



THE HERO'S GRIMMOIRE



JAMES M. SPAHN



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A decorative border with a repeating scroll pattern surrounds the central text.

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Dedication

For Noah

For always believing in magic.

And believing in me.

INTRODUCTION

USING THIS BOOK

The Hero's Grimoire is a small supplement for *The Hero's Journey, Second Edition* that provides a complete description of all spells found in that game's core rulebook as well as six additional new spells. It is designed to be used by characters capable of casting spells to provide an easy reference to the myriad of spell effects available to those characters that can be easily accessed without having to pour through the original core rulebook. Much of the text in this book is identical to that found in the original core rulebook for consistency between products. Players and Narrators are encouraged to keep this book handy so they can quickly consult *The Hero's Grimoire* if they need a quick refresher or reference when spells are cast.

NEW SPELLS

Six new spells are included in this book. They are integrated alphabetically into *The Hero's Grimoire*, but players should consult with their Narrator to see if they are available within their current legendarium. Narrators should feel free to include or prohibit these new spells as suits their individual legendarium and are under no obligation to include them simply by virtue of appearing in this text.

The three new Apprentice spells are *Cold Both Fierce and Fell*, *Fool's Revel*, and *Remembered Pleasures of Home*. The two new Journeyman spells are *Brute's Valor* and *Favor of the Ferryman*. The new Master spell is *Cast Back the Darkness*. Reprinted in the next chapter is the complete text of *Chapter Six: Spells and Magic* as it originally appeared in *The Hero's Journey, Second Edition* with the six new spells integrated into the spell list and spell descriptions.

TABLE OF CONTENTS

SPELLS AND MAGIC.....6

Spell List6

Apprentice Spells 7

Journeyman Spells..... 7

Master Spells..... 7

APPRENTICE SPELLS8

Breathed in Silver 8

Cold Both Fierce and Fell..... 9

Errant Pilgrim..... 10

Fool's Revel..... 10

Insight of the Wise 12

Lingering Starlight 12

Remembered Pleasures of Home 13

Simple and Goodly Blessings..... 14

Songs of Hope and Resolve..... 15

Stand Against the Adversary 16

JOURNEYMAN SPELLS..... 17

Brute's Valor 17

Favor of the Ferryman 18

Fire Both Bright & Sacred..... 19

Friend to Birch and Beast 20

Guided by Wiser Wills..... 20

Harkening of the High Hawk 21

Hope Unbowed Before Evil..... 22

Of Seas and Storms..... 22

Paramnesia of the Fey 23

MASTER SPELLS..... 25

A Hope Ever Enduring 25

Behold the Untouched Realm 25

Beyond the Ken of Mortals 26

By Rune and Forge..... 27

Cast Back the Darkness 28

Glamour Unbound..... 29

The Piercing Ferocity of Joy 30

Unbind That Which Cannot Be Broken 31

SPELLS AND MAGIC

Magic is a rare and powerful thing in *The Hero's Journey*. The harnessing of this power is done through the casting of spells. Spells require study, scholarly research, and dedication to learn and cast. These kinds of spells take years or decades of study to master but allow the caster to quite literally draw upon both the cosmic and natural forces of the universe for aid.

Bards and wizards can cast spells. Elves and half-elves also have some limited access to spells, based on the benefits of their Lineage.

Casting a spell has some requirements. The spell being cast must be known to the caster. A character can only cast a certain number of spells each day; see the description of the character Archetype to find out how many spells, and of what strength.

Then the spells are cast, which is the process of saying the magic words and making the magic gestures to achieve the effect of a specific spell. It then takes effect and the magic described by each individual spell happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever their initiative comes up in that combat round.

Each spell description notes whether it is of Apprentice, Journeyman, or Master strength, as well as providing details as to its general nature, specific effects, and duration.

✠ SPELL LIST

Bards, elves, half-elves, some rangers, and wizards can cast spells. In most cases once a spell is cast, the appropriate spell slot is lost and cannot be recovered until the caster has rested for six hours. However, it is possible to cast the same spell multiple times using the available slots, based on the caster's level. It is also possible to find spell scrolls during an adventure, which can be used to cast whatever spell has been scribed upon them instead of expending a spell slot or to cast a spell not otherwise available to a character.

Apprentice spells

- ◆ Breathed in Silver
- ◆ Cold Both Fierce and Fell
- ◆ Errant Pilgrim
- ◆ Fool's Revel
- ◆ Insight of the Wise
- ◆ Lingering Starlight
- ◆ Remembered Pleasures of Home
- ◆ Simple and Goodly Blessings
- ◆ Songs of Hope and Resolve
- ◆ Stand Against the Adversary

Journeyman spells

- ◆ Brute's Valor
- ◆ Favor of the Ferryman
- ◆ Fire Both Bright and Sacred
- ◆ Friend to Birch and Beast
- ◆ Guided by Wiser Wills
- ◆ Harkening of the High Hawk
- ◆ Hope Unbowed Before Evil
- ◆ Of Seas and Storms
- ◆ Paramnesia of the Fey

Master spells

- ◆ A Hope Ever Enduring
- ◆ Behold the Untouched Realm
- ◆ Beyond the Ken of Mortals
- ◆ By Rune and Forge
- ◆ Cast Back the Darkness
- ◆ Glamour Unbound
- ◆ The Piercing Ferocity of Joy
- ◆ Unbind That Which Cannot Be Broken

APPRENTICE SPELLS

✧ BREATHED IN SILVER

This is but a lesser incantation, a mere fragment of the power of the Fey and their ability to weave deception and illusions in the minds and hearts of humanity. This spell is often used to cloud mortal perceptions or stupefy those who are weak of will. A spellcaster making use of this spell may achieve any one of the following effects:

Befriend the Fool: For 1 hour per level of the caster, a single humanoid creature no larger than an ogre treats the caster as a trusted friend. They trust any council from the caster, unless it is obviously dangerous, suicidal, or blatantly false, and treat the caster as they would a member of their own family or a proven ally. A Saving Throw can be made by the target of this effect to avoid falling under its influence.

