (S), Medium (M), Large (L), Huge (H), Giant (G), Colossal (C), or immense (I). For details on the effects of size, see Volume 2.

HD creature saves as 10th, level, and reduce the required save by one point per two HD thereafter. Thus, a 15-HD creature saves at 4. No matter how many hit dice a creature has, a natural roll of 2 will always fail a save. Parenthetical notations give hit points for an average member of the species.

Attacks: The type and number of basic attacks a creature has. Parenthetical notations indicate what weapon type to reference on the combat chart in Volume 2, and non-standard damage (if any). Thus, Bite (dagger) means the creature has a bite, which is scored as a dagger on the Weapon Type vs. AC chart in volume 2. Attacks separated by commas indicate multiple attacks. Attacks after an "or" indicate other options in lieu of standard attacks. Thus, a creature with "2 claws and bite (2 daggers and short sword) or tail swipe (flail, 3d6)" indicates the creature can use either 2 claws and a bite, OR it can attempt a tail swipe which scores as a flail and does 3d6 damage.

Special: Any special abilities or attacks a creature has. Unless otherwise

stated, special attacks are used in lieu of basic attacks, not in addition to.

Treasure: the treasure type the creature possesses. See p. 177 for details.

XP: The amount of experience points gained for defeating each creature of this type. This is expressed as a base value, followed by a "per hit point" bonus. A creature with an XP value of 5+1 gives 5 experience points, plus one per hit point the creature has. Parenthetical notations are total experience for an average member of the species.

MONSTER SPECIAL ABILITIES

Acid: The creature has an acid attack, dealing the stated damage every round until it is washed off (immersion of the affected area in water for at least a round). Characters may save for half damage; the acid will destroy normal weapons, armor and equipment in d6 rounds unless cleansed.

Alternate Form: The creature's normal form is that of a regular human or demi-human. In its natural form, the creature retains any heightened senses or vision capabilities of its alternate form but no others, except where "Improved" is indicated, in which case the human form has all abilities of the creature. These creatures have immunity to polymorph spells.

Animal Empathy (Type): The creature has a special relationship with nature which allows them to communicate with animals of the specified type. The communication is more telepathic and empathetic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. The information communicated must be relatively simple, taking place on the animal's level of understanding and comprehension. Creatures with "Wild" as the type can communicate with *all* animals and plants. An Improved version indicates the ability to summon and command 2d6 of the indicated animal type for 1 turn per hit die of the summoning creature.

Animate (Type): The creature can animate 2-12 otherwise inanimate objects of the indicated type. Treants, for example, can animate trees. Each animated object will obey the commands of the creature, and remains animate for 1 round/hit die of the animating creature, or until destroyed.

Blood Drain: Any hit by all of this creature's primary attacks are bitten unless they succeed at an opposed Strength roll (grant the creature a bonus equal to 1/3 its HD, rounded down) and automatically lose 1 die of damage per round (though a new Strength check is allowed each round to break free). For every point drained from a victim, the creature heals one point of damage. Creatures with blood drain and energy drain inflict one level of energy drain upon biting, and one additional level for every round the drain continues; creatures can save as normal against energy drain.

Breath Weapon (type/damage/usage): The creature can breathe a gout of flame or cloud of frost or gas, or spit a stream of poison or acid, or has

another ranged attack delivered from its mouth. The parenthetical notation indicates the type of attack, the amount of damage it deals, and how often the creature can use it. Thus "Breath Weapon (Fire/2d6/day)" indicates the creature breathes a gout of flame that deals 2d6 damage, once per day. Unless otherwise noted in the creature's description, breath weapons always allow a save with Dexterity reaction adjustment for half damage. Unless otherwise specified, a breath weapon is a 25' long cone that is 15' wide at the far end.

Burrow: The speed at which a creature moves through the earth by excavating a tunnel.

Breathe Water: The creature can breathe in water as well as humans can breathe air. Unless otherwise stated, the creature is truly amphibious, meaning it can breathe both air and water.

[Class] Abilities: The creature has the abilities of the given class, at an equivalent level to its hit dice. Thus, a 1 HD creature with Thief Abilities has the abilities of a first level Thief.

Change Size: Twice per day, the creature can alter another creature's size. It can be used to enlarge the creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls due to its increased size. Its equipment is similarly enlarged. Alternately, the creature can be reduced, halving its height, length, and width and dividing its weight by 8. This

decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls to its reduced size. Its equipment is similarly reduced.

Climb: The creature can move up vertical surfaces. The number indicates the speed in feet per round of climbing speed. Natural climbing ability can be foiled by oily or extremely smooth surfaces, requiring a Dexterity or Strength ability check at the Referee's discretion.

Combat Expertise (type): A deep-seeded racial enmity exists in this species. The creature gains +1 to hit and damage against creatures of the specified type in melee combat (not ranged).

Constrict: The creature can attack by enveloping and/or squeezing the character. Damage is 1 die per round of constriction; breaking free requires an opposed Strength check.

Critical (attack type): The attack type gains an additional +2 to hit and deals double normal damage if it hits.

Darkvision: The creature can see in the dark as well as a dwarf.

Direction Sense: The creature cannot become lost through any means, magical or mundane, and always knows exactly which direction it is travelling.

Dominate: Any who meet the creature's gaze must make a Charisma-based save at -2 or suffer the effects of a permanent charm person spell, until the creature is destroyed. In addition, victims will

obey the creature's command and defend it even unto their own death.

Energy Drain: The stated attack drains a level of experience or hit die from the target, who loses enough experience points to place him at the mid point of the next lower level. He loses 4+Con modifier hit points and all associated abilities that were gained at his current level. If level drain takes a character below first level, he is dead *and cannot be the recipient of a Raise Dead spell*. Those who are subject to energy drain attacks get a Constitution-based saving throw to avoid the effect.

Engulf: The creature attacks by engulfing its victim, or a portion thereof, doing damage per every round the creature is covered. In the case of enveloping oozes such as puddings, the creature or engulfed part must be completely immersed in water or some other solvent for removal to occur. If the creature dies while engulfed, it is assimilated into the mass, doubling its size and adding hit points equal to the engulfed creature.

Enhanced (Sense): The creature gains +2 to any ability checks that involve the specified sense.

[Elemental] Mastery: The creature has magical abilities related directly to one of the four elements. This includes the ability to summon and command elementals whose total hit dice equal one half or less the hit dice of the monster (1 HD creatures cannot summon elementals). In addition all attacks based on the element have no effect on the creature, and physical attacks from creatures associated with the element in question suffer a -1.

Fear: The creature puts off an aura of supernatural terror. Unless a successful Wisdom-based save is made, panic and terror race through the hearts of those affected by this ability, causing them to flee from the creature as fast as possible. The affected cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects a 25 foot x 25 foot area.

Fly: The creature can fly. The number indicates its speed. An indicator such as, "as large" indicates its maneuverability is as a creature of that size.

Forget: The victim of such an attack forgets everything, including his own name. He loses all class abilities (though hit points remain) and becomes an otherwise normal member of his race, with complete amnesia. The effect is permanent; only a Priestal *Remove Curse* spell can restore lost memories. Parenthetical notations denote the delivery type for this attack.

Freeze: The creature can stand so utterly still as to appear to be a statue, or other mundane object (treants, for example, resemble normal trees when they freeze). Such creatures surprise others on a roll of 1-5 on a d6 unless a successful Wisdom ability check at -3 is made.

Gaze: The creature has an attack that functions by meeting its gaze. Gaze attacks can only be avoided by not looking at a creature; attacks against the creature are treated as though the attacker is blind but has pinpointed the foe; however, gaze attacks can be

reflected back by forcing the creature to look into a mirror.

Heat/Cold: The creature emanates damaging heat or cold, dealing 1 die of damage to any creature that comes within 5' (1") of it per 2 rounds.

Immune: The creature is immune to attacks of the specified type. If a fraction is present, the creature is only partially immune, suffering reduced damage as indicated (i.e. "Immune acid ½" means the creature suffers half damage from acid).

Incorporeal: The creature is insubstantial and ghostlike. It may pass through solid objects at will, and any physical attack suffers a 1-3 miss chance. When it attacks, it ignores armor, always attacking as if the target were AC 1.

Ink Cloud: The creature can launch a 20'x 20' cloud of poisonous ink, which obscures all vision (treat any in the cloud as blinded) and all those within must make a Constitution-based save every round they remain in the cloud or suffer 1d6-2 points of damage while within the cloud (no damage is possible).

Invisible: The creature is invisible, imparting all the penalties for such as listed on p. 110. If invisibility is marked "improved", the creature does not become visible when it attacks and can be invisible at all times unless it chooses to be visible. Otherwise, the creature may only maintain invisibility until it attacks, at which point it must become visible for at least 1 round.

Light Sensitivity: whenever in bright light, the creature suffers -2 to all attack rolls, saves, and ability checks.

Light Sensitivity (Full) means the creature is helpless and utterly repulsed by daylight (but not other forms of light); if caught in an area of daylight it loses its special qualities, cannot attack and must flee to an area of shadow.

Lycanthropy: When bitten by this creature, unless the victim makes a save with Constitution bonus and a penalty equal to the number of bites suffered, he will become a lycanthrope of the same type that bit him on the next full moon. Eating wolfsbane within an hour of being bitten will stave off the disease, but wolfsbane is a class 2 poison (p. 35).

Magic: The creature has spells or spell-like abilities detailed under its text entry.

Mighty: The creature is exceptionally physically powerful. It can wield a heavy (normally 2-handed) weapon in one hand, and deals an extra die damage when it hits. Its normal weight limit is tripled, leading most creatures with this ability to be able to easily carry tons of weight with them.

Nightvision: The creature can see in the dark as well as an elf.

Pack Mentality: The creature is instinctively driven to move in a pack. If it sees a member of its pack injured or endangered, it will leap to the defense of its comrade to the exclusion of all else. This instinct grants a +2 to attack and damage rolls while defending another member of its pack.

Paralysis: The creature's attack will paralyze a creature for 1d6 turns (unless otherwise indicated), unless the creature makes a successful

Constitution-based save. Elves are immune to this effect.

Petrify: The creature has an attack that turns the victim to stone unless a successful Constitution-based saving throw is made. The attack with the petrification effect is listed.

Plane Shift: The creature can "step sideways" into another plane of existence. See individual write-ups for details.

Poison (Class): The creature can inject poison of the indicated class. For effects, see p. 35.

Regenerate (Class): The creature regenerates hit points and limbs. The parenthetical number indicates the number of dice of hit points per round that the creature regenerates.

Rend: If the creature strikes with both its claws, it makes an opposed Strength ability check against its adversary. If the creature wins, it deals an extra 2d6 damage.

Rock Throwing: Giant- or larger-sized creatures can hurl boulders as weapons. Treat these as light catapults using Strength instead of Intelligence or Wisdom; the giant gains a bonus to this check equal to 1/3 of its hit dice, rounded down. In addition, by making a saving throw with Dexterity Ability Modifier bonus (bonus equal to half its Strength bonus, rounded up), the giant can attempt to catch boulders hurled at him by other giants or siege weapons. If he succeeds, he can hurl the boulder back.

Rot: Unless a successful Constitution-based saving throw is made, the victim contracts a rotting disease much like necrosis, gangrene, or leprosy. The only cure for the disease is a *Cure Disease* spell. Victims of the illness cannot heal injuries naturally, and all magical healing is at ½ effectiveness. Further, the victim loses 1d6 points of Charisma per week. When the Charisma ability reaches zero, the victim dies, a rotted, desiccated husk.

Sleep: The creature can affect a target as per the sleep spell, but with no restrictions on hit dice. Parenthetical notations denote the delivery method (often a drug- or poison-coated weapon).

Spawn: Those killed by this creature (usually by its level drain attack) raise as new creatures of the type that killed them within 2d10 hours, though all hit dice and powers are at half the effectiveness of the original creature. Spawned creatures are always utterly subservient to the creature that made them; upon their master's death, the spawn become full-fledged, full-powered members of their species.

Spell Resistance: The creature is resistant to magical spells. It may roll 2d6, adding its Spell Resistance bonus, and if it rolls higher than the Wizard's spellcasting roll, the spell has no effect. The creature still gains any saving throw allowed even if spell resistance fails. Thus, a creature with Spell Resistance 1 rolls 2d6 and adds 1. A creature with Spell Resistance 0 simply rolls straight 2d6. *A creature that does not have spell resistance listed does not have spell resistance.*

Spike Launch (type; max): The creature can launch a barrage of spikes or other ranged weapons from the indicated body part. Treat spikes as short bows for attacking and range;

1d6 projectiles are launched at a time and the parenthetical number indicates the maximum number per day.

Split: If hit with edged weapons, the creature splits into two identical creatures, each with full abilities, but half hit points.

Swallow Whole: On a natural boxcars roll (12 unmodified), the victim must make a save at -6 with Dexterity reaction modifier or be swallowed whole, after which point he takes 1d6 crushing damage and 2d6 acid damage every round. Cutting out is generally possible using a slashing weapon to inflict 30 points of damage (against AC 1). If the victim gets out, muscular contractions close the hole and other victims must cut their own way out.

Swim: The creature's speed when moving through the water.

Telepathy: The creature can speak directly into the minds of others and does not need a mouth, though some creatures can still communicate verbally if they choose.

Tracking: The creature has some means, natural or supernatural, to track prey. This is accomplished by rolling 2d6 and adding the creature's tracking bonus. For creatures with ability scores, this roll is replaced by a Wisdom or Intelligence ability check, depending on whether the creature is relying on natural senses (Wisdom) or training (Intelligence). Bonuses from enhanced senses do add to tracking rolls.

Trample: The creature is large enough to lumber over other creatures of at least 3 sizes smaller without being drawn into combat and its footfall is devastating. Any creature caught in the path of its movement must make a successful save with Dexterity reaction adjustment or take 3d6 points of damage.

Tree Stride: The creature may travel via trees. A creature with this ability may step into any tree and emerge from any other tree within 50'. Each tree-to-tree movement requires one round to accomplish.

Vulnerable (type): The creature suffers double damage from attacks of the indicated type.

Whirlwind: The creature can turn itself into a whirlwind once every turn and remain in that form for one round per every two hit dice. It can move at its base speed, is 5' wide at the base, 30' wide at the top, and 5' high per hit die. All vision, including darkvision and nightvision, is obscured due to whirling debris equal to a 40' diameter surrounding the cloud. Any creature caught in the whirlwind who is less than half the whirlwind's height must make a save with Dexterity reaction modifier or suffer 1 die of damage per two hit dice of the whirlwind, and if the Dexterity save fails must make a Strength ability modifier save or be picked up and suspended, suffering 1 die of damage per round thereafter. Only flying creatures may make regular Strength ability modifier saves to escape (1/round). Creatures can act normally, but suffer -2 to all rolls while suspended. The whirlwind can suspend one medium sized creature per hit die, with large creatures counting as two medium-sized creatures, and small or tiny creatures counting as one half of a medium creature.

Elementals can create slightly different versions of this ability with the same game mechanics. For Air elementals it is standard as above. For water elementals it can be either a water spout that stretches into the sky, or a vortex that sucks creatures down, drowning them. For fire elementals the damage is from raging heat, and for water elementals the debris field deals the damage.

Woodland Stride: The creature can move through wooded areas without leaving any trace; it is impossible to track.

MONSTER COMBAT

In general, monsters attack as Warriors with levels equivalent to the monster's hit dice. This grants him a bonus to attacks equal to a warrior's pips, which can be divided amongst attacks as standard. Thus, a 4 HD monster has +3 to divide up as he chooses amongst his attacks.

A monster's attack routine trumps the number of attacks a Warrior would have. If a monster's attack routine contains more attacks than would normally be allowed to an equivalent level Warrior, the monster's attack routine trumps the hit dice limit. Thus, if a 2HD monster has a claw, claw bite attack when normally he'd only have 2 attacks, he still gets his claw, claw, and bite. If the monster has neither a hand or bite attack, use its least effective attack form as its base attack. However, if a monter's routine contains fewer attacks than he would normally be allowed, he does not gain extra attacks like a Warrior. Thus, a monster with 8 HD who has a claw, claw bite routine gains his claw, claw, bite, and may divide a +5 bonus up amongst those attacks as it chooses, but does not gain extra attacks as a Warrior. The only exceptions to this rule are monsters with Warrior class abilities, which function as Warriors in all respects, and monsters whose attack lists "by weapon," in which case the monster gains weapon-based attacks exactly as a Warrior with the monster's Hit Dice in levels.

ABILITIES FOR MONSTERS

When making ability checks for monsters, assume an ability check bonus equal to +2 per three hit dice (or fraction thereof) the monster has.

MORALE FOR MONSTERS

Living monsters make morale checks like any other ability check. Non-intelligent creatures such as black pudding, zombies, and skeletons have no morale under normal circumstances, but see "Bane of the Dead," on p. 27. Undead monsters suffer a penalty equal to 1+1/3 the level of a Priest attempting to use "Bane of the Dead" upon them.

MONSTER CREATION

The easiest new monster to create is not actually "new", but is simply an alteration of an existing monster. The first method of alteration is through stat changes. The Referee simply alters the hit dice, hit die type, armor class, or spellcasting ability. A Referee may alter a monster's already existing ability, or replace it with another one. If the Referee combines class abilities with monster abilities, many new and interesting monster possibilities suddenly come into being.

There are limitless possibilities for alteration of existing monsters, and the Referee should not be afraid to experiment with them. Consider the common gnoll. Many players are used to a "plain vanilla" gnoll, and they can quickly estimate the threat it poses to their characters. They also know the best ways of dealing with that threat, much of the time. However, if the Referee were to give a gnoll some spellcasting ability, a new threat has materialized for the party.

Another method of creating a new monster is to change the description of a pre-existing monster. This is neither time consuming nor difficult, and can have dramatic effects on play. A troll, for example, can have any type of shape the Referee desires – as long as it maintains its ability to fight with two arms. Perhaps a new type of troll is made of ice crystals or of tree bark. The Referee has but to imagine it and it will be so.

Completely new monsters are more difficult to create. It involves creating a concept that is plausible, and then mingling balanced abilities with that concept. This is quite challenging by itself, but the Referee creating a new monster must also determine its appropriate armor class, hit dice, and other technical stats. Finally, this whole must be coherent to the players. Organizing all of this can be an intimidating process.

When conceiving a monster, consider its ecology. Why does the creature have the physical attributes it has? How does it eat, sleep, and procreate? Does it travel, or is it stationary? What environment is it found in? All of these factors can make even the most fantastic monsters seem real. They are not essential, but the Referee may find these sorts of details helpful, and enterprising players often consider these factors when dealing with a monster's threat. Many monsters in many books (and a few in this one) just don't have this level of plausibility. Outlandish monsters can always be "magically created", but they too should follow some type of ecological design.

After considering these factors, the Referee must write the description. This portion of monster creation is vital, as it will set the tone for how the monster is perceived at the gaming table. Remember to detail aspects like color, size, shape, and even smell. To add flavor, you might describe its breath and the shape of its eyes, for example. A monster with "yellowed teeth and fetid breath" will have a far greater imaginative impact than a monster that is simply "gray and shaped like a lizard."

After a solid description is completed, the Referee must give the creation a life in the context of the game. This is accomplished by creating its hit dice, armor class, attacks, and the like.

Existing monsters are the best guides. Low level monsters, like orcs and goblins, have few extraordinary skills and are generally fairly weak in combat situations. Monsters like werewolves and wraiths are more powerful, and have abilities that are more of a challenge to characters of moderate power. Higher level monsters, such as the vampire and dragon, offer useful templates when creating monsters to challenge powerful parties.

When assigning the new monster's stats, start with a monster from this book as a template. Give some thought to each stat based on your concept. Decide how fast the creature should move, its HD, AC, etc. When finished, consult the Monster experience chart to determine how much XP the creature is worth, should your players defeat it. Note that not all monsters in the reference table exactly match these guidelines; some have been adjusted or tweaked to some degree. It is recommended that Referees do the same once their monster's base abilities have been determined. Adjusting experience is a judgment call and takes practice to accomplish, but is an important means of maintaining proper balance and advancement.
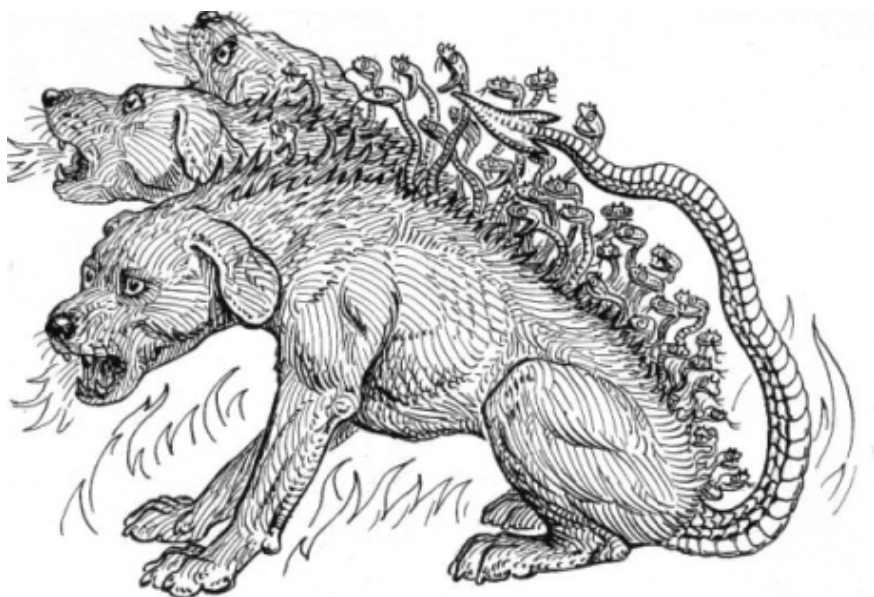
MONSTER EXPERIENCE POINTS

Table: Monster Experience Values

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500

Experience Per Hit Point: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 HD creature has an average of 18 hit points. The base is 80 experience points plus 5 experience points per hit point. 90 extra experience points would be awarded for this creature, for a total of 170.

Special: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. Special ability experience is added to the base experience for the monster. For example, Skagg (4HD) has four attacks per round, a category I ability. So its base experience points are increased by 40 points (for a total of 120) plus 4 per hit point.

Special I: This category includes three or more attacks per round, spell use of 1st-3rd level (or equivalent spell-like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th-7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent)

MONSTER DESCRIPTIONS

Ant, Giant: These mutant creatures are just like normal ants, only they range from 4-6 feet in length. As with normal ants, they live in a colony underground, digging vast tunnel systems and carrying food back to their queen, who resides at the center of the complex, has triple the hit dice, climbs at 50', and has a poisonous bite (Class 3 poison). The Queen ant will have a trove of treasure (3).