Lingering Phantasm: For 1 round per level of the caster, a single humanoid creature sees a visual illusion in their mind's eye no larger than 20 cubic feet. This illusion can make minor, non-specific noises (such as a growling dog or a babbling brook, but not specific speech) that are only heard by the target. The target can make a Saving Throw to disbelieve this illusion when they first see it and whenever evidence that brings its validity into question is detected.

Slumbering Sting: A number of living beings whose Endurance maximum totals no more than 10 points per level of the caster immediately feel a sharp sting as if struck by a dart of elf-shot and then fall into a deep slumber lasting no longer than 10 minutes per level of the caster. Creatures with the lowest maximum Endurance are affected first. This spell has no effect if the amount of Endurance affected does not meet or exceed a creature's maximum total Endurance, and any affected creatures awaken from their slumber knowing they have been the target of an enchantment. This spell is completely ineffective on fey, undead, or demonic beings.

❖ COLD BOTH FIERCE AND FELL

Birdsong gives way to an icy dirge that withers between the bows of snow-cloaked trees. Nurturing water falls frozen and beautiful, blanketing that which was once lively and vibrant in a smothering wash of beautiful white crystal. Winter claims the land for itself each year and relinquishes its heartless grip only when it sees fit. Some of those who dabble in magic find both beauty and power in this time, drawing upon its might to set that majesty against their foes or walk in harmony with the slumbering realm. A spellcaster making use of this spell may achieve any one of the following effects:

Chilled Unto the Marrow: The biting chill of winter can steal the speed and strength from the bones of even the most hardy being. The caster selects a single target within 120 feet and sets the icy claws of winter into their bones. They find their strength is sapped and their speed is drained as they are overwhelmed by cold, though the target receives a Saving Throw to overcome these effects before they take hold. If this Saving Throw fails then the target suffers Disadvantage on all Initiative Checks, Might-based Attribute Saving Throws, Melee damage rolls, or any other checks or rolls related to acts of brute strength. This effect remains active for one round per level of the caster, though the target can make a new Saving Throw each round to cast off the chilling effect.

Flitter Between Flakes: This spell allows the caster to walk in harmony with the cold season. After being cast, the caster is immune to the effects of naturally occurring cold, can see through blizzards and snowstorms and flurries as if it were a clear day, and can even walk lightly upon the snow itself -- though they still leave behind faint footprints. This spell lasts for two hours per level of the caster, but does not protect from all hazards. Thin ice will still crack under their footfalls and the shocking cold of being submerged in icy water is as shocking as it would be to a mundane traveler.

Song to Snuff the Flame: This spell calls the hollow, mournful song of winter into being at the caster's will. A great and biting wind fills an area equal to ten cubic feet per level of the caster. All natural flames in the area of effect are immediately extinguished. Magical fire flickers and weakens for an instant, but still burns. So biting is this cold that anyone other than the caster caught in these magical winds suffers one point of damage from the cold per level of the caster. Most forms of armor offer no protection from this biting cold as it slips into the joints of mail or beneath layers of leather.

✧ ERRANT PILGRIM

Those who are brave or foolish enough to wander in the wild places of the world often learn uncanny incantations that allow them to walk in step with the natural realm. By weaving seemingly minor enchantments, they are able, with small acts, to avoid great dangers while traveling to and fro on secret errands. A spellcaster making use of this spell may achieve any one of the following effects:

Step Safely Upon the Path: While traveling through wilderness environments, the caster automatically detects the presence of any Natural Hazards, such as loose rocks which may cause an avalanche or weak ice in a frozen lake. This allows them to avoid Natural Hazards while this spell is active. This includes any pits, snares, or game traps set to catch beasts. This spell lasts 2 hours per level of the caster.

Scent the Beast: When this spell is cast, the caster names a specific type of animal (such as a bear, or eagle—but not so broad as mammals or birds). For the duration of this spell, the caster can detect the presence and general direction of any such animals and their giant variants for 2 hours per level to a range of 120 feet. This spell cannot be used to detect magical beasts, such as fey creatures or dragons.

Weather Ward: For 24 hours the caster is unaffected by minor inconveniences from inclement weather. They can walk through rain and puddles without getting wet, trounce through mud without sullyng their clothing, and cross vast deserts without getting sand in any unmentionable places. This spell does not protect from extreme temperatures, nor allow them to see through thick rain, fog, or snow—though they would remain dry from these sources.

✧ FOOL'S REVEL

Raucous celebration is common among all Goodly Folk. Whether winter revels are used to keep the biting cold of midwinter snows at bay, the joy of a family celebrating the birthday of beloved kin, or the wild excitement of youth, celebration has a deep and abiding power that can be drawn upon for both inner strength and tomfoolery. This magical incantation is often regarded by Wizards as beneath their dignity, though many Bards favor it for its potential social applications. A spellcaster making use of this spell may achieve any one of the following effects:

Dance the Bacchanal: This spell may only be cast when music can be heard by the target and the target is not engaged in combat. The caster selects a single humanoid or human-like target no larger than an ogre when casting this spell. The caster and the target then begin dancing together and continue to do so for as long as the music can be heard, for up to ten minutes per level of the caster. Both the target and the caster dance as if they were professionally trained for the duration of the spell and it is an impressive sight. Though the caster is aware of what is going on around them, any attempts at stealth to avoid the notice of the target receive Advantage to the appropriate roll. The spell immediately ends if the target of the spell becomes the target of a new spell or is attacked. In addition, if the caster stops dancing with the target or if the music stops, the spell's effects also cease.

Sweet Brew of Brotherhood: This spell is cast over a mug of alcoholic beverages and affects a number of servings equal to twice the level of the caster. Though the brew must be otherwise potable, it is instantly cleansed of all poisons if any have been applied. In addition, if the imbibers drink the brew together within the next hour all of those who consumed it receive a +2 bonus to their Defense for the next 24 hours as long as they remain within thirty feet of one another as they stand together and find new protection in shared fellowship.