Ape, Great: Great apes include any large simian creature such as a gorilla, orangutan or chimpanzee. They live in large family groups in tropical forests. For every four apes there is one bull and one infant. Ape family groups are strictly hierarchical, and they are led by

the strongest bull ape. If anything should happen to him, the next strongest bull replaces him. The bull ape is generally very aggressive, territorial, and protective.

Basilisk: Basilisks are reptilian creatures with long, squat bodies that rest on eight legs. They have broad tails and a wide head, appearing somewhat like an alligator. Their jaws are lined with rows of jagged teeth. Despite having eight legs, the creature is slow. Its eyes glow an incandescent green. Basilisks have the terrifying ability to turn another creature's flesh to stone by gazing into that creature's eyes. The basilisk's sight pierces darkness, and even extends into the astral and ethereal planes. A basilisk prefers the warmth and dryness of a desert climate, and can be encountered singly or in groups of up to four.
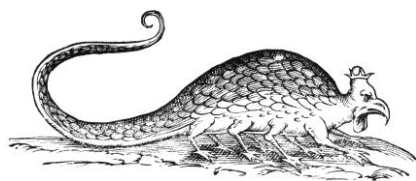
Black Pudding: A black pudding is an amorphous blob of caustic acids, scouring the underworld, devouring refuse and slime. They are not sentient creatures, and never actively pursue other creatures bent on killing them. However they consume anything that comes within their grasp, living or not.

Centaur: Centaurs have an equine body topped with a human torso, and they have a noble, stoic appearance. They are stern protectors of their woodland homes, and are occasionally found in the company of other woodland fey. They rarely interact with civilized races, preferring their own kind, but do interact with elves, though even these can be treated with suspicion, as elves traffic with the other races of the world.

Chimera: A chimera is a frightening amalgam of a lion, a goat, and a dragon, several times larger than a fully-grown lion. The central lion's head dominates the creature, and the two smaller heads, the goat and dragon, flank the central head. The chimera has the hind quarters of a goat, the forequarters of a lion, and the massive wings of a dragon, which enable the chimera to fly. The creature is huge, with a fierce temperament. They attack with little or no provocation and generally fight to the death.

Cockatrice: Cockatrices are large birds, vaguely resembling a cross between a chicken and vulture. They have lean, muscular bodies carpeted in thin, gangly feathers. Their feathers are foul and always falling out, leaving patches of their serpentine skin exposed. Their necks are long and their beak wickedly curved. They have a long serpentine tail ending in a full array of multicolored feathers. Though they have wings, they cannot fly in the traditional sense, but use them to leap long distances of up to 50 feet. They prefer to eat rotten meat more than anything else, and for this reason they are foul-smelling creatures.

Djinn: Djinni are natives of the elemental plane of air. They are powerful creatures that rarely frequent the mortal realms. When they are encountered, it is usually because they have been summoned or released from some bond. They are intelligent creatures that strive to gain, and maintain, their freedom. Djinni are sought for their ability to grant wishes. For this reason they are often bound in magical devices and released only in exchange for a number of wishes. Djinni are benevolent and will endeavor to grant wishes in the most favorable manner possible, if the individual making the wish is of good alignment. Otherwise, djinni will interpret the wish more literally, and will not feel qualms about bestowing unintended consequences while adhering to the letter of the wish.

Dragons

Dragons are rare, intelligent creatures. Some are lordly creatures with little thought but the benefit of the world, others foul drakes bent on evil and destruction. These creatures are deadly and complex enemies and should never be random encounters.

Whether good or evil, all dragons are covetous, building mounds of treasure and sleeping upon them as nests. They know the type and place of every coin, gem, jewel, or other item of value, especially magic items, that they lie upon. To steal from any dragon is to incur its wrath.

Dragons come in five types: Fire, Ice, Storm, Swamp, and Forest. The variations are environs, coloring, and breath weapon. *Fire* dragons range from a burnt orange to red in color, sometimes of a metallic copper or golden hue. Their breath weapon is a cone of flame. The breath weapon of an *Ice* dragon is a cone of frost, and these dragons are generally light gray to snow white in color, also exhibiting shades of metallic silver. *Storm* dragons breathe lightning and are often found in shades of blue, including a metallic or sapphire hue. *Swamp* dragons unleash a cloud of poisoned gas, and tend to be sickly yellow to brown or black in color, and *Forest* dragons spew a stream of acid and appear in shades of green, including a metallic emerald. Metallic or "gem" shades are often (though not always) indicative of a dragon with a Good alignment. Otherwise, their abilities are largely the same. Dragons increase in size and become more powerful with age. The table below outlines their abilities by age.

Attacks denotes the entry on the Attack Matrix in Volume 2 under which the dragon rolls for each of its claws, bite, wing, and tail slap attack, as well as indicating if the dragon can trample and how much total damage the trample deals.

Breath indicates the number of times per day a dragon can use its breath weapon, and how much damage it deals. An entry of "Un." indicates the dragon can breathe an unlimited number of times per day. A dragon can use its breath weapon a maximum of once every other round. Fire dragons can choose, instead of breathing a cone, to unleash a fire ball equivalent to the spell as cast by a Wizard of the same number of hit dice as the dragon. Storm dragons can choose, instead of their normal breath weapon, to unleash a ball of lightning which acts as a fireball cast by a Wizard of the same number of hit dice, though the damage is electrical in nature. For both Fire and Storm dragons, doing this "burst" form of damage counts as two uses of the breath weapon for the day, and requires an extra round to "recharge."

Storm dragons and forest dragons do not breathe in a cone; rather, their breath weapon is a straight line which functions like a Wizard's lightning bolt spell, save in the damage done and in the type of damage, in the case of Forest dragons. Dragons are immune to the type of damage dealt by their breath weapon.

Magic indicates the number of times per day (and for how long each time) a dragon can use *Polymorph Self* as a spell-like ability, and indicates the level at which a dragon possesses other spell casting abilities. A multiple after spellcasting abilities indicates the dragon has that many spells known and per day beyond normal. Thus, an ancient dragon knows every spell possible and can cast 5 times the spells per day of a tenth level Wizard.

Dragons, Ability Checks, and Saves: dragons gain a bonus to all saving throws and ability checks equal to one third of their hit dice, rounded down.

Dragon Abilities by Age

Age	SZ	AC	HD	Attacks	Breath	Magic	Treas.	XP
Infant	L	5	5	2 dagger, Hand axe, club, club, no trample	1/1d6	Polymorph 1 (1 hr)	4	260+5
Young	H	7	7	2 short sword, battle axe, staff, flail, no trample	4/2d6	Polymorph 5 (1 hr), Wizard 4	8	585+7
Adult	G	8	10	4 long sword, 2 morning star, flail, flail, trample 3d6	6/3d6	Polymorph 10 (2 hr), Wizard 10	16	1950+10
Old	C	8 -4	15	4 morning star, 2 two-handed sword, morning star, morning star, trample 4d6	Un./3d6	Polymorph at will, Wizard 10x2	18	6100+15
Ancient	I	8 -6	20	6 two-handed sword, 4 mounted lance, morning star +4, morning star +4, trample 5d6	Un./5d6	Polymorph at will, Wizard 10x5 (knows all spells)	18x10	10,950+20

Dryad: Dryads are wild, fey creatures that represent a pinnacle of beauty. They live in seclusion in the deepest parts of ancient forests. Shy and non-violent, dryads always attempt to flee from danger. They can literally step into one tree and out of another as they escape. Dryads are lonely creatures, and they seek to be fawned over and loved for their beauty. For this reason, they often keep men of power or prestige bound to them for many years. Exceptionally handsome men attract the attention of dryads, and a dryad may reveal itself to such an individual, in an attempt to charm and seduce him.

Every dryad is mystically bound to a single, enormous hardwood tree, typically an oak or beech, from which she can never stray more than 300 yards. A dryad's tree does not radiate magic. Dryads possess a great deal of knowledge about the area surrounding their forests, and can communicate with any plant that grows naturally in their habitat.

Dwarf: Dwarves are short of stature, but stout and strong. They wear full beards, and take great pride in their length and fullness. These sturdy folk make their homes deep within the earth, hammering out an existence through brute force and the forge.

Above all else, the dwarves delight in shaping stone, and they love gold, silver, gems, and any wealth found beneath the earth. They are unsurpassed as miners and engineers, and are skilled in making armor and weapons of all kinds. Dwarves have long memories and never forget a grudge or a kindness done for them. For this reason, they have no love of orcs and goblins who too often plunder dwarven wealth. They have very little affinity for elves and their markedly different philosophy and culture. Dwarves communicate and trade with the other races regularly, but often with great suspicion.

Efreet: Native to the elemental plane of fire, efreet are powerful and evil. They have no love for any life whatsoever, but they reserve a particular hatred for djinn, and any other creature that threatens to rival or dominate them. Like djinn, efreet are

sought after for their ability to grant wishes. They are often bound against their will, and then forced to dole out wishes at their master's whim. Efreet are proud, however, and never actively serve. If coerced, they twist the intended meaning of commands and wishes, searching for every loophole or nuance in order to bring mischief or ruin upon their masters. Binding an efreet requires tremendous magical might, but even then, an efreet cannot be bound for more than 1001 days.

Efreet are always released from servitude after granting three wishes, and all efreet know this. They rely upon the greed of their "masters" to expend the wishes quickly, ending the period of obeisance. Meanwhile, they will actively try to manipulate events toward a foul end for those who dare to compel them. Efreet are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

Elementals

Elementals are denizens of the elemental planes of existence, formed from the plane's pure substance. They are seldom encountered on the mortal realms, but are often summoned by powerful spellcasters. There are wide variety of elementals. Air, earth, fire, and water elementals are the most commonly encountered, but more obscure types such as dust, mud, smoke, and others also exist. The myriad elemental types are not presented in their entirety, but the four base elementals are detailed. These should serve as examples for designing more specialized elemental monsters.

All elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. A fire elemental on the prime material rarely regenerates, unless it is fighting from a pool of lava or similar source. An air elemental almost always regenerates, unless forced to fight under water. Earth elementals do not regenerate if they are fighting on anything other than soil, sand, gravel, rock, or other forms of earth. Elementals are magical creatures and can only be hit by magical weapons. As the elemental grows in power, more and more powerful weapons are required to hit. See the table for an outline of elemental abilities.

All elementals can move through the element of which they are a part at a speed of 120'. An Earth elemental, then, can "swim" through earth or rock at this speed. An air elemental can fly at this speed. A water elemental can swim at this speed. Fire elementals can move through fire and fly, making them among the most dangerous.

Elemental Blast: Elementals can fire a blast of elemental force comprised of their element. This blast strikes and has range as a long bow and deals 1 die of damage per class of the elemental. Thus, an elemental with 11 HD, class 3, can fire an elemental blast dealing 3d6 damage.

In addition, elementals of at least 5 HD can unleash a concentrated blast of the element of which they are a part. This blast functions exactly like a Fire Ball spell cast by a Wizard with as many levels as the elemental has hit dice.

Elemental Control: All elementals can cast any spell from the Wizard or Priest spell lists that has anything to do with their element, caster level being equal to a Wizard with levels equal to the elemental's hit dice.