Thespian's Wardrobe: When this spell is cast, the caster weaves an illusion over their wardrobe and is able to appear as though they are wearing any clothing they wish. This is merely an illusion and those who directly touch the woven enchantment may make a Saving Throw to discover the falsehood. It does not change their physical appearance, only that of their clothing and the possessions they carry. The effect lasts for one hour per level of the caster and grants them Advantage on any attempts to perform tasks where their wardrobe might be applicable. A caster might wish to fade into a crowd of peasants and alter themselves to look like a farmer or weave the illusion of a noble's vestments in order to appear as though they belong at a royal ball. The exact roll which receives Advantage can range from Thievery rolls to fade into a crowd stealthily to Bearing-based Saving Throws to pass themselves off as a courtier. The exact benefit granted and its limits are determined by the Narrator.

✧ INSIGHT OF THE WISE

Wisdom is found in patience and understanding. Those who dedicate themselves to the study of the arcane arts recognize the power of simple understanding and the true strength of knowing the irrefutable truth, even when it is obfuscated or concealed from the eyes of the mundane. A spellcaster making use of this spell may achieve any one of the following effects:

Aura of Enchantment: When this spell is cast, any magical items or enchanted objects glow with a blue aura only visible to the caster. The more powerful the enchantment, the brighter the glow. It does not detect the presence of enchantments laid upon an individual or inherently magical creatures. The caster can see this aura from a distance of up to 120 feet, and this spell remains active for ten minutes per level of the caster.

Sense the Fell: When this spell is cast, the caster can detect the presence and general direction of creatures who are inherently evil, such as demons, the undead, dragons, or other beings that have had their essence twisted by evil. The power of these creatures is also detected, in a very general sense. Minor creatures of malice may cause a lingering doubt, while a Lord of Flame and Shadow or Elder Wyrms causes physical pain (though inflicts no damage). The range of this spell is 120 feet and it lasts for ten minutes per level of the caster.

Set Upon the Page for All To See: For the duration of this spell, the caster can read any written language which they look upon. The words themselves appear (to the caster only) to be written in a language familiar to their eyes. The caster can read one page of text every five minutes. The duration for this spell is one hour per level of the caster.

✧ LINGERING STARLIGHT

Light, no matter how faint, can shine against the greatest darkness. It has, in and of its own nature and outside the realm of wizardry, a magic unto its own. However, spellcasters who make use of the *Lingering Starlight* spell can bring light to bare against the darkness in even the most shrouded realms. A spellcaster making use of this spell may achieve any one of the following effects:

Blinding Flash: The caster causes a burst of starlight to leap and dance before the eyes of a single target. The target of this spell must

make a Saving Throw or suffer Disadvantage on any sight-based rolls they make (such as a melee or ranged attack) until the beginning of their next turn. If the Saving Throw is successful, this spell has no effect.

Flickering Illumination: When this spell is cast, a globe of light springs into being and is bound to an object. Typically this is the tip of a caster's staff, though any object will do. This light illuminates an area with gentle starlight to a range of 30 feet, equivalent to a mundane torch. This spell remains active for 8 hours, plus an additional 2 hours per level of the caster.

Fey Lights: This spell illuminates no more than 60 feet from the caster with a flickering, fey light of whatever color the caster desires—including any beings standing in that area. These lights cannot be moved, but they do enshroud the area, revealing its true dimensions and potentially exposing any invisible or obscured things depending on the circumstances. Ranged attacks made against creatures standing within the area affected by a *Fey Lights* spell receive a +2 bonus on all attack rolls.

✧ REMEMBERED PLEASURES OF HOME

Many who adventure long for the simple pleasures of home. Whether it be a beloved treasure, a simple trinket left behind in the wake of a hasty errand, or the simple desire to look upon one's homeland, this is a powerful desire that burns within the heart of most goodly folk. Some spellcasters learn to harness this homely affection to achieve some rather useful magical results. A spellcaster making use of this spell may achieve any one of the following effects:

A Tool for Every Task: With this spell the caster is able to conjure a single mundane item or small collection of mundane items into their waiting hand. This is always a commonly found item that is neither alive or magical. Most items weighing less than ten pounds found on Table 4-1: Adventuring Gear on page 51 of *The Hero's Journey, Second Edition* can be produced. Weapons can also be produced and ranged weapons appear with ten uses of the appropriate type of ammunition, though shields and armor cannot be conjured. Narrators should feel free to determine more detailed limits for this effect based on their individual legendariums. Rare, exotic, and specific items (such as firearms, gunpowder or a specific individual's sword or specific

set of keys) cannot be conjured using this spell. The item conjured is permanent and very real.

A Treasure Beyond Measure: When this spell is cast for the first time, the caster selects one object they are currently holding that they can easily carry. This item can be no larger than a staff, sword, book, or similar handheld item. That item is now bonded to the caster. If Bonded Treasure is cast again after an item has been bonded, then it appears in the caster's hand as long as both items are on the same plane of existence. A spellcaster can never have more than one item bonded to them at a time. If they wish to bond a new item to themselves, they simply cast this spell again with the intent to create a new bond. Once a new bond has been created the previous bond is broken, though it may be recreated. The caster can only bond items to themselves.

The Long Road Home: When this spell is cast, the caster immediately knows the direction to and distance they are from their home. They also know whether their home is still standing or if it has been destroyed, though not the specifics of its current state. Finally, if this spell is cast while looking into a clear, reflective surface the caster is able to see their home as if they were standing at the edge of the property and may even guide this reflection as if they were walking through their house for a number of minutes equal to their level. If the caster has no home, they are instead directed to the place of their birth, though cannot make use of a reflective surface to learn more information.

✧ SIMPLE AND GOODLY BLESSINGS

Not all magic needs to be powerful and strange. The subtle magics are often the strongest, able to thwart evil with the unassuming strength that comes from humility and a hopeful heart. A spellcaster making use of this spell may achieve any one of the following effects:

A Hearty Meal to Heal the Heart: This spell can be cast over a number of meals equal to six, plus the caster's level. Any food and drink under such an enchantment is cleansed of any poisons or spoilage, tasting as if it were cooked in the kitchen of a doting family member eagerly preparing a simple, hearty dinner. In addition to providing normal sustenance, any who eat of this bounty receive a +1 to all Despair Saving Throws for the remainder of the day.

Blessing of a Stout Heart: When this spell is cast, the caster selects one target (or themselves). That individual finds themselves made resilient and doughty in the face of evil. Against inherently evil creatures, such as demons, the undead, or dragons, they receive a +2 bonus to their Defense and +2 to all Saving Throws. This spell lasts for 1 round per level of the caster.

Unwelcome Guest Upon the Mat: Uninvited visitors can be most unkind. When this spell is cast, the caster designates a stationary area no larger than twenty cubic feet. They are immediately aware of the presence of any hostile creature or being that comes into the enchanted area as a loud and discordant bell rings in their mind. No one else hears the bell. This spell has a duration of 8 hours.

✠ SONGS OF HOPE AND RESOLVE

Music, it is said, is the language of all goodly folk. Some even believe the world itself was born of a song. These harmonies transcend language and allow us to share grief; it rekindles hope and aids in overcoming evil. A spellcaster making use of this spell may achieve any one of the following effects:

Heartened Harmony: As songs of hope hearten those wounded in battle, they find their wounds to be less painful than when first inflicted and a previously undiscovered strength to carry on is discovered. The caster selects a single target for this spell (which can be themselves) and that target recovers 1d8+1 Endurance. However, an individual can only benefit from this spell once each day and this restoration cannot carry them above their maximum total Endurance.

Small Verse of the Valiant: The caster sings a simple song to rally all their allies within 30 feet. All who hear the song receive a +1 bonus on all attack rolls and Saving Throws. This song lingers in the heart for 1 hour before its effects fade.

Rallying Words Against All Doom: Words and staves of strength help recall to those who hear them that hope remains eternal. Anyone within 30 feet of the caster (though not the caster themselves) receives Advantage on all Despair Saving Throws for a number of rounds equal to the caster's level. Those who have suffered Despair within a number of rounds equal to the caster's level may make a new Saving Throw to overcome its effects, though they receive no bonus from this spell on that roll.

✠ STAND AGAINST THE ADVERSARY

Beyond all songs and soft hearts, there comes a time when evil must be confronted in battle. Though few arcane practitioners specialize in the magical arts as they relate to warfare, a few simple spells can often mean the difference between victory and defeat. A spellcaster making use of this spell may achieve any one of the following effects:

Blazing Bolt of Certainty: When this spell is cast, the spellcaster causes a small projectile in their hand to glow with a fierce white light and launch unerringly towards a single target no more than 120 feet away. The caster must be able to see the target. If they can, the projectile strikes and inflicts 1d6+1 points of damage. Upon reaching 5th level the caster can produce two such bolts in a single casting of the spell, and at 9th level, the caster can produce three bolts. Multiple bolts can (and must) be launched on the same round this spell is cast.

Shield Against Stinging Strikes: Wary wielders of magic that find themselves drawn into battle cast this spell. Its effects benefit only the caster, but upon casting this spell, they receive a +6 bonus to their Defense for 10 minutes per level. This bonus cannot be combined with other bonuses to their Defense, whether they come from shields or magical items.

Ward the Way: The caster touches a single doorway or other portal no larger than 20 feet square which can be physically closed. Any creature wishing to cross the threshold of that portal must make a Saving Throw to break the enchantment. Once broken, any creature can pass through after them. Creatures that would inspire Despair in the caster receive Advantage on this Saving Throw. This spell remains active until broken or for 10 minutes per level of the caster, whichever comes first.

JOURNEYMAN SPELLS

✖ BRUTE'S VALOR

Ancient legends speak of a time when now wicked trolls were once the noble protectors of crossroads and bridges, allowing only those who are true-hearted to pass. As ages passed, trolls fell to wickedness and violence. Some wizards have learned to tap into the mystic essence that empowers this strange strain of giant-kin and are able to draw upon the strength of these legends to harness new and strange power. A spellcaster making use of this spell may achieve any one of the following effects:

Beneath Bridge and Stone: When this spell is cast, the one target per level of the caster is chosen as a beneficiary. For the next twenty four hours, as long as a target of this spell sleeps underground or under the shade of a bridge for six hours, they naturally heal Endurance equal to the level of the caster and may make a Saving Throw overnight to cast off the effects of any poison currently lingering in their body.

Stalwart Defender of the Crossroads: Trolls draw strength from the places they protect and defend and with the spell the caster can infuse themselves with similar power. When this spell is cast, the caster declares one area with a radius of no larger than ten feet per level. As long as the caster remains within that area of effect they receive Advantage on all attack rolls and Saving Throws.

Troll's Truth: Trolls are notorious for their deceptive practices and double-dealings when confronting wayward travelers that have dared to cross their path. The caster of this spell channels their natural gifts of deception and for a number of minutes equal to the caster's level. Only the most powerful magical effects will reveal any lies they speak. However, those without absolute proof to the contrary will believe the caster is speaking the truth and acting with absolute earnestness. If under the effects of a *Beyond the Ken of Mortals* or *Cast Back the Darkness* spell, the effects of this spell are immediately undone.

✠ FAVOR OF THE FERRYMAN

Few wizards dare disturb the dead. Once a living being has departed the Mortal Realm it is said those that find their essence corrupted and drawn back to to the land of the living exist in unending suffering and hate, seeking only to destroy the living so that they might join in their sorrow. Wizards that dare traffic with the undead are sometimes called Necromancers or Ferrymen, though these magical incantations offer only an evil to match the intent of the spellcaster. Still, wizards known to cast this spell are often seen as tainted or to be trafficking with powers that will inevitably destroy them. A spellcaster making use of this spell may achieve any one of the following effects:

Drive Back the Vile: When this spell is cast, the wizard boldly presents a staff, sword, or other object of symbolic power that becomes abhorrent to any undead able to see it that are within 120 feet. Undead creatures within this range must make a Saving Throw. Those that fail fall under the effects of Despair for a number of rounds equal to the caster's level, even though undead are normally immune to such things. If the undead creature has a Despair Rating lower than the caster's level and fails their Saving Throw, they are instantly turned to ash and irrevocably destroyed.