Elemental Experience by Hit Dice: Calculate XP for elementals based upon the guidelines found on p. 135. Elementals of Class 1 and 2 have Special Abilities 1 and 2. Elementals of class 3 and 4 have Special Abilities 1, 2, and 3.

Elemental Abilities by Class/HD

Class	HD	AC/To Hit	Attack	SZ	Regen	Treas
1	1-5	4/+1	1d6/Club	M-L	2/round	1
2	6-10	6/+2	2d6/Staff	L-H	3/round	7
3	11-15	8/+3	3d6/Morning Star	H-G	4/round	10
4	16-20	8 -4/ +3	4d6/Two-Handed Sword	C-I	5/round	10

Elf: Elves are a thin, lithe, quick, and sure-footed folk, ranging from 5 ½ - 6 ½ feet in height. They are supremely confident in their bearing, and to other races they can seem aloof, cold, and uncaring. This is mainly due to their unique perspective as a very long-lived race. In fact, they take great interest in all that transpires, and are often well informed of happenings in the world around them. The elves see almost all other races as transient; they all come and go, while the lives of elves stretch onward.

Elves love beauty in all forms, preferring to surround themselves with items of profound aesthetic value. They particularly favor finely worked gems and jewels. Though they have no great love for dwarves, elves value the beauty of dwarven craftsmanship.

Gargoyle: Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent. Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

Ghoul: Ghouls are abominations formed when a human or demihuman turns cannibal. Perpetually hungry, they stalk graveyards and charnel houses for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered, particularly where dead are buried in unconsecrated ground. Though savage, ghouls are not stupid; they speak their own language and know the secrets of the worlds beyond. They are *not* undead, though they are tainted by death and thus may be shaken (-2 to all attacks, saves and ability checks) if a Priest successfully uses his Bane of the Dead ability against them. In this circumstance, they may obey the Priest's commands as well, to a certain extent.

Giants

Giants are large humanoids. They range from a few feet taller to several times larger than the average human. They are like humans in many respects. They live in communal groups, and value their families. They build homes from wood and stone, though some dwell in caves. They all speak at least their own language, as rudimentary as that may be, and occasionally they speak vestiges of the common tongue. Giants wield large weapons of wood and steel, and a few have spell casting abilities. Some are intelligent, some less so; some are foul-tempered or evil, while others are good and righteous. To summarize, giants are everything humans are, but on a larger scale. All Giant slam attacks deal 3d6 damage. In addition, Giants can attack with giant-sized weapons which deal 4d6 damage and are +3 to hit due to size. There are six main types of Giants: Hill, Fire, Cloud, Frost, Stone, and Storm. Their abilities are as follows:

Giant Abilities by Type

Type	HD	AC	Slam	Magic (Lvl)	Special	Treas.	XP
Hill	9	7	Morn. Str. +3	Nil	Nil	8	600+9
Stone	10	8 - 3	Morn. Str. +4	Nil	Nil	7	1200+10
Frost	11	8	Morn. Str. +4	Nil	Immune Cold, Fire Vulnerable	8	1950+11
Fire	12	8 - 2	Morn. Str. +5	Nil	Immune Fire, Cold Vulnerable	9	2450+12
Cloud	14	7 - 4	Morn. Str. +6	Levitate (10th)	Scent	9	5000+14
Storm	17	8 - 6	Morn. Str. +7	(all 10th level) Levitate (2/day), Water Breathe, Lightning Bolt, Summon Elemental (Air/Water)	Immune to Paralysis, Petrification, Hold Magic.	10	8400+17

Gnoll: Gnolls are humanoids with the heads of canines. They average 7 feet in height and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Gnolls are found in many climes and most temperate zones. They are brutish but cunning, and work together through an instinctive pack mentality.

Gnome: Gnomes are small, earthy creatures that average about 4 feet in height. They are often bearded, and wear their hair long. They have ruddy complexions, and dark hair, but often have cheerful-looking faces and dark, but twinkling, eyes. They live in well appointed burrows, masterfully crafted, and afforded all manner of comforts. They love flowing water and are often found living near rivers. Gnomes are carefree, happy creatures, and are very resilient folk as well. The woes of the world seem to weigh upon gnomes less than any other race. They are observant, and possess a penchant for extracting information from various sources. For this reason, they are well informed about the world at large.

Gnomes can be used as an optional player race, consulting the stats on their table entry for racial abilities. If the Referee allows, they may advance as Warriors (4th level), Wizards (5th level), or Thieves (unlimited). As with all non-human races, they may choose to multi-class in two or all three paths. If they choose not to advance as Thieves, player character gnomes do not gain Thief abilities.

Goblin: Goblins are diminutive, vicious, and degenerate creatures. They have large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment. These creatures prefer mountainous, hilly, forested, and rough terrains for their lairs, the better to hide from other races, but they will call anywhere home, often migrating in huge numbers when the tribe outgrows the lair. They are prodigious diggers, living in warrens carved out of hillsides, mountain slopes, beneath the roots of trees, or wherever else they settle. Their warrens can grow to monstrous size, dark fulsome depths, and maddening complexity.

If the Referee allows, goblins may be used as a player character race. Consult their table entry for abilities. They may advance as Thieves (unlimited) or Warriors (fourth level), or multiclass. If they choose to advance only as Warriors, they do not gain Thief abilities.

Gorgon: Gorgons are magical, bull-like creatures that have a hide covered in thick, boney plates. They live solitary lives, in dense woodlands far from civilization. Gorgons typically lair in deep, hillside caves. They are semi-intelligent creatures that have

awareness of other planes besides the mortal realms. They are highly sought after by the fey. Faeries take great risks to gather gorgon's breath, which they use to preserve and hide their native environments.

Green Slime: Green slime is an algae-like growth that feeds on moisture and any organic or metallic material it comes in contact with. The foul scum can grow anywhere, including at the bottom of water pools or wooden furniture or paneling; so long as there is organic or metallic matter for it to feed upon. The slime occasionally grows on the ceilings or support beams in a mine or dungeon and any vibrations upon its perch will shake globules of the slime free of the main colony to drop upon any unlucky creatures below.

Griffon: Griffons are large, carnivorous avian creatures. They have the hind quarters of lions and the heads and forequarters of eagles. Griffons are fierce predators, whose hunting ranges extend far beyond their mountain aeries. They prefer horse flesh above all other meats and are constantly on the hunt for it. For this reason they are the scourge of many settlements, caravans and adventuring parties. They build nests of wood, much like an eagle's, in mountainous crags, ledges, and in other hard to reach areas. Griffons hunt and travel in flocks of up to 12. Griffons are intelligent creatures, and if reared from hatchlings, they are easy to train and very loyal to their master. For this reason griffons make excellent steeds, and they are coveted as such by many cultures.
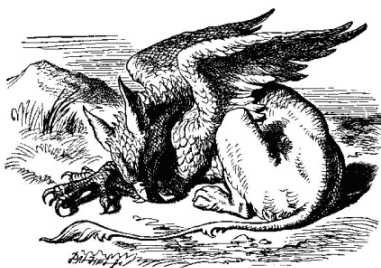
Halfling: Halflings are a little smaller than gnomes, on average. They are jolly and cheerful folk, happy to lie around and enjoy each day for its own sake. They build burrowed settlements in soft, arable plains, scrublands and rolling hills. Halflings appear, upon first sight, to be small, well-nourished humans and share many of the habits of their larger cousins, yet closer inspection reveals large hairy feet and wide, clever eyes. Halflings are an agrarian people, preferring open pastures and farmlands to cities or other places crowded with tall folk. They get along well with most peoples and only rarely leave their homes and communities. Above all, halflings enjoy good food, relaxation and a quiet life.

Hippogriff: These strange magical beasts possess the hindquarters of a horse and the forequarters of a bird of prey. Hippogriffs dwell in mountain aeries shrouded by clouds. They are shy creatures, avoiding civilization or settled lands. Hippogriffs and griffons compete for food and territory; hippogriffs will attack griffons on sight and vice-versa. Hippogriffs shy away from pegasi and consider the winged horses to be dominant creatures. They are proud creatures are rarely tamed, though they can be raised from chicks to serve as mounts. Hippogriff eggs are very prized for this reason. A live, viable hippogriff egg is generally worth

about 1500 gold pieces on the open market.

Hobgoblin: Hobgoblins are stout, foul-featured humanoids resembling a human-sized goblin. They have thick, knobby skin that varies from dark green to black. They have dark, greasy, knotted hair that often hangs down to their waists. They travel in small, disciplined groups, often rising to become chieftains of goblin tribes and using jackals as tracking beasts. Hobgoblins prefer heavy armor, sheathing themselves in chain mail or stronger (if wearing armor, the armor's AC replaces that in the table). They prefer to wield large weapons in battle, such as halberds, pole axes, and two-handed battleaxes.

Horse: The mount of choice for most civilized races, they can be trained to serve as beasts of labor, as steeds in war, or can be ridden merely for enjoyment.

Human: Humans are the most diverse of the races. In appearance, demeanor, culture, language, crafts and interests, humans are difficult to characterize in total as it is this diversity which most defines humanity and makes them one of the most unique of races in all the world.

Hydra: Hydras are massive reptilian quadrupeds with multiple heads. Their heads are mounted on long, sinuous necks and filled with rows of jagged teeth. Their bodies are broad, supported by short, powerful legs. When moving, they tend to drag their bulk along the ground in a crocodilian manner. Hydra heads are always of the same size, shape, and color, matching the creature's body tone. They are very aggressive, and despite their odd shape and bulk, deceptively quick. These monsters are always solitary. They often dwell in swamps and marshes, where they build large nests in heaps of rotting timber, swamp mulch, and other debris. They are voracious eaters, and both hunt and scavenge for their meals.

Invisible Stalker: Invisible stalkers are creatures native to the elemental plane of air. An invisible stalker is only found in the mortal realms if summoned by a Wizard in need of its service. An invisible stalker follows the commands of its summoner and departs the moment it has completed its task.

Kobold: Kobolds are small, scaly humanoids covered with a sparse layer of thin fur. Kobolds are physically unimposing creatures. They are thin and wiry, and have scaly skin that sheds periodically in large white flakes. This gives them an unkempt and filthy appearance. However, they are fierce and unrelenting in battle, clever in their plans. They have independent, inquisitive minds. This makes them very successful in battling their

numerous and stronger foes. They are almost never included in hosts of other humanoids (unless enslaved) as they are reviled by all and considered of little value to any save themselves.

Lycanthrope, Werewolf: Werewolves are thoroughly tainted by evil, and in animal form they are among the most wicked of creatures, though in human form they may be soundly moral creatures completely unaware of their curse. Their animal form are massive, far larger than a typical wolf. They dwell in dark forests and prowl only at night. Werewolves are very protective of their domains, and of each other, rallying to any howl of distress. These creatures always hunt in packs of 3 to 18.