To Walk Among the Dead: For the duration of this spell, which lasts one hour per level of the caster, the caster of this spell or a single target the caster can touch, appears to be a zombie. Their flesh seems to be hanging in rotting patches, they appear to shuffle slowly, and the smell as though they just crawled from the grave. Any spells or effects which detect the presence of undead creatures detect a character under the effects of this spell as such and other undead creatures regard them as one of their own. Conversely, the character suffers none of the penalties or negative effects that specifically and especially impact undead beings. Mindless undead creatures, such as Skeletons or Zombies will ignore a character under the effects of this spell unless they perform a directly threatening action (such as attacking). Intelligent undead beings, such as Vampires, may make a Saving Throw to see through the effects of the spell, but do so at Disadvantage unless the target of this spell has done something to draw attention to the truth of their nature.

Whisper to the Resting: The target of this spell must be dead. The caster must be touching the target's corpse, gravesite, mausoleum, coffin, sarcophagus, tomb, or other significant location memorializing their death as determined by the Narrator. The caster may then ask a number of questions equal to their level to the target, which the target must answer honestly. The target cannot decline to answer, but may provide intentionally deceptive though technically true answers. These answers are spoken by the caster in a low, rasping voice that is not their own. The target of this spell cannot have been dead for more than 500 years per level of the caster.

✠ FIRE BOTH BRIGHT & SACRED

The earliest gift to humanity, the glow of flame has long driven back the darkness. Yet it is a force unto itself and can both stave off the shadow and burn the eager hand. Those who dare to master its power must be both keen of mind and quick in thought. A wizard making use of this spell may achieve any one of the following effects:

Flame Imperishable: The caster conjures forth a magical flame akin to that of a torch, with the same ability to both burn and provide illumination. It must be set upon an object within one round of this spell being cast, such as the tip of a stick or small rock. The flame clings to that object forever, acting in all ways as a normal fire except damaging this object. The fire does not spread on its own but can be used to set new fires. Efforts to extinguish the flame always fail, though if the flame is buried or submerged in water it goes out until the object is removed from whatever source is consuming it.

Warmed, Yet Unburned: Once this spell has been cast, the caster is immune to damage from all forms of flame and fire, both magical and mundane for one hour per level. Whether it be a burning fireplace ember or a dragon's fiery breath, the caster and all possessions they wear are undamaged. This includes sources of extreme heat, such as lava or magma.

Wreathed and Consumed: Drawing upon the merciless wrath of unbridled flame, the caster hurls forth a tiny dart of flame to a range no greater than 240 feet. When this bolt either strikes an obstruction or reaches its desired distance, it explodes. All beings within the 20-ft radius explosion suffer 1d6 damage per caster level. However, everyone caught in this explosion may make a Saving Throw and if that Saving Throw is successful, they only suffer half of this damage.

✧ FRIEND TO BIRCH AND BEAST

To walk in peace with the natural world is to earn the first steps toward friendship with all birds, beasts, and things that grow. Wizards who choose to study this path learn how to walk in the wild places of the world as one who has lingered there long, drawing allies and even coaxing small gifts from the bounty of the earth. A wizard making use of this spell may achieve any one of the following effects:

Spring and Autumn Brought to Season: The weaving of this spell allows the caster to cause all-natural things to grow or wither in an area no larger than three hundred square feet. Pathways overgrown with thorny vines and twisted hedges retreat, becoming easily passable or easily walked trails suddenly become overgrown with verdant and resilient plants to inhibit the passing of those who would trespass upon natural ground. This spell is permanent, though growth can be cut down and that which is withered regrows naturally.

Whispers of Nature: With an invocation of this spell, the caster can speak and understand the tongues of birds, beasts, and even trees. These strange creatures have unique and inhuman perceptions but are often eager to speak with the caster—whom they regard as one of the goodly folk and an ally. This spell lasts for 1 hour.

Staves Both Carved and Twisted: With this spell the caster can coax objects crafted of wood, such as bows, staves, spears, and wooden shields, to wither and twist to render them useless. Alternatively, they can convince freshly cut wood to weave itself into similar shapes to a size no greater than a door or raft of logs. Each time this spell is cast, 3d4 handheld objects (such as a weapon or shield) or one large object (such as a door or raft) is affected. If cast upon a wooden object currently in use by an adversary, the target may make a Saving Throw to avoid these effects, though this spell has no effect on large wooden structures such as buildings, nor can it be used against magical objects.

✧ GUIDED BY WISER WILLS

It is said that the truly wise recognize that they know not but a little. By recognizing their own absence of understanding and drawing upon the deep, resonant wisdom of those who came before them that still permeates the world, they find new and uncanny insights. A wizard making use of this spell may achieve any one of the following effects:

Divining Dream: This strange spell offers the caster the gift of prophecy by way of dreams that come to them as they slumber.

This spell must be cast within 1 hour of the caster bedding down for the evening. The player may then ask the Narrator for insight into a specific situation. As the wizard dreams, the Narrator describes a prophetic dream that should offer keen insight into the matter at hand. While dreams are often veiled in symbolism and imagery, the hints and portents of this dream should be plain to the caster. This spell may only be cast once per day.

The Lost Shall Be Found Again: When this spell is cast, the caster names a specific object, person, or creature. They then immediately receive a brief vision of the target before immediately knowing their current distance from the target as well as the direction they must go to draw close to the target. Their knowledge of distance and direction remains for one hour per level of the caster, though the vision of the target's surroundings lasts for but a single round.

Vision Unveiled: With this spell active, the caster can see perfectly in natural darkness up to a distance of 120 feet. In addition, when confronted with magical darkness or illusory magic, the caster may make a Saving Throw. If that Saving Throw is successful, the caster also sees through that magical darkness and recognizes illusions as mere deceptions with no substance. These effects last for 1 hour per level of the caster.

✧ HARKENING OF THE HIGH HAWK

It is said that the High Hawk is blessed with the grace and speed of the western wind, timeless, and eternal. Those few wizards who learn to speak unto that zephyr will find a powerful ally in both these strange winds and the lesser kind of High Hawks. A wizard making use of this spell may achieve any one of the following effects:

Ride Upon the Wind: For the duration of this spell, the caster can fly freely through the air at their normal Movement. They can move forwards, backwards, and even levitate up and down. In addition, if they would fall from a great height, they instead stand freely in the air. This spell lasts for 1 hour, plus an additional 10 minutes for every level of the caster.

Fell and Fearsome Mistral: A great torrent of wind envelops the caster for one round per level, extending out in all directions to a distance of 120 feet. Any flying creatures caught in this wind must make a Saving Throw or be forced to land immediately. Those who cannot land, plummet to the ground, suffering 1d6 points of damage

per 10 feet fallen as they crash. In addition, all ranged attacks made with physical weapons suffer Disadvantage on their attack roll and have their range reduced by one-half.

Whispering Messenger: This strange spell allows the caster to speak with any natural bird and bid the creature carry a message for them to any individual no further away than 50 miles per level of the caster. The bird repeats this message exactly as it is spoken by the caster and can be no longer than ten words per level of the caster. The bird carries the message to the best of its ability, though it may still be hindered by weather or attempts to accost its flight.

✧ HOPE UNBOWED BEFORE EVIL

Against all that is dark and terrible in the world, there is one thing it cannot avail: Hope. As long as hope remains in the hearts of the kindly Lineages of the world, the power and resolve to stand against any foe can be found. A wizard making use of this spell may achieve any one of the following effects:

Evil Will is Withered: The caster lays their hands upon a single target. That target is immediately healed of any natural disease or poison that plagues them. In addition, they are torn from the throws of Despair if such a state has settled upon them. This spell has no effect upon magical enchantments or conditions, such as those under the influence of fey magic or lycanthropy.

Fierce Spirit of Humanity: Recalling impossible deeds of valor in the face of evil, the caster kindles the spirit of steadfastness in all allies within 30 feet. These allies receive a +3 bonus to their Defense for a number of rounds equal to the caster's level.

Sorcery Shall be Sundered: This spell breaks the power of lesser enchantments. When cast upon a general area, it causes all Apprentice spells to immediately cease functioning. The caster can also use it to shatter the effects of a Journeyman spell, though the caster must make a Saving Throw for these efforts to be successful. Finally, it can be used to disable magical traps and wards of similar strength. It has no effect on Master spells or magic items.

✧ OF SEAS AND STORMS

The power and majesty of the seas is no small thing and those who would dare draw upon its might do so with reluctance and reverence. Yet, the power of its bounty is no small thing and if a wizard can

master this power, they find the dangers of oceans and rivers to be of little avail. A wizard making use of this spell may achieve any one of the following effects:

As One Born to the Sea: When this spell is cast the caster (or 1 target whom they touch) can breathe water as easily as they breathe air. In addition, they can swim with the same speed and ease as if they were walking upon land and are unhindered by the weight of their own gear and the pressures of the deep when swimming. This spell lasts for 1 hour per level of the caster.

Stride Upon the Sea: For the duration of this spell, the caster (or 1 target whom they touch) can walk upon the water as easily as they can walk upon land. In addition, if cast on a target that is currently in the water or submerged, the target rises to the surface until they are standing on the water as if it were land. This spell lasts for 1 hour per level of the caster.

Weave a Mist: Regardless of the caster's current location, they can call forth a great sea mist to fill a massive area up to 1000 cubic feet per caster level. All beings obscured in this mist are disoriented, unable to see more than ten feet in front of themselves and all sound is muffled in the fog. In addition, all mundane fires in the fog are extinguished and magical fire is far less effective, inflicting only one-half its normal damage. All ranged attacks are made at Disadvantage, while all attempts at stealth receive Advantage. This mist can be shaped into crude forms, such as oblong banks of fog or pillars of obscuring dew. This spell lasts for 1 hour per level of the caster.

✧ PARAMNESIA OF THE FEY

To the Fey, the very precepts of reality are fluid and can be bent to the will of those wise in the way of enchantments. While few mortals can bend their own mind so strangely as to understand these weird magics, the scant wizards who do find themselves able to manipulate more than mere perceptions. Time itself can be twisted to aid the strange and subtle arcanist. A wizard making use of this spell may achieve any one of the following effects:

A Step Outside of Time: When this spell is cast, the caster or a single target of their choosing finds that time itself flows differently about them. They are hastened or slowed as the world seems to ebb and flow around them, as the caster wills at the time of the spell's casting. Those who are hastened double their Movement, increase their Defense by +2, and may take twice as many actions in a combat

round. Those who are slowed have their Movement reduced by one-half, reduce their Defense by -2, and may only attack or cast a spell during a combat round in which they do not move. Characters wishing to resist this effect may make a Saving Throw to resist it and those under its power remain so for a number of rounds equal to the caster's level.

Twist the Horizon: With this spell the caster weaves a great illusion across a wide land, making it appear as they wish. Hills can be rendered invisible, imaginary forests made to spring forth, and great castles can be concealed behind phantasmal mountains. Though vast and covering an area no larger than 300 square feet, this illusion is not perfect. Those who look upon it with any suspicion of falsehood may make a Saving Throw to see through the deception. The illusion itself remains present until detected or touched, at which point it fades from existence.

Twist the Uncanny Mind: For one hour per level of the caster, a single monstrous creature treats the caster as a trusted friend. This can be any powerful creature, from a High Hawk to a Goblin King. Only monsters specifically named to be immune to mind-influencing enchantments and undead are unaffected by this spell. They trust any council from the caster unless it is obviously dangerous, suicidal, or blatantly false, and treat the caster as they would a member of their own family or a proven ally. A Saving Throw can be made by the target of this effect to avoid falling under its influence.

MASTER SPELLS

✧ A HOPE EVER ENDURING

Though darkness may reign for a time, the hope of the kindly people of the world shall endure beyond all evil. To those who recall the truth that no evil victory can be achieved unless those who fight against it lay down their arms, hope is immortal and forever unslain. Some wizards can tap that great truth to inspire their allies and weaken their enemies, no matter how daunting these foes may seem. A wizard making use of this spell may achieve any one of the following effects:

The Evil Blade is Blunted: When this spell is cast, the wizard grants a number of allies equal to their level a +5 to their Reduction Value on top of all other bonuses they receive. Additionally, all who benefit from this spell may name one enemy they can see and for the duration of this spell that enemy has Disadvantage on all attacks against them. This spell lasts for one minute per level of the caster.