Manticore: Manticores are dreaded creatures that have the body of a huge lion, a spiked tail, and a humanoid face that resembles a human or bearded dwarf. Their mouths are wide and filled with jagged tusk-like fangs. So great is the maw that it seems to split the very skull when a manticore attacks or rends the flesh of its victim. Their tail ends in a bristling clump of spikes, which the beast uses to deadly effect in combat. Manticores prefer swamps, scrub lands, and other habitats where there is plenty of water and rain is common. They are aggressive predators and scavengers, and will eat practically anything, alive or dead.
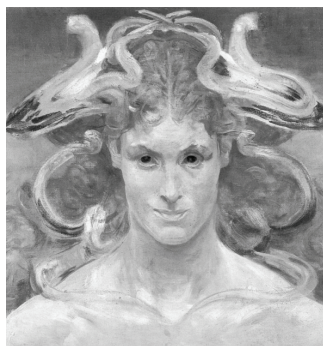
Medusa: Medusae were once very beautiful and egotistical human women that were cursed to exist as foul imitations of their former selves. In appearance, medusae resemble their previous selves, their faces carrying an air of nobility and haughtiness. However, they are almost a caricature of their former beauty. Their features are exaggerated, and their once beautiful hair has been replaced with a nest of toxic vipers. Medusae make their homes in remote places, inhabiting abandoned castles, island fortresses, dungeons, and similar locales. Medusae are consumed with nagging hate, envy, and lust. They reserve their most poignant hate for humans, especially attractive human females, as reminders of what the medusae have lost. Their visage is disturbing and deadly to those who behold it, as it not only highlights the corruption of pride, but is so hideous it turns the viewer to stone. Medusae do not hesitate to use this ability to cause pain and anguish to humankind. They cannot bear to look at themselves, either: they are not immune to their own gaze. Mirrors are avoided at all costs or destroyed.

Minotaur: Minotaurs are massively-built humanoids that possess the head of a large bull. They are born warriors, brutal and harsh, but believe in honor

and balance above all else. They are typically found in the most complex and confusing dungeons and passages, and deep in labyrinthine locales. Minotaurs seldom wander alone, forming very small, effective squads of up to eight. They are instinctively cunning creatures and feared for their ability to employ ruthless military tactics. Some are able to speak the common tongue.

Mule: A notoriously stubborn draft animal cross-bred from a horse and a donkey.

Mummy: A mummy is an undead creature wrapped in divine bandages and urged to existence through prayer and ceremony. Mummies are bound to their tombs and are encountered in their vicinity. Any creature that defiles or loots the tomb of a mummy is doomed to face the mummy's wrath. Their connection with the artifacts of life and the resting places of the dead are tremendous, and they punish grave looters with unmediated violence. The process required to create a mummy gives the creature powerful protections against physical damage. However, the most terrifying aspect of a mummy is not its ability to withstand damage or doggedly pursue its quarry, but its lingering effects upon those that managed to escape. The touch of a mummy instills a disease that causes a victim's body to slowly wilting and rotting away into a useless mass of pulpy flesh. These creatures are often created in pairs, but the most unholy sanctums can be guarded by up to eight.

The most powerful mummies have kept their intellect and memories, and may have the class abilities of a powerful Priest or Wizard. These creatures should see experience value adjusted accordingly.
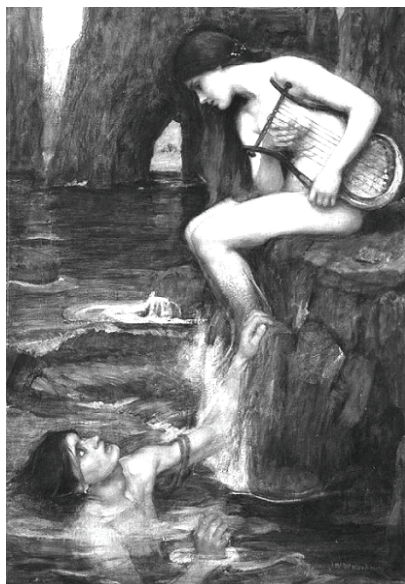
Nixie: Nixies are fey that inhabit ponds, lakes, and streams in remote areas. They can be male or female, and appear as attractive humans. They dress in light, airy garments, and often appear, lost, vulnerable, and innocent.

Closer inspection will show that they have webbed hands and feet, and this will reveal them as nixies to those with knowledge of the fey. Nixies have a penchant for human domination. They find it an intriguing and enjoyable pastime for esoteric reasons known only to them. They can venture onto land, though they rarely choose to do so. Nixies can be encountered singly or in groups of up to two dozen.

Ogre: Ogres are large, thickly-muscled humanoids; savage in appearance and violent in demeanor. They have stocky frames, with long arms and squat legs. Their faces have features of both humans and apes. They are voracious predators and plunderers, loving food as much as gold, and they often join ranks with other like-minded creatures to pillage. These creatures are very strong, but lack the leverage necessary to throw large stones like their larger giant cousins. Ogres are hardy and resilient; they can live anywhere, and often in surprising places. They normally gather in small family units of

about 20. They are not advanced thinkers, and fashion crude weaponry and tools from stone and wood. They favor stone tipped axes, clubs and spears; though they have been known to occasionally use weapons taken as the spoils of battle.

Orc: Orcs are the most common of brutish humanoids, with vicious tempers and aggressive minds. Like humans, orcs have a broad range of appearances and body types varying from gangly long legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green, to mottled red. Their faces are broad or long, with exaggerated features, and their mouths lined with jagged, yellowed, and broken teeth. Their breath is foul, their eyes beady, and their ears are thick and pointed. Some have upturned noses, resembling those of swine. They are unkempt and dirty, taking little care of themselves or their equipment. Orcs are consummate raiders and are always on the path of war or larceny. Orcs are impressed by Strength and will loyally serve almost any evil creature that displays cunning, cruelty, and power. Orcs despise the sun's light, as it is painful to their eyes. They move in the darkest of nights with ease and comfort, and do most of their raiding just after nightfall, or in the early hours just before dawn.

Orcs may take on the abilities of Warriors (level 6), Thieves (unlimited) or Priests (level 3). At the Referee's discretion, these creatures may be used as a player character race, referencing their table entry for racial abilities. NPC orcs with class abilities should see their XP value adjusted accordingly.
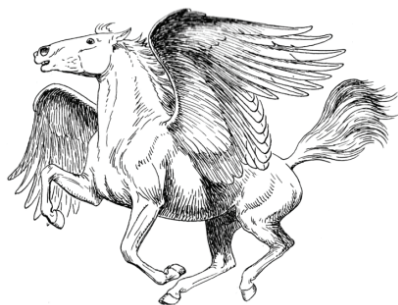
Pegasus: Found only in very remote places, these shy, intelligent winged horses remain aloof to the rest of the world. They are often sought as mounts, but pegasi will only serve a character of good alignment and pure intentions. However, once a pegasus accedes to being a mount, it will serve until death. In the wild, pegasi gather in small herds of up to 10 members.

Pixie: Pixies are diminutive little creatures who live in idyllic stretches of woodland; they make their homes in deep, old; growth hardwood forests.

They are social creatures, and cooperate with each other to build small settlements, often high up in the trees. They typically gather in groups from 5 to 30, and always carry specially made weapons, crafted by their own hands. They are masters of magic, and have developed some very potent powers, often imbuing their weapons with them. Any who would dare subvert a pixie is bound to face the wrath of the whole clan.

Purple Worm: There are few subterranean denizens as feared and reviled as purple worms, and few that encounter one live through the experience. Voracious carnivores, they are incredibly huge, purple, segmented creatures. Their bodies terminate in a huge maw on one end, and a long, finely pointed stinger on the other. A purple worm's mouth resembles that of a monstrous leech: it has three jaws that, when closed, are almost impossible to force open. At the base of the stinger is a gland that produces a deadly poison. These creatures dig and live in wide tunnels far underground. They are hated and feared by dwarves and other races that make their homes beneath the earth. They are solitary creatures, and with reason: their appetites make it impossible for one area to support the feeding needs of more than one worm.

Roc: Rocs are gigantic birds of prey that inhabit huge old-growth forests and lofty mountain peaks. They resemble massively proportioned eagles or hawks. The male roc is deep brown, with a mottled yellow breast; the female roc is light brown in color. They live in aeries built in the tops of ancient hardwood trees, on ledges in high mountains, or occasionally in the tops of abandoned keeps and castles.

They prey upon large creatures, such as cattle, horses, and elephants. It is quite astonishing to see a roc pick up an elephant in the same manner as a hawk picking up a rabbit. They swoop down with great speed, grabbing prey to carry away and eat. Like any bird of prey, they have uncanny vision. If they are raised from hatchlings, they can be trained as mounts.

Sea Monster (Kraken): These gargantuan squid-like monsters dwell in deep pools, lakes or in the dark recesses of the ocean floors. They have eight tentacles, each up to 100 feet in length and 5 feet wide at the base. They are lined with huge suction cups that can adhere to surfaces, allowing the beast to use its great Strength to crush its victims. They have two large eyes that blend with their mottled green or red skin. At the base of their tentacles, in the center of the body, a great beak crushes prey fed to it by the tentacles. Krakens are very intelligent creatures that live for centuries. They are also very evil and aggressive, and prey upon the weak or superstitious for their own amusement. Krakens will not face certain death. When threatened, they will retreat, dragging any opponents they can to the depths with them.
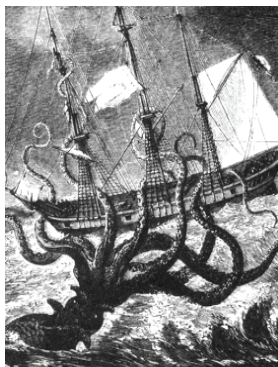
Skeleton: Humanoid skeletons are the animated remains of humanoid creatures. Their bodies are little more than bone and sinew held together by vile sorcery. They move with a slow gait, but have the Strength to wield weapons, wear armor and carry shields. Skeletons are mindless, but are aware of living things and always attack them. They are often encountered under the command of an evil Priest or Wizard.

Snake, Giant: There are many species of snakes, venomous and non-venomous. They are found in most warm and temperate climates, and have adapted to most terrain. They are shy creatures that generally avoid contact with larger animals. They will strike if cornered or threatened. Giant snakes are to be feared, however, as these aggressive creatures actively hunt man-sized prey.

Spectre: Spectres are spiritual echoes; fragments of a learned person that died in the pursuit of knowledge. Forever trapped in undeath, these spirits grow wicked and twisted, seeking only a way to escape. If approached with the right intentions, in the right way, they will parley with the living. These creatures are intelligent, and have often accumulated knowledge that has been lost for eons. Spectres can be found everywhere imaginable, but can haunt inhabited places such as city libraries or universities. They are not overtly malicious, and only attack when provoked or if doing so would serve some purpose. If more than 1 spectre is encountered, one will always be the dominant spectre, and the others its spawn.

Treant: At first glance, these creatures are indistinguishable from regular trees. If they choose to reveal themselves, they stand up to show that their two largest branches are arms, and their trunk and roots serve as legs and feet. Treants can be found in almost any forest, whether temperate or tropical. They make their homes in hidden glades, usually at the mouth of a spring, or along the reaches of a small creek. Treants are hesitant to become involved with the world around them, aroused only to defend the forest they live in. Intelligent, and often friendly, treants hate evil creatures and the unrestrained use of fire. They associate very well with the good creatures of the forest, and often have good relationships with elves, gnomes and dryads.

Troll: Trolls have long arms and legs, and their hands and feet are broad, with thick toes and fingers. They tend to be fat, and are rather lazy in appearance. They have wide, dark eyes, small ears, and large tusks jutting from the lower jaw of their wide mouth. They wear clothes occasionally, usually ragged pants and heavy wool shirts. They reach heights of 12 feet tall on average, though some grow much larger. Trolls are not particularly intelligent creatures, lusting more after food and drink than anything else. They love the taste of goats and sheep most of all. They are wicked creatures that enjoy torturing prey before killing it. Hill trolls are aggressive hunters, and fear very little. Trolls are usually found alone, though occasionally they wander in hunting groups.