Hope Unavailed Before the Breaking of the World: For the duration of this spell, the wizard and a number of allies equal to their level who can hear them speak are immune to Despair. They simply cannot be affected by it. In addition, they receive a +2 bonus on all attack rolls made against any creature that would normally require them to make a Despair Saving Throw. This spell lasts for 1 minute per level of the caster.

Fell Sorcery Foiled: When this spell is cast, the wizard selects one magical object. For one round per level of the caster, all magical properties of that object cease to function, and it is, for all purposes, mundane. If another living being holds that object, they may make a Saving Throw at Disadvantage to avoid this effect.

✧ BEHOLD THE UNTOUCHED REALM

Even a wizard of great power knows that the natural world knows no master, yet one who learns some small mastery of its power may call upon the power of the untouched realm to achieve such ends as to be

unimaginable to most mortal minds. A wizard making use of this spell may achieve any one of the following effects:

Conjure Forth the Wrath of the World: This spell allows the wizard complete control of the weather in a radius around the caster no larger than 1 mile per level of the caster. Clear skies can be made to become a terrible hurricane. A chill breeze can become a terrible blizzard. A slumbering volcano can be made to belch forth its boiling heart. Unfortunately, once summoned, the weather cannot be controlled and must be left to play out as it will.

Summoned from the Sky: When this spell is cast under open skies, as long as there is a single cloud present in that sky, a great bolt of lightning tears forth from it and unerringly strikes a single target of the wizard's choosing. This bolt inflicts 1d12 damage per level of the caster on that target, though any being struck by the bolt may make a Saving Throw to suffer only one-half damage. Whether or not the target made their Saving Throw or not, the deafening and disorienting effect of being struck by lightning leaves the target discombobulated and they suffer Disadvantage on all actions for one full combat round.

Walk as a Leaf Upon the Wind: When this spell is active, the wizard may travel across wild and natural lands at an amazing speed and unhindered by natural obstruction. They can move at a speed of 10 miles per hour per level across even the most overgrown natural terrain. Moreover they leave no trace of their passage—no crushed leaf nor bent branch. Only magical divination could reveal their journey. This spell lasts 1 hour per level of the caster.

✧ BEYOND THE KEN OF MORTALS

It is said that the greatest power in the universe is that of discernment and right judgment. Rare is the mortal, or even the wizard, who can know the whole truth—yet those who delve deeply into the arcane arts can find truths yet unmastered by those bound to the physical realm. A wizard making use of this spell may achieve any one of the following effects:

Know Truth: When this spell is cast all beings native to the mortal plane of existence must make a Saving Throw at Disadvantage. If that Saving Throw fails, they are unable to knowingly speak a falsehood and are compelled to answer any questions asked by the caster truthfully for 1 hour. Those who succeed in their Saving Throw are still unable to lie but may instead choose to remain silent for the duration of the spell.

Revelation of the Craftsman's Hand: When this spell is cast, the wizard immediately knows all the magical properties of a single magical item they can look upon. They do not need to touch or handle the item, but only to see it with their own eyes. They know all magical enchantments on the item, its true history, how (and by whom) it was crafted, and how to destroy it. This knowledge comes instantaneously.

Vision of the Past: When this spell is cast, the wizard gains a vision of events that occurred here in the past as if they had been present when it happened. The wizard can reach back to a specific moment in time, but that moment can be no further back than 1 century for every level of the caster. Their vision lasts for 1 minute per level of the caster, and the caster may choose to look at different points in history in a single casting, with a minimum duration of 1 minute per time period they wish to look upon.

✧ BY RUNE AND FORGE

The art of crafting magical items is reserved for only the most skilled wizards. Even masters in the art rarely learn more than a few basic enchantments, though they still develop some skill at laying temporary runes and wards upon an item to empower it against foes or even undo a terrible sundering. A wizard making use of this spell may achieve any one of the following effects:

Blessings Upon the Blade: When a wizard casts this spell, they select a single weapon and weave runes of power around it. That weapon gains one Aspect of the caster's choice for the duration of this spell in addition to any other Aspects already present. This effect lasts for 1 hour per level of the caster, though for that time the weapon glows with a strange light of the caster's chosen color to a radius of 5 feet.

The Ancient Forged Anew: With this spell, a wizard may render a broken item whole again—though that item can be no larger than a Large Shield or door and all its primary components must be present. This is primarily used to restore broken mundane items but can also repair broken or sundered magic items if the wizard makes a successful Saving Throw. This repair is permanent until the item is broken again.

Mend the Mortal Wound: Rare indeed is the wizard who can unsunder the broken and rarer still is one who can restore those who have suffered a terrible wound to wholeness again. If this spell is cast within 1 round of an individual being reduced to 0 or fewer

Endurance, the wizard can restore the individual to a single point of Endurance and undo almost all the effects of a Grievous Wound, except for death. The wizard cannot restore the dead to life. This spell is dangerous though, and when the wizard casts it, they must make a Saving Throw or they themselves lose 3d6 Endurance.

✖ CAST BACK THE DARKNESS

All fear is born of the unknown and the greatest obtenebrations are destroyed by the casting forth of a great light. This spell allows truly powerful wizards to bring even the most terrible creatures of darkness to heel, leaving them withered and weakened -- or even utterly destroyed. Woe to those who have drawn their power from the dark forces of the world should they face a magus who draws their power from this righteous incantation. A wizard making use of this spell may achieve any one of the following effects:

Radiance of the Right and True: The Wizard draws upon the fear of all that is light and true in the world that lay in the heart of all evil creatures, and sets that terror deep in their hearts. The caster glows with a pure white light that radiates out thirty feet in all directions and is an anathema to all demons, dragons, goblins, undead, and any other creature with an inherently evil nature that step within that light immediately suffer 1d4 points of damage per level of the caster for as long as the light burns. In addition, any such creatures caught in the light must make a Despair Saving Throw (even if they would otherwise be immune to Despair) or they flee out of the light by the shortest route. The light remains for a number of rounds equal to the caster's level and stays centered upon them, though during that time the caster can take no other action beyond moving at their normal Movement speed. If the caster is slain, the spell's effects immediately end.