Unicorn: Unicorns are magical horses of uncommon beauty. All unicorns have a long, spiraled horn rising from their brows. They are noble in appearance, generally white, beige, or roan, but other colors are not unknown. They are intelligent creatures, and roam remote grasslands and forests. They are reclusive, and rarely keep company with creatures other than unicorns or faerie-kin. They are fierce when aroused to battle, but good in nature. They have been known to act in the defense of good and innocent travelers in need of aid, only to disappear into the wilderness afterwards. On rare occasions, a pure-hearted female human or elf can approach a unicorn and befriend it. This friendship is one of deep trust, respect, loyalty, and fondness. A unicorn's human or elf companion may be allowed to ride it as a mount, and it is not unknown for female human or elf paladins to have unicorns as steeds. If a unicorn's companion should ever commit an evil deed, regardless of the presence of the unicorn, the beast will know it, and the bond will forever be broken. Indeed, a unicorn so betrayed may consider its former companion to be a sworn enemy.
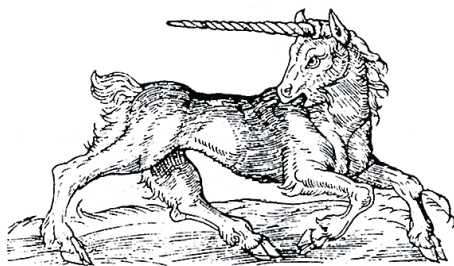
Vampire: Vampires are legendary undead predators, feared and reviled by all. Formerly human, these foul creatures have become completely corrupted, lurking in a state between life and death, and requiring warm, fresh blood for sustenance. They prowl

at night, through decrepit city streets, seeking healthy but unsuspecting victims. Unlike other undead, vampires are not ghastly or decayed in appearance. To most observers, they appear quite normal, and some are rather attractive. They often have pale skin that takes on a less pallid tone after they feed. All vampires must retreat to the safety of their lairs as the sun rises, as sunlight is fatal to them. They tend to make abandoned crypts and tombs their homes. They are vulnerable when resting during the day, sleeping in coffins and sarcophagi, and therefore rely on remote, avoided locations in which to lair. Up to four vampires may share a single location. However foreboding their chosen shelter, they always choose a place that is relatively close to cities and settlements. This provides them with easy access to a food supply. Vampires are very intelligent, even if not very smart in life, and will not overfeed in a particular location. This helps prevent discovery and allows the hunting ground to be used for a longer period of time. Vampires are freakishly strong. This innate toughness enables them to turn aside mundane weaponry and they can only be hit by magical weapons of +2 or better.

Wight: Wights are humanoid undead. They were once human, but are now cursed to haunt the world, living in seclusion, for some foul act of greed. They hate all life. Far more than zombies or ghouls, a wight maintains its body, ragged and unkempt as it may be. They are pale, death-like, with skin stretched thin. Their fingers are unnaturally long, capped by thick nails that serve as claws. They inhabit barrows, crypts and other places where the dead linger and are found

anywhere and in any clime. They avoid sunlight as it can kill them. Like vampires (q.v.), they will often live near settlements and graveyards, but the most dreadful similarity to vampires is the connection to the negative material plane, which makes their touch deadly.

Worg: Worgs are massive wolves; they stand nearly 7 feet at the shoulder, with broader chests and backs. They are found in most any climate and terrain, though they prefer the open grassland or scrub land. They are very aggressive and territorial. Being slightly more intelligent than the average wolf, worgs are often used as mounts for equally aggressive and depraved races, such as goblins and orcs. Worgs travel in packs, normally ranging to twelve in number.
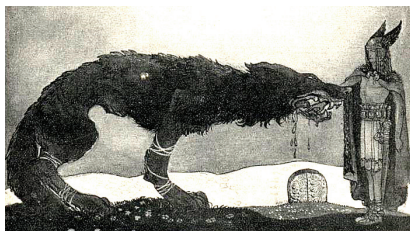
Wraith: Wraiths are powerful wights who have forged a more powerful bond with the negative material plane. A wraith is incorporeal, having shed all connections of the flesh. They haunt only the darkest of shadows and never venture near sunlight or the open. Dungeons or deep crypts are their most common haunts. Like their weaker cousins, wraiths despise all living things, and being filled with a great wrath towards the living are always bent on destroying it.

Wyvern: Wyverns are distant relatives of dragons. These winged behemoths are foul smelling, with rubbery black or

rusty brown skin. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. Unlike other dragons, they have little capacity for speech, and are more concerned with food. They also kill for sheer sport. They can be found in nearly any environment, and are often used as aerial mounts by fell races who can manage to tame the beasts.
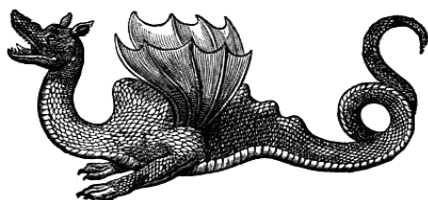
Zombie: Zombies are undead humanoids, reanimated corpses that stalk the earth with little purpose or reason. They typically appear as shambling, rotting bodies, complete with ragged clothes and rusted mail. They are unable to use weapons or armor, cast spells, or even communicate. They possess only a vague instinct to gather in groups, find living creatures, and kill them. They are shambling and slow, but have a powerful attack.

TREASURE

Treasure hoards are filled with all manner of items, not least of which are those items greatly valued for their craftsmanship, beauty, or cultural significance. These include finely crafted weapons, clothing, ceremonial items, hand crafted items, and antiquities. Not all hoards have these items, but many do. Even an orc is able to discern that an ivory handled pipe has value and is worth taking from his prey. A general list is provided, but the Referee should fill free to expand it as need and desire dictate. Gems and jewelry are less common treasures. These range from simple cut stones gathered in a pouch to the wondrous crowns and scepters of kings and their queens. A large sampling of these items are listed in the tables below, but, Referees should not feel compelled to restrict themselves to these items alone. Referees are encouraged to use them as a basis for valuing other similar items. The makeup of such items is determined by regional, technological, and/or cultural factors. The number
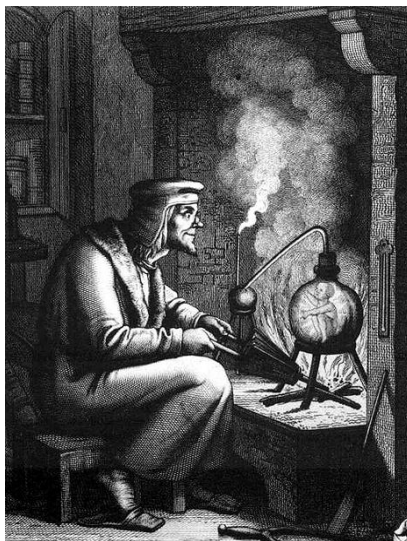
and type of gems that can be found is enormous, as are the various levels of craftsmanship for jewelry. Combining gems with jewelry is a common method for bringing these two items together as a more coherent and interesting treasure.

Magic Items

Magic items are rare and wonderful creations fabricated through the diligence of a Wizard or other similarly skilled individual. They range in power from the simple dagger that gives its wielder a +1 to hit and damage to the highly complex dragon orb that has a multitude of properties and abilities. The greater the power, the rarer the item. Magic items are not part of every treasure hoard because they are difficult and costly to make. Creating a magic item requires that a creator divest something of himself or another, expend great wealth, and harness the use of powerful magics. The powers are transferred into the item to give it its magical dweomer. For these reasons, they are rare, and the most prized items in any treasure hoard.

The term "Magic Items" encompasses a variety of different enchanted items including armor, weapons, potions, rings, rods/staves/wands, and scrolls, as well as miscellaneous magic items. Some of these magic items are created with intrinsic intellects, and some may contain fell curses in their makeup, often to the regret of those that wield them.

Potions: A potion is an elixir concocted with the use of magic and alchemy that grants a spell-like effect upon the imbiber.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Weapons: These are weapons that have been magically enhanced, giving them bonuses to hit, to damage and in some cases, other magical properties. The most common forms of magical weapons have a simple bonus to hit and damage, ranging from +1 to +3. Only the rarest and most powerful magical weapons have bonuses higher than +3, and none have ever been recorded with a bonus higher than +5.

Armor and Shields: Magic armor and shields are items that are magically enhanced granting them armor class bonuses and in some cases other magical properties.

Misc. Magic Items: These are various types of items with unique magical powers determined by the spellcaster at their creation.

Rings: A ring is a circular metal band worn on the finger that grants the wearer a magical effect or capability.

Rods: A rod is a scepter-like enchanted item with a unique magical ability, often emulating arcane or divine spells.

Staves: A staff is a long walking stick, pole or similar item imbued with arcane or divine spells or abilities.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Cursed Items: Cursed items are magic items that have a negative effect on the wielder or those around them. Generally, cursed items are the result of failed attempts at creating other magic items. They are cast-offs or were made useful through imparting harm to their possessors (as in revenge or punishment).

Use of Magic Items

Of these, Potions, Scrolls, Rings, Rods, Staves, and Wands will have abilities that emulate spells, either Priestly or Wizardly. Potions, Rods, and Rings may be employed by any class of character, while Staves, Scrolls, and Wands must be employed by a character whose class would normally have such abilities. That is, only Wizards can use items containing Wizard spells, and only Priests those which contain Priest spells. Wands and Staves are usually "charged" items, while Rods often may be used a certain number of times per day. With the exception of Scrolls, spell casters do not need to be of an appropriate level to use spells contained in items, so a second level Wizard could use a Wand of Fireballs.

Scrolls require a level check to use if the scroll is above the caster's current ability. This is accomplished with an Intelligence (Wizards) or Wisdom (Priests) check, with a penalty equal to the difference between the caster's level and the level of spell on the scroll. Thus, a second level Wizard trying to use a lightning bolt scroll must make an Intelligence check at -2 (Wizards must be 4th level to cast lightning bolt). Failure means the spell doesn't work and the scroll is destroyed. If a caster is not of the appropriate level to cast a spell, but still succeeds, the spell's effect will be reduced accordingly (the lightning bolt would deal only 2d6 damage: 1d6 per caster level), or have bare minimum effect if reduction would result in no functionality.

Rings can be of the "per day" or charged variety, or may instead of granting spells, grant armor class or saving throw bonuses. Remember, as stated in book 2, a "bonus" to armor class actually functions as a penalty to opponents' attack rolls.

When discovered, any magical item's spell effects will generally function at the minimum level of caster ability needed to cast the spell, unless otherwise determined by the Referee. Thus, a wand of fireballs will always function as though cast by a 5th level Wizard unless the Referee deems otherwise.

Potions

The potions here are outside of the normal emulation of magic spells. All potions are single-use items; once consumed, they are gone.

Giant Strength: This potion conveys a Strength of 19 or higher, determined by rolling a d6 and consulting the table below. It lasts 10 minutes.

1	Str 19 (+6)
2	Str 20 (+6)
3	Str 21 (+6)
4	Str 22 (+7)
5	Str 23 (+7)
6	Str 24 (+8)

Longevity: An elixir that causes the character to grow 2-12 years younger.

Protection from Alignment: This offers protection from evil/good/balance. Once consumed, the character gains a +2 AC bonus, and to saving throws versus the particular alignment the potion was brewed against. This lasts for 2 rounds per level of the creator.