Set the Wicked to Rest: When this spell is cast, the Wizard selects an area no larger than ten cubic feet per level. All undead creatures in the affected area must immediately make a Saving Throw or be instantly turned to ash in a flash of white light. Additionally, any Demons caught in its area of effect who fail their Saving Throw are immediately banished back to the Infernal Realm. The nature of how long such Demons are banished and how they can go about returning to the Mortal Realm is determined by the Narrator. Finally, any dead mortals caught in the area of this spell's effect can never be raised as undead beings by any means.

Suffer No Deception: For the duration of this spell, which lasts one minute per level of the caster, the target can see through all darkness and illusions with perfect accuracy. This includes magical and natural darkness. In addition, the caster knows when anyone within 120 feet has knowingly spoken a lie. The liar immediately suffers one point of damage per level of the caster and this damage bypasses the liar's Reduction Value. In short, it is impossible for any attempt to deceive the target of this spell automatically fails, whether it be magical or mundane and regardless of which of their senses is being obfuscated.

✧ GLAMOUR UNBOUND

Though the Fey do not recognize their strange gifts as magic or sorcery, but instead as a natural gift, few mortals have the will or desire to delve the depths of Fairie and learn their ways. Wizards daring to make promises to the Fey or explore the lost realms of the Dream Lands find unimaginable power, though it often comes at a price. A wizard making use of this spell may achieve any one of the following effects:

Artistry of the Imagination: With this spell, the caster can summon forth a complete illusion no larger than 500 cubic feet per level of the caster. This illusion impacts all the viewer's senses. It can move, make complex noises, and appears in all ways to be a thing that is truly present. It only lacks a true physical presence. It need not be one object, though it can be. Whether appearing as a single grand tower or a small army of warriors, it functions as it appears unless any witnesses have reason to believe it to be anything other than true. In this instance, they receive a Saving Throw to recognize it as such and once this is revealed the witness cannot be affected by it. It lasts for 1 minute per level of the caster or until recognized as an illusion.

Cross into Fairie: This spell conjures no deception, but instead opens a portal large enough to march 3 abreast into the Realm of the Fairie where the fey dwell. In that realm, there are great blessings and dangers, wounds may be healed, and time may flow differently or even in paradox. The exact properties of Fairie are determined by the Narrator, though they should be suitably grand given the nature of the fey and the power of this spell. Each time this spell is cast, it opens a portal that remains open for 1 round per level of the caster.

Phantasmagoria: This spell conjures a phantasm of unimaginable horror in the mind of a single target. The target becomes so consumed with fear that whatever nightmare has been created in their mind's eye drives them beyond madness into a fear so powerful that unless

they make a successful Saving Throw, they drop dead of fright. A successful Saving Throw means the target recognizes the phantasm as a falsehood, suffers no ill effects, and cannot be targeted by the wizard again by this spell.

✧ THE PIERCING FEROCITY OF JOY

When driven by all that which is good in the world and all that they love, the goodly Lineages are often capable of truly impossible feats. Whether it is recalling the glory and heroism of ancient days or remembering the simple joys of a long-distant homeland that lay untouched by evil, that which is loved can drive ordinary beings to become warriors worthy of song. Some wizards master the art of kindling this love in the hearts of others, using its power to craft masterful enchantments. A wizard making use of this spell may achieve any one of the following effects:

And Fear Fell Upon Them: Knowing that evil has no joy in its heart, but instead craves power to stave off an impossible fear, the wizard forces their enemies to look unveiled upon that fear. All enemies within 120 feet of the wizard when they cast this spell must immediately make a Resolve-based Attribute Saving Throw or suffer Despair. Even beings of a truly evil nature, such as demons or undead, that are normally immune to Despair must make this Saving Throw—and these beings of a truly evil heart make their Saving Throw at Disadvantage. This Despair remains upon them for as long as they are in the wizard's presence.

Recall Out of Legend: Crying out an ancient song of remembrance, the wizard reminds their allies that they have become the heroes of their age. Inspired by those who have come before them, all the wizard's allies within 120 feet receive Advantage on all Saving Throws for a number of rounds equal to the wizard's level.

Feast For the Valorous: This blessing is set upon a great feast capable of feeding ten people per level of the wizard. It conjures no food but blesses that which is already prepared. Those who partake of this meal immediately gain 4d6+6 Endurance, even if this takes them above their normal Endurance maximum. This extra Endurance remains for 1 full day, or until lost through injury or weariness. A feaster cannot benefit from this magnificent meal more than once per week. The food remains enchanted for but a single hour and must be consumed in that time.

✧ UNBIND THAT WHICH CANNOT BE BROKEN

Wizards are great weavers of spells, but so too do they unmake that which must be destroyed. An incredibly powerful wizard who sets their power to it is capable of undoing what seems to have power beyond measure—whether it is undoing a masterful enchantment or shattering the resolve of a seemingly undaunted foe.

Strike a Shattering Blow: When this spell is cast, the wizard empowers a single weapon they or another is wielding to shatter all defenses. A weapon under such enchantment reduces a target's Reduction Value by one with each successful attack for 1 round per level of the caster. These attacks diminish the Reduction Value first, before inflicting damage on the target's Endurance. But once lost, this Reduction Value does not return. Even magic items may be temporarily diminished so if the bearer does not make a successful Saving Throw. Shields are of no more protection, and a shield bearer must make a Saving Throw if struck by such a weapon (with a bonus to that save equal to the shield's magical bonus if it is an enchanted shield) or be sundered. Beings with a natural Reduction Value recover this loss at the rate of one point per hour.

Unbreakable Words of Power: This spell renders a living being touched by the wizard to be temporarily immutable. They cannot be placed under unwilling enchantment, mind or body. Phantasms do not pierce their mind, spells do not change their shape, poison and disease do not alter their physiology. These effects are instantly dispelled before they can take hold. They remain as they are for 1 minute per level of the caster unless willingly submitting to an enchantment.

Undone By Their Own Malice: By this spell a wizard can see a foe defeated by their own ferocity. A single target within 120 feet of the caster must make a Saving Throw or fall under this spell's effects for a number of rounds equal to the wizard's level. For that duration if the target attacks any being in combat, whether by weapon or by spell, the target loses Endurance equal to the wizard's level. This damage comes directly off the target's Endurance and ignores their Reduction Value.

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