Weapons

As stated above, the most common weapons simply impart a bonus from +1 to +3 to hit and damage. The rarest and most powerful have +4 or +5. Some items have additional properties, but all have at least a +1 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3, and it inflicts an extra 2d6 points of damage against the foe as well. The foe of the weapon should be determined prior to the adventure by the Referee, or rolled randomly using 2d6:

2d6	Bane vs.
2	Undead
3-4	Orc
5-6	Goblin
7-8	Giant
9-10	Lycanthropes
11	Elementals
12	Dragons

Defending: A defending weapon allows the wielder to transfer some or all of the sword's magical bonus to his armor class (acts as a penalty to opponents' attack rolls). Any bonus transferred to armor class is not added to the wielder's attack roll.

Dust-to-dust: A dust-to-dust weapon is always a club, hammer, mace, or morning star, dealing double damage to all undead. Upon a successful hit, the undead must make a save (bonus equal to ½ the creature's hit dice) or be destroyed. The weapon imparts to its wielder a 10th level Priest's Bane of the Dead ability if held aloft (ie. 5x/day cause undead to make morale checks, etc., as in Volume 1). When held by Priests it grants five extra Bane attempts daily.

Dwarven Thrower: This weapon functions as a +2 war hammer. In the hands of a dwarf, the war hammer gains an additional +1 (for a total bonus of +3). If thrown by a dwarf, the hammer gains the ability to return to its owner. It can be hurled up to a distance of 30' (10/20/30) and strikes as a heavy crossbow. When hurled, it

deals an extra 1d10 points of damage against giants or an extra 1d6 points of damage against any other target. Unless obstructed, it always returns to its owner.

Flaming: Upon the command of its wielder, a flaming weapon wreaths itself in a blaze of fire, dealing an extra 1d6 of damage to opponents upon a successful hit, and an extra 2d6 against cold-based creatures. This flame does not harm the sword's wielder and may be cancelled by another command.

Frost Brand: This sword's blade is coated within a bluish surface of icy cold magics. The cold does not harm the wielder. It sheds light as a torch when the temperature drops below 0 F. At such times, it cannot be concealed when drawn, nor can its light be shut off. Anyone who wields the frost brand is protected from all fire. The sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take. The sword deals 3d6 damage against all fire-based or cold-vulnerable creatures.

Holy: This +2 iron weapon becomes a +4 holy weapon in the hands of a paladin. It deals double damage against all targets of evil alignment. It provides a spell resistance of ½ the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use dispel magic (once per round as a normal action) at the class level of the paladin. It inflicts 4d10 points of damage to any evil aligned creature that attempts to wield it. Holy weapons are the most hotly desired treasure for which any paladin could wish, and many are the ironic tales of paladins who fell from grace, such was their desire to possess one.
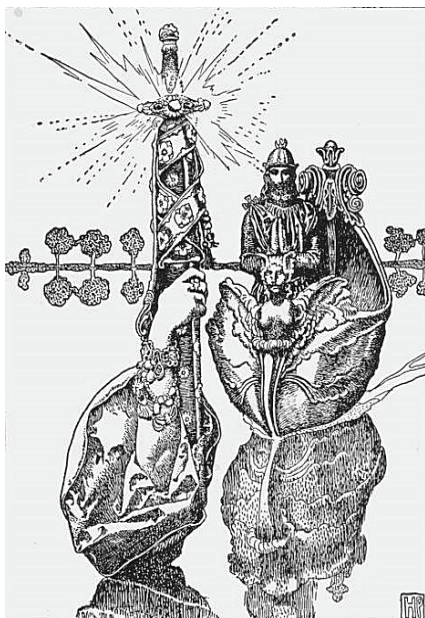
Javelin of Lightning: This spear becomes a 5d6 lightning bolt (as the spell) when thrown. It may be used only once, and is consumed in the attack. Often, these are found in groups of 1d6 spears.

Life Stealing: This ebony iron +2 sword, forged with black magics and bathed in the blood of living sacrifices, has a terrible power that manifests upon a result of box cars on an attack roll. If this happens, the weapon drains a character level from its victim and grants 1d6 temporary hit points to its wielder. These temporary hit points last for one day, and any victim who survives such a strike from a life stealer must make a Constitution saving throw for each level lost. If successful, the level will return in 1d4 days or with a restoration spell. If failed, the level is lost permanently and the victim's experience points are moved to the mid-point of points required for the previous level (as if struck by undead).

Luck Blade: This blade imparts its bonus not only to hit and damage, but on all saving throws as well. Its possessor also gains the benefit of "Good Fortune", usable once per day. This extraordinary ability allows its wielder to reroll any single roll the wielder wishes, using the better of the two rolls. In addition, a luck blade has a chance to have the power to grant from 1-3 wishes. When the blade is found, roll 2d6. If the result is box cars, the blade contains wishes. Wishes are always adjudicated at the discretion of the Referee, and may be twisted to reflect other than the wisher's desires, if he is too greedy. When the last wish is used, the sword still retains all its other abilities and properties.

Oathbow: This white bow whispers "Swift defeat to my enemies" when nocked and pulled. If the firer swears aloud to slay his target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow doubles its enchantment bonus (max. +5), and arrows launched from it deal an additional 2d6 points of damage. However, the bow is treated as a +1 weapon against all foes other than the sworn enemy. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first. The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.

Sylvan Blade: This blade, when used outdoors in a woodland climate, inflicts an additional 1d6 of damage on a hit. If a target is struck to 0 hit points by a single strike, the wielder of the sword gains a free attack on another single target within melee range of the sword's wielder. If wielded by an elf, gnome, or Halfling, this blade inflicts an additional 2d6 damage on a hit, when in a woodland climate outdoors.

Vorpal Sword: This potent and feared weapon, which carries a +4 bonus; has the unique ability to decapitate those it strikes. Upon a roll of box cars, roll an additional d6; if this d6 also comes up 6, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are unaffected by decapitation. For most other creatures, having their heads severed results in instant death.

Venom: This black +1 dagger has a serrated edge and may inject a poison into a creature on a successful hit once per day.

Armor

As with weapons, the most basic type of magic armor has a simple enhancement bonus to AC, which functions as a penalty to opponents' strike rolls, and ranges from +1 to +5, with +4 and 5 being rare beyond rare. For purposes of encumbrance and movement, magical armor counts as 1 class lower if the rating is +1 or 2, 2 classes lower if +3 or 4, and 3 classes lower if +5, to a minimum of "No Armor."

Below are some specific types of special magic armor.

Cold/Fire Resistance: This +2 armor is imbued with a magical property and normally has either a bluish, icy hue, scribed with intonements to a deity or is adorned with furs and shaggy pelts, or has a reddish, forge-blackened hue or is adorned with flame etchings or demonic depictions. The armor absorbs the first 10 points of cold or fire damage per attack that the wearer would normally receive.

Spell Resistance: This property grants the armor wearer spell resistance equal to its enhancement bonus while the armor is worn.

Dwarven Plate: This armor, forged by dwarven craftsmen from the finest metals, is fitted only for dwarves or small sized creatures and is always found with both helm and shield. The armor itself has an overall magical bonus of +4 and an encumbrance value of "light armor."

Elven Chain: This extremely light chainmail is woven of very fine mithril links by the elves. The mail is supple and neither impedes movement nor costs any encumbrance to wear. The mail has an overall magical bonus of +4 and an encumbrance value of "no armor."

Miscellaneous Magic

Amulet of Health: This amulet is a golden disk on a chain that usually bears the image of a lion or other powerful animal. While worn, the amulet grants the wearer an enchantment bonus to Constitution of +2, +4, or +6.

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a magical armor bonus of from +1 to +5.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirls of color in it. The amulet allows its wearer to plane shift. However, this is a difficult item to master. The user must make an Intelligence save in order to get the amulet to take him to the desired plane (and the specific location on that plane). If the save fails, the amulet transports the user and all those travelling with him to a random location on that plane (2–9 on 2d6) or to a random plane (10–12).

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space: Its inside is larger than its outside dimensions and it can hold up to 500 lbs of gear. Regardless of what is put into the bag, it weighs 25 lbs.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings (+5 to stealth as a Thief). If the wearer is running or charging, the boot's dweomer is weakened and the character gets only +2 to the check. This ability effectively grants a Thief character two rolls for Stealth when moving silently; if his Thief ability fails, he may roll again for the boots' ability (or vice-versa). If combined with a Cloak of Elvenkind, the bonuses do not combine, but function for both hiding and moving silently, just as the normal Thief stealth ability, and grant a total of +8.

Boots of Speed: The wearer of these boots may move as if a haste spell was cast upon him for up to 30 rounds each day. The duration of the effect does not need to take place over consecutive rounds.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of eldritch force, granting them an AC of 1 to 6, just as though he were wearing armor. Unlike other magic armors, this AC is treated as standard armor, not a magical bonus (though it is magical in nature). Both bracers must be worn for the magic to be effective.

Cloak of Charisma: This item grants a +2, +6, or +6 bonus on the wearer's Charisma. There also exist circlets of Charisma, which are silver headbands that function the same way.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 to stealth as a Thief for purposes of being completely undetectable by sight. This ability combines with a Thief's normal Stealth when hiding.

If combined with Boots of Elvenkind, the bonuses do not combine, but function for both hiding and moving silently, just as the normal Thief stealth ability, and grant a total of +8.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws.

Cloak of Protection: These garments offer magic protection in the form of a +1 to +5 bonus to the wearer's AC.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a non-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The

efficient quiver weighs the same no matter what's placed inside it.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great Strength, increasing the wearer's Strength score by +2, +4, or +6.
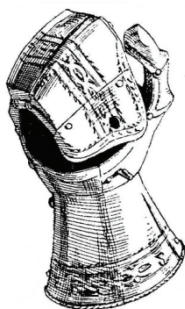
Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enchantment bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Headband of Intellect: This elaborate golden headband increases the wearer's Intelligence score by +2, +4, or +6, so long as the headband is worn.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (Priests, druids, Wizards and illusionists). Once per day on command, a pearl of power enables the possessor to recall any one spell that they had prepared and already cast it. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a periapt of Wisdom actually increases the possessor's Wisdom score by +2, +4, or +6 (depending on the individual item). This bonus is only in effect while the Periapt is worn.

Rings

Protection: This ring offers continual magical protection to its wearer in the form of a bonus of +1 to +5 to armor class.

Ram: The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50 foot maximum range and no penalties for distance. In addition to its powerful attack, the ring of the ram also has the power to open doors as if it were a character with Strength 18. If 2 charges are expended, the effect is equivalent to a character with Strength 20. If 3 charges are expended, the effect is that of a character with Strength 22. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Regeneration: This white gold ring allows its wearer to heal 1 point of damage per round, and will eventually regenerate lost limbs and organs. The

wearer must still make a Constitution save if poisoned, as the poison will simply keep killing the wearer over and over again until the toxin is removed. This ability cannot be aided by any heal spells and is continuously active. Subdual (nonlethal) damage heals at a rate of 3 points of damage every round. Acid, fire or other similar damage cannot be regenerated (Referee's judgment).

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night. During the night under the open sky or in areas of shadow or darkness, the ring of shooting stars can perform the following functions on command.

Ball lightning (special, once per night)
Dancing lights (once per hour)
Light (twice per night)
Shooting stars (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the dancing lights spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature that comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.) The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a fireball) in a 5-foot-radius sphere for 24 points of fire damage. Any creature struck by a shooting star takes full damage from impact plus full fire damage from the spread unless it makes a save with Dexterity reaction adjustment. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful save. Range is 70 feet, at the end of which the shooting star explodes, unless it strikes a creature or object beforehand. A shooting star always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the ring of shooting stars has the following properties.
Faerie fire (twice per day)
Spark shower (special, once per day)

Faerie fire outlines creatures or objects with a harmless, pale-colored fire in a 10 foot x 10 foot area. The fire is about as bright as a candle, making the things outlined highly visible in

darkness. It also outlines invisible subjects and those under such spells as blur. Attackers gain a +1 to hit outlined creatures and objects. All creatures and objects within the area of effect are outlined by the fire.

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d6 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/ or carrying a metal weapon take 4d6 points of damage.

Spell Storing: There are three types of rings of spell storing: Minor, standard, and Major. A minor ring of spell storing contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not make any gestures nor provide any material components or focus to cast the stored spell. The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 round. A standard ring of spell storing can hold up to five levels of spells, and a Major Ring of Spell Storing can hold up to ten levels.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer with the following exceptions: Spells not cast directly at the wearer are not turned, spells transmitted by touch are not turned and spells from a magic device (excepting scrolls) are not turned.

Sustenance: This pearl ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re attune it to himself.

Rods

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a Wisdom-based save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Wisdom save bonus in place of its own, if the holder's is better. In such cases, only contact with the item is necessary; no damage need be inflicted. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items can only be restored by wish or miracle.

Lordly Might: This powerful rod has functions that are spell-like and may also be used as a various magic weapons or mundane tools. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six stud like buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

Hold Person: Upon touch, if the wielder so commands (Wisdom-based save negates). The wielder need only touch the opponent, no damage need be inflicted to activate the power. If the attack fails, the effect is lost.

Cause Fear: This acts just as the spell cause fear. It affects all enemies viewing it, if the wielder so desires (10-foot maximum range, Charisma-based save negates). Invoking this power is a normal action.

Deals 2d6 hit points of damage to an opponent on a successful melee attack (Strength-based save for half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with hold person.

The following weapon functions of the rod have no limit on the number of times they can be employed.

In its normal form, the rod can be used as a +2 mace.

When *button 1* is pushed, the rod becomes a +1 flaming long sword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.

When *button 2* is pushed, the rod becomes a +4 battle-axe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.

When *button 3* is pushed, the rod becomes a +3 short spear or +3 long spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

Climbing pole/ ladder: When *button 4* is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.

When *button 6* is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged attack). The ray functions as a dispel magic spell, except it only affects magic items. The dispel check is made as if the rod has an Intelligence of 15. The target item gets no saving throw, although the rod cannot negate artifacts (even minor artifacts). The rod can function three times per day.

Python: This rod is longer than normal rods, being about 4 feet long and has a weight of 10 pounds. It strikes as a +1 staff, but if the user throws the rod to the ground (a normal action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the wielder. (In animal form, it retains the +1 enchantment bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form after a round whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 mace. Its other magical powers are as follows.

Thunder: Once per day, the rod can strike as a +3 light mace, and the opponent struck is stunned from the noise of the rod's thunderous impact (Strength save negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

Lightning: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 light mace (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was within 3 points of causing damage, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

Thunderclap: Once per day as a normal action, the wielder can cause the rod to give out a deafening noise, just as a shout spell (Dexterity save for partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

Lightning Stroke: Once per day as a normal action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Dexterity save for half) to a range of 200 feet.

Thunder and Lightning: Once per week as a normal action, the wielder of the rod can combine the thunderclap described above with a lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the thunderclap deals 2d6 points of damage. A single Dexterity save applies for both effects.

Withering: A rod of withering acts as a +3 mace that deals no hit point damage. Instead, the wielder deals

1d6-1 (minimum 1) points of Strength damage and 1d6-1 (minimum 1) points of Constitution damage to any creature she strikes with the rod. If the wielder scores a natural 12 (box cars), roll another d6; on a 6, the damage from that hit is a permanent ability drain. Otherwise it returns at 1 point of ability damage per day. If any ability reaches zero from permanent ability drain, death occurs. If an ability reaches zero from ability damage, the creature is either paralyzed (Strength) or unconscious (Constitution). In either case, the defender negates the effect with a successful Constitution-based save.

Staves

Unless otherwise noted, all staves also function as magic weapons, with at least a +1 bonus.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:
Cure Light Wounds (1 charge)
Cure Serious wounds (2 charges)
Remove blindness/ deafness (2 charges)
Remove disease (3 charges)

Power: The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:
Magic missile (1 charge)
Hold Portal (1 charge)
Continual flame (1 charge)
Levitate (1 charge)
Lightning bolt (5d6) (1 charge)
Fireball (5d6) (1 charge)
Cone of cold (2 charges)
Hold monster (2 charges)
Anti-Magic Shell (2 charges)
Circle of Death (2 charges)

The wielder gains a +2 bonus to AC and saving throws. The staff is also a +2 quarterstaff if used in combat. If 1 charge is expended during a melee attack, the staff deals 2d6 damage that strike. A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a normal action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 0-15 feet of the broken staff take points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful save versus Constitution reduces halves damage. The character breaking the staff has a 3-in-6 chance of being transported to another plane of existence by the unleashed energies of the staff, but if he does not, the explosive release of spell energy destroys him completely. Only certain items, including the staff of the magi and the staff of power, are capable of being used for a retributive strike. After all charges are used up from the staff, it remains a +2 quarterstaff. (Once empty of charges, it cannot be used for a retributive strike.)

Resurrection: A long, thin white staff shaped from hickory wood. Its end is capped with three tangled branches and capped with a small white gem. It has the following abilities:
Heal (1 charge)
Raise Dead (3 charges)
Resurrection (5 charges; as *Raise Dead*, but needs only a small portion of the creature's body, the creature

can have been dead up to 10 years, does not lose a level but loses 1 point of Constitution permanently. Will restore any undead creature to full life)

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

Charm animal (1 charge; as *Charm Person* but only on animals)

Speak with animals (1 charge)

Barkskin (2 charges; conjures Hard wooden armor on the wielder for 1d6 turns with protection equivalent to studded leather or scale mail)

Wall of thorns (3 charges; treat as Wall of Fire, but physical damage on contact instead of heat and proximity)

Animate plants (4 charges; as the monster ability)

The staff may be used as a weapon, functioning as a +2 quarterstaff in melee combat. The staff of the woodlands also allows its wielder to pass without trace at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Cursed Items

Armor of Rage: This armor appears similar to armor of spell resistance and functions as a suit of +1 full plate. However, when worn, it causes the character to suffer –4 to his Charisma score. All unfriendly characters within 300 feet have a +1 bonus on attack rolls against the wearer. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of the problem, nor do foes understand the reason for the depth of their enmity.)

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, boots of dancing impede movement, making them dance uncontrollably. Movement is halved, the wearer suffers a -4 penalty on AC and a -4 on all attack rolls or Dexterity checks. Only a remove curse spell enables the wearer to be rid of the boots once their true nature is revealed.

Bracers of Defenselessness: These appear to be bracers of armor +4 and actually serve as such until the wearer is attacked by an enemy with hit dice equal to or greater than his. From then on, the bracers cause –4 to AC. Once their curse is activated, bracers of defenselessness can be removed only by means of a remove curse spell.

Mace of Blood: This +3 heavy mace must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a Wisdom save every day it is within his possession or become evil.

Sword, Cursed: This sword performs well against targets in practice, but when used against an opponent, it causes its wielder to take a penalty on attack rolls and damage equal to its apparent bonus, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces its owner to employ it rather than another weapon. The owner automatically draws it even when she meant to use some other weapon. The character can be rid of the sword only by means of *remove curse*.

TREASURE TABLES

Use these tables for random determination of total treasure, gems, and extraordinary items.

Table 1: Total Treasure Determination

Type	Coins		Gems			Extraordinary Items		Magic Items		
	4d6 result*	Value (GP)*	4d6 result*	# Gems	Value (GP) Adjustment	4d6 result*	# Items	4d6 result*	# Items	Max bonus
1	5	1d6+2(x10)	5	1d6-2	-10	5	1d6-3	5	1	+1
2	6	3d6(x10)	7	1d6-1	-8	7	1d6-2	6	1	+1
3	7	4d6(x10)	9	1d6	-6	9	1d6-1	7	1	+1
4	8	6d6(x10)	11	1d6+1	-4	11	1d6	8	1	+1
5	9	2d6(x50)	13	1d6+2	-2	13	1d6	9	1d6-3	+2
6	10	4d6(x50)	15	1d6+3	—	15	1d6+1	10	1d6-3	+2
7	11	6d6(x50)	17	1d6+4	—	17	1d6+2	11	1d6-3	+2
8	12	8d6(x50)	19	1d6+5	—	19	1d6+3	12	1d6-3	+2
9	13	3d6(x100)	20	2d6+2	—	20	1d6+4	13	1d6-2	+3
10	14	5d6(x100)	20	2d6+4	—	20	1d6+5	14	1d6-2	+3
11	15	8d6(x100)	20	2d6+5	—	20	1d6+6	15	1d6-2	+3
12	16	10d6(x100)	21	2d6+6	—	21	1d6+7	16	1d6-2	+3
13	17	3d6(x200)	21	2d6+4	—	21	2d6-2	17	1d6-1	+4
14	18	6d6(x200)	21	2d6+7	+2	21	2d6	18	1d6-1	+4
15	19	1d6x10(x200)	22	2d6+6	+4	22	2d6+2	19	1d6-1	+4
16	20	2d6x10(x200)	22	2d6+7	+6	22	2d6+4	20	1d6-1	+5
17	21	7d6(x400)	23	2d6+8	+8	23	2d6+4	21	1d6	+5
18	22	8d6(x400)	23	2d6+9	+10	23	2d6+6	22	1d6	+5

*Score equal to or less than the indicated number means the treasure is present in the cache

**Rather than rolling multiple d6's, it is possible to roll 1d6 and multiply by the number of dice. Thus, 5d6(x100) would be 1d6x5(x100).

Table 2: Gemstones

2d6	GEMSTONE	GP VALUE
2-3	Amber, amethyst, jadeite	5
4	Precious opal, banded eye, malachite	10
5	Moonstone, pearl, lapis lazuli, tiger eye	25
6	Bloodstone, white agate, violet-blue sapphire	50
7	Whitish moonstone, common opal,	100
8	Green nephrite, peridot, amethyst	250
9	Violet or green garnet, fire opal, topaz	500
10	Emerald, black opal, tourmaline	1000
11	Star ruby, jade, sapphire (other than blue)	2500
12	Diamond, blood red ruby, blue sapphire	5000

Table 3: Extraordinary Items

2d6	TYPE*
2-4	Expert weapons**
5-6	Jewelry
7-8	Worn & Ceremonial
9-10	Hand Crafted Items
11-12	Antiquities

*Roll on Gemstones table for GP value of item

**Expert Weapons grant non-magical +1 to hit or damage (not both)

Table 4: Magic Item Determination

4d6	TYPE
4-7	Potions
8-11	Scroll
12-14	Weapon
15-17	Armor
18-19	Miscellaneous Magic
19-20	Rings
21-22	Rods, Staves, Wands
23	Cursed Items
24	Artifacts

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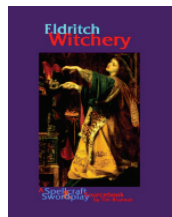
